Usenet Newsgroup Archive: comp.sys.atari.8bit

1996-07 - 1996-12

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Date span: 1996-07-01 through 1996-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 5,210

Message records with no readable body available in the source text: 1

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Any ideas about reviving 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: Rich Link <ral@iglou.com>
Message-ID: <31D74C0F.1935@iglou.com>
Source record: 82550

Apparently I encountered a bad power supply that has screwed up my 800xl.
The unit will get the green screen, but then goes black, no sound, no
disk drive seeking, etc.

The unit was working before using this power supply. It doesn't appear
to be putting out AC but I'm not trying it on any other units.

Based on the symptoms, can anyone suggest possible parts that may have
blown?

2. Re: APE Cable woes!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31d71a84.45353411@news.demon.co.uk>
Source record: 82551

On Sun, 30 Jun 1996 11:30:30, DougF@gnn.com (Douglas Feldman) wrote:

>little solder-dot connections instead of "gross" wire wrap + solder
>connections. This second cable worked immediately !! What a thrill!!

You guys never heard of stripboard??????? The board tends to end up
larger than absolutely necessary but it gives a solid end product.

--
andy@troas.demon.co.uk
----

3. Re: ALEX PIGNATO

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31d71b6d.45586124@news.demon.co.uk>
Source record: 82552

On 28 Jun 1996 11:59:21 -0400, asharkis@aol.com (ASharkis) wrote:

>The Ol' Hackers Atari Users Group is saddened by the loss of their founder
>and longtime president, Alex Pignato. Alex passed away suddenly on
>Wednesday, June 26.

Never knew him, but my prayers are with him and his family.

--
andy@troas.demon.co.uk
----

4. Re: Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: "Waiting at Sudwerks"@rocky.ucdavis.edu
Message-ID: <4r780m$81a@mark.ucdavis.edu>
Source record: 82553

Since no one else has posted yet, I guess I will.

Unlike the 8-bit doorstop c64, the Atari 8-bits allowed you to daisy chain all of your serial devices through the one port on the computer. If you have a disk drive for this, you will notice that there are 2 serial ports on the back. This is so you can continue the "chain" of peripherals. And, as far as I know, aside from the standard Atari sio ports, the only way to connect disk drives into the 850 is through the use of an SIO2PC or APE cable...

-Alf

5. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d71b99.582187@news.sover.net>
Source record: 82554

On 29 Jun 1996 13:35:09 -0400, asharkis@aol.com (ASharkis) wrote:

>Pardon the ignorance, but what is Ef-Net? How does somebody get there?
>
>I've always appreciated what Polish coders are doing, and this sounds like
>a good way to make contact. Although I'm a GEnie user, it's doubtful that
>I can get on GEnie on Thursday nights.

IRC is made up of a series of computer servers that relay the
messages people type to the other servers, which in turn relay the
messages back to the user logged on to that server.
Efnet is a series of such servers. A list of efnet servers will
follow.

The way to connect using a shell account is usually to type a command
like:

irc 130xeGuy irc.stealth.net

where "irc" starts the irc program on the host computer, "130xeGuy" is
your desired nickname, and "irc.stealth.net" is the server you want to
connect to.

Once you are connected to the server, you must issue the command:

/join #atari8

to join the discussion of Atari 8-bits.

I have found IRC to be _the best way_ to come in contact with other
people sharing the same interests as I do, except for the Atari croud,
despite the fact that #atari8 is listed in the FAQ. : (

A night ago I logged on irc, and stopped in #atari8, and found two
people, Gumi and Waldi, both Polish coders that unfortunately didn't
speak English very well. But, I am now recieving via e-mail a new
polish demo they have been working on! :)

In any event, traffic in #atari8 is slow, with the bot (bot=script
that keeps the channel) being the sole occupant most of the time.
So, I decided to advertize #atari8's existance here, hoping to spur
interest.

Knowing firsthand how chat can be a huge timedrain, I thought that
maybe weekly get-togethers of Atarians might be a better way to go,
than simply promoting its existanse, and having people show up, but
not at the same time.

Alan, I see your an AOL-er. AOL provides a way to use standard winsock apps with their frontend software (2.5 for win-doze users). I suggest the easiest way for you to get connected to IRC is with mIRC, a freeware IRC client that is by far and away my favorite. :)

Rick

here is a list of Efnet IRC servers: irc.stealth.net is my personal favorite, as the connect times are short, and the lag is manageable)

cs-pub.bu.edu
droopy.colorado.edu
irc.ais.net
irc.blackened.com
irc.bridge.net
irc.bu.edu
irc.caltech.edu
irc.catt.ncsu.edu
irc.cdc.net
irc.cerf.net
irc.cris.com
irc.ecn.uoknor.edu
irc.epix.net
irc.escape.com
irc.eskimo.com
irc.gate.net
irc.harvard.edu
irc.iastate.edu
irc.ilstu.edu
irc.indiana.edu
irc.inlink.com
irc.ionet.net
irc.law.emory.edu
irc.mcs.com
irc.mo.net
irc.neosoft.com
irc.phoenix.net
irc.portal.com
irc.primenet.com
irc.spyder.org
irc.stealth.net
irc.texas.net
irc.uiuc.edu
irc.univ-lyon1.fr
irc.voicenet.com
irc.westworld.com
irc.winternet.com
irc2.mit.edu

6. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d726f0.3485041@news.sover.net>
Source record: 82555

On Sat, 29 Jun 1996 15:09:07 GMT, ipoorten@cs.vu.nl (Ivo van Poorten)
wrote:

>First of all, let's move to UnderNet. EF-Net sucks...

For that matter we could move it to Dal-net, as the chan-serv is worth
it. In my experience, Undernet sucks just as much as Ef-net. Dal-net
is only better because of the Chan-serv.

Rick

7. Re: Sio2PC/APE cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d72e6f.5404310@news.sover.net>
Source record: 82556

On Sat, 29 Jun 1996 11:28:10 -0700, Deana Barrett <pwein@umich.edu>
wrote:

> I remember reading something about booting a disk drive with Sparta
>DOS actually "initializes" the drive for Sparta DOS I/O communications.
>I don't think this special "boot-up" is necessary for standard single
>density atari disks.

This is odd, but not pertinant to my set up. I have a Blackbox and 2
hard disk drives, which sparta boots from (when I'm not running Sparta
dos X). Thanks.

8. Happy drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: curtc321@maui.netwave.net
Message-ID: <4r78t6$1cl@whales.netwave.net>
Source record: 82557

I have 2 1050 Happy drives for sale and 1 amdek 3.5 dual drive setup with slave adapter for 2 more 360k drives.. Can use up to 7 drives on the 800 or xl/xe systems... Best offer... Also better than 10 cases of disks (100/case) an 8 year collection of Atari stuff.. Email please-Thanx.. Curt.

9. Atari 8bit Die Hards!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4r7ivj$797@news.tcd.net>
Source record: 82558

From the information I have received this evening American Tech Vision has bought the dust..Bought out by Video 61 of Minneapolis 612-462-2500. Owners name Lance..has been in the business since the early 80's.. 82-83?. If you need hardware new he may have it software new used I know he has it! Anything from the old 400/800 tape drive software to the later additions!

Collecters this is a prime source..he has a recorder on his line if you don't get an answer on the 3rd ring the recorder will pick up..best time to catch him is between 6 and 9 Centeral time..2 hours from calif 1 from Utah..?

Bob

10. FTE- Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4r7j4a$797@news.tcd.net>
Source record: 82559

Had a phone number for him and talked to him within the past 2
months..but attempted to call him this evening and the phone
number is no longer valid.

Mike are you still alive or did your wife step on your neck as I
asked her to last time I called???

You have my number...call me I have something to benifet both!!

Bob

11. Re: APE Cable woes!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <31d7873a.18982574@news.cyberspy.com>
Source record: 82560

andy@troas.demon.co.uk (Andy D) wrote:

>On Sun, 30 Jun 1996 11:30:30, DougF@gnn.com (Douglas Feldman) wrote:
>
>
>>little solder-dot connections instead of "gross" wire wrap + solder
>>connections. This second cable worked immediately !! What a thrill!!
>
>You guys never heard of stripboard??????? The board tends to end up
>larger than absolutely necessary but it gives a solid end product.

It seems the message that this fellow replied to never made it to my
news server. Could someone pass it along?

Thanks, Joe

12. Re: ATARI Equipment, MUST SELL!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4r7o02$g0c@main.freenet.hamilton.on.ca>
Source record: 82561

Just Steve (steveg@cnct.com) wrote:
: In article <31D5BE83.2CFC@ix.netcom.com>, ronf1@ix.netcom.com wrote:
: >BEWARE of Terry Ortman!!!!!! Check out 100s of emails complaining
: >about him on misc.forsale.computer.storage.
: >The MO seems to be:
: >1) I take your money
: >2) the distibutor didn't ship or some other excuse
: >3) I keep your money because becuase it isn't my fault and I need it to
: >sue the distributor
: >4) Then (can you beleive this) I am going to sue you because your are
: >complaining about a refund and since your own me for the law suit I am
: >keeping your maoney and you are never getting the goods you ordered!
: >For real folks check out his emails!!!!

: Thanks for the warning. I was communicating with him to purchase the ATR
: and the 1050, though I ultimately decided against it because of his :
attitude. This is good to know -- thanks!

Jeez! I would sell you a disk drive for HALF what he is asking....

We all know Terry Ortman is a

Living in his own fantasy world where Atari computers are worth hundreds
of dollars.

No thanks!

Willy

13. Re: Atari joysticks on a Mac running Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-0107960236560001@annex007.ridgecrest.ca.us>
Source record: 82562

In article <4r6tnl$brn@linet06.li.net>, rsalerno@linet01.li.net (rsalerno) wrote:

>Is there a way to connect Atari joysticks to a Mac? I'm running Rainbow and >being able to use the joysticks would be great.

I've thought of a possible method of doing this. One would need a semi-sacrificial Mac joystick (not the analog type). You would take this stick apart and wire up connections from its switches to the switches in the Atari stick (if you take your time to do it right, you can simply have an extra cable come out of the Mac stick with a 9-pin DIN male connector on the end). Now that you have the Atari stick controlling the Mac stick's state, you just have to configure the Mac stick's driver software so that it simulates the correct keypresses for Rainbow. (Most Macintosh joysticks allow you to simulate keypresses for joystick movements, so you can play games that only accept keyboard input.)

I have seen a fairly cheap Nintendo-style gamepad for the Mac that would probably serve well for this kind of project.

It would be a much bigger project to try to interface the Atari stick yourself. ADB, the interface used on the Mac to connect joysticks, mice, and keyboards, is a multiperipheral serial bus. You need at least a UART and probably a microcontroller (ADB devices are intelligent). Not difficult, but it's a lot easier (and probably cheaper) to cannibalize or alter an existing ADB joystick.

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-------------------------------------------------------------+
```

14. Where to get the FAQs

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4r8k4v$aka@madeline.INS.CWRU.Edu>
Source record: 82563

```
(Posted without permission)
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly
Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!
Atari 8-Bit Computers
Frequently Asked Questions List
Revised 10-Jan-96(Not latest)
Additions/suggestions/comments/corrections are needed! Please send to:
URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700
--- Where to get the latest copy of the 8-bit Atari FAQ List ---
The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
URL:http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
URL:http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

WWW "flat hypertext" versions, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

..............
The Atari 8 NEWBIE FAQ:

ask Bill Kendrick kendrick@zippy.sonoma.edu for a copy.
Bill also has a www homepage, I'm pretty sure, ask him about
that too.
###
```

15. FS: 8 Atari ST Wargames - $30 shipped

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <4r8k05$3nn@mark.ucdavis.edu>
Source record: 82564
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace

I have the following 8 Atari ST war games for sale.
First $30 including shipping takes the lot.
Everything here is in excellent condition!

Thanks, Reinhard

* * * * * * * * * * * * * * *
Balance of Power

Includes: 87 page instruction manual, reference card, and 306 page book:
Balance of Power: International Politics as the Ultimate Global Game
* * * * * * * * * * * * * * *
Battle Chess

Includes: Instruction manual, reference card and original box
* * * * * * * * * * * * * * *
Breach

Includes: Instruction manual
* * * * * * * * * * * * * * *
Empire: Wargam
e of the Century

Includes: Manual, reference card, registration card, original box
* * * * * * * * * * * * * * *
Encyclopedia of War: Ancient Battles

Includes: Instruction manual, historical notes, reference card, CCS Ltd.
catalog, original box
* * * * * * * * * * * * * * *
Gauntlet

Includes: Original box
****
J.R.R. Tolkien's War in Middle Earth

Includes: Instruction manual, large & small maps, outer box cover
* * * * * * * * * * * * * * *
Xevious

Includes: Original box

16. FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <4r8k6u$3nn@mark.ucdavis.edu>
Source record: 82565
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari.2600

```
FS: 16 foot Atari extension cords

Imagine playing your Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$7 for one or $12 for two, shipping included.
```

17. Kyrillic GDOS Font wanted!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: Michael Meyer <meyer@eadq>
Message-ID: <Pine.SUN.3.91-heb-2.04.960701171946.4706A-100000@eadq>
Source record: 82566

I am looking for a Kyrillic GDOS font? KOI-8 or so! Does anybody know how to get them or has anybody already drawn such fonts? It would save me a lot of time.

Micha

meyer@eadq.izfp.fhg.de

18. Re: Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DtvEBx.J8r@iglou.com>
Source record: 82567

In article <31d1a9fb.6451380@nntp.alaska.net>,
Jeff Cotterman <bane@alaska.net> wrote:
>Hello....
>
>My newest find was an Atari 800 and an Atari 850... And this is what I
>have a question about...
>
>What is it??? As much as I can figure, you plug this thing in instead
>of your drives, and it gives you 4 serial ports and a parallel port...
>Am I right? Can you have drives plugged in at the same time?? What
>is it used for???
>
The 850 is almost always used along with disk drives; it has two 13-pin
connectors so that you can daisy-chain it with the disk drives. It has
four serial ports, but you can only use one at a time, and there is little
or no software which accesses ports 3 or 4. The pinout for the serial
ports is not the same as the 9-pin serial ports on an IBM computer; Atari
used 9-pin ports before IBM did. You can still get modem and printer
cables (I think) from B&C Computer or American Techna-vision, or someone
can post the pinouts for the cables.
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

19. Re: Atari joysticks on a Mac running Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-0207960932430001@ts31-4.homenet.ohio-state.edu>
Source record: 82568

The only way i know of to do this is the ChoiceStick Adapter (search the net) But it seems silly to me to spend $60-$70 to hook up a $6-$7 joystick, esp when you can buy a nice 8-bit system for that price.

20. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: M.Ruigrok@inter.nl.net
Message-ID: <Dtvnp8.9p3@inter.NL.net>
Source record: 82569
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

fs1@aixterm2.urz.uni-heidelberg.de (Andre Fachat) wrote:

>This is the announcement of "OS/A65", a 6502 CPU operating system
>I wrote some time ago and which I now put on the Web. It is
>copyrighted under the GNU public license.
>Some of its features are:
> - preemptive multitasking/multithreading
how did you make it pre-emptive when the 6502 processor itself has no way to check for boundaries or anything (so called trap errors coming from the processor itself (in pc systems btw)). In what way can the operating system take back and control software running under it?. Maybe someone from microsoft could implement it in their own products ;-).

greetinx,
Maarten Ruigrok

21. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: matthewp@netcom.com
Message-ID: <matthewpDtvpCB.H0r@netcom.com>
Source record: 82570

Robert Smith Ely (rely@ix.netcom.com) wrote:
: John,
: One of my favorites was in Antic. Mini-Golf. I forget the guy's
: name. (David Plotkin seems do come to mind, but I don't think that's
: right.) It was written in BASIC XL and he hid all of the variables. I
: really wish I knew how he did that. The play is good, graphics descent

You could wipe out the Variable Name Table with some pokes.. I remember
Starbase hyperion was like that. I went back and hand poked in Variable
Names and cleaned up the source code.. must have took me days..
--
-Matt P

Matt Pritchard | Antique Computer & Game System Collector
matthewp@netcom.com | Assembly Language Programming Guru
via Dallas, Tx dialup | Article Writer/Repressed Game Programmer

22. XFSIO is *NOW* at version 1.05

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: monkfish@baynet.co.uk
Message-ID: <4r9955$6nd@vulcan.baynet.co.uk>
Source record: 82571

Despite the fact that it said on my page that it was, and the fact
that the txt file in the ZIP identified it as v1.05, it was actually
v1.03!

The lucky person who pointed this out recieved a reg'd copy, but for
the rest of you it's at:

http://www.geocities.com/SiliCOnValley/Park/1211

and it now works!!!!!!

23. WTB: Atari Ultima games

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: mmadigan@students.uiuc.edu
Message-ID: <4r9g0i$knt@vixen.cso.uiuc.edu>
Source record: 82572

```
WTB: Your Atari Ultima games, preferably in box w/manual,etc.

Email mmadigan@students.uiuc.edu

THANKS!
Mike Madigan
```

24. Re: ALEX PIGNATO

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4r9hhp$1r3@newsbf02.news.aol.com>
Source record: 82573

I think you can still join. Only one local member was hedging on continuing the club, and I think I have him convinced that poor Alex's triple + role will be successfully split. If we agree at our next scheduled meeting (Saturday 7/6,) I'm going to take over the newsletter. That's a big chunk.

Just follow the directions that Alex sent you on Fido. Of course, if you don't have them, or you want to find out for sure if the user group will continue, wait until after Saturday and then send me a reminder.

Alex passed away very suddenly. I spoke to him the night before it happened. He had just come back from a small vacation and he sounded good. Another local member spoke to him just two hours before the attack. Again, he sounded good.

It is a very great loss, but I have every confidence that OHAUG will continue to be a strong force in this community.

25. Re: Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4r9hhc$1qu@newsbf02.news.aol.com>
Source record: 82574

Nope, it doesn't replace the drives. It chains right through it. There were a number of serial (RS-232 as opposed to Atari SIO) and/or parallel(as in Centronics) interfaces made for the Atari series, and this is one of the earlier ones. It's got its own power supply on a wall transformer, and it has a maximum speed of 9600 baud. The 9-pin ports labeled R1 through R4 are serial. R1 is full hand-shaking (except for RI line). However, the pins are not wired like an IBM 9-pin serial connector. You need a special cable. The parallel port, too, is not standard. It is the DB-15 connector on the end of the unit. This also takes a special cable with the usual Centronics connector at the other end. The trapezoid-chaped connectors are for daisy-chaining the 850 into the SIO.

26. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4r9hi3$1r5@newsbf02.news.aol.com>
Source record: 82575

Thanks, Rick, for a very detailed answer. I printed it out and will read it when I have a chance. I should make contact via your method soon.

Besides AOL, I'm also involved in AT&T Worldnet, which can probably also do the job.

27. PC Xformer cable Info ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31D86824.4523@ncweb.com>
Source record: 82576

Hi,

Many have asked for it, and now its available.

I scanned in the descriptive "plans" for making the PC Xformer cable,
which is used with PC Xformer 3.5 (ONLY!). It is in the form of a
BMP file, and is about 203k in size. If you'd like a copy, email me,
and I'll send it as an attachment.

UNFORTUNATELY, since Darek removed me from his "valued customers" list
(does he really have any ... seems like all he really values is his own
arrogance), I can't try out the cable, unless I were to receive a copy
of 3.5 from some source other than Mr. M. Oh well, we'll just have to
see what happens.

Cheers!
Bill
--
```
*********************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
*********************************************************************
```

28. FS: Atari items

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C3A4D9.10C100051E.uuout@compudata.com>
Source record: 82577

```
Monday, June 10, 1996

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $44
Atari 1050 Disk Driver owners guide........... $ 6
Atari 1050 Disk Drive - intro to Atari DOS..... $10
Cable & TV Connector for Atari 130XE........... $ 6
Peripheral Cable for Atari computer........... $ 9
Slik Stix Joy Stick ........................... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable......................... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks........... $ 7
10 Nashua single sided double density disks..... $ 7
19 Single sided single density disks for....... $ 5
14 Double side double density disks for......... $ 5
NEC Color monitor model JC-1215MA.............. $44
MPS801 Printer for Commodore...(two)........... $15 each
Okimate 20 Color Printer for Commodore......... $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
.................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM
---
```

 OLXWin 1.00b Speed doesn't kill. Stopping very fast kills.

29. Re: this is a test

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: jhomann@novia.net
Message-ID: <jhomann-0107962121290001@ss-minnow.novia.net>
Source record: 82578
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

In article
<Pine.A32.3.91.960630113108.25860H-100000@phobos.senecac.on.ca>, Perry
Tryfonas <dx244b18@phobos.senecac.on.ca> wrote:

> hi there!
what's up?

30. Irata Verlag

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960701221340.31490C-100000@moose.erie.net>
Source record: 82579

Does anyone recall a company called Irata Verlag? I believe they
were in Berlin and produced a disk drive interface for the 8-bit Atari's
that allowed direct connection of IBM compatible disk drives. They may
have also produced other products for the 8-bit Atari's.

31. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4raesa$hhf@crl9.crl.com>
Source record: 82580

William Kendrick (kendrick@sitka.sonoma.edu) wrote:
: Hello! As of this morning, I am (FINALLY! - delays, delays!) the new Atari
: 8-bit archivist at the University of Michegan site!

Yay!!!! :) It's going to be great!

John
jvogel@crl.com

32. Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-01 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31d875e9@pianosa.demon.co.uk>
Source record: 82581

Whilst reading the usual rubbish I find here, Jeff Cotterman wrote something interesting to All about Atari 850:

Hello Jeff,

JC> My newest find was an Atari 800 and an Atari 850... And this is what I
JC> What is it??? As much as I can figure, you plug this thing in instead

You are indeed correct. The 850 provides the Atari 8-bit range with 4 serial and one parallel port. Note that the four serials ports aren't all the same. Also note that, although the parallel port can be used at any time, to use the serial ports, the Atari requires an R: handler to be loaded, usually as an AUTORUN.SYS file, from disk.

JC> Am I right? Can you have drives plugged in at the same time?? What is

Yes, the two large "D" ports on the 850 are to allow the daisy chaining of peripherals. That's disk drives, cassette drive, etc.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... Time means nothing to me any more. - Slipstream; Killing Joke

33. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152625@cup.portal.com>
Source record: 82464

Jeff somebody wrote:

>I seem to remember that spindizzy had a key that would change the
>inverted pyramid into a marble, as in marble madness.

Yep. You could be an inverted (spinning) pyramid, a marble, or a little thing that seemed to be intended to be a gyroscope. :-)

I've always been mightily impressed with SpinDizzy's smooth "three-dimen-sional" grapihcs, and have often wondered how it's achieved. I once spent a small amount of time attempting to disassemble the game, but didn't get far. Anybody know how the programmers get such terrific 3-D, while also storing what seem to be HUNDREDS of "rooms"?

Chris

34. Re: Wacky Deal #3

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4rbnkb$emj@zorak.acns.carleton.edu>
Source record: 82465

[Posting by Don Thomas of Atari Corp.]

Comp.sys.atari.8bit trivia: Who can remember the last time a current Atari employee posted here, and who was it?

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

35. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4rbn37$fc7@zorak.acns.carleton.edu>
Source record: 82466

Congratulations Bill! This is wonderful news.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

36. Atari Game Page (announce)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: davidg@rivendell.otago.ac.nz
Message-ID: <davidg-0207961333160001@ou076082.otago.ac.nz>
Source record: 82582

Hi, I've started my Atari gamming page. If you want to play the old Atari
games then this page is for you.

Just go to: http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Be nice, this is my first go at this.

Thx, David.

ATS, Otago University Phone Ext: 8505
Dunedin, New Zealand Email: DavidG@bagend.otago.ac.nz

37. I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4r9ute$4p6@nuke.csu.net>
Source record: 82583

Hello! As of this morning, I am (FINALLY! - delays, delays!) the new Atari 8-bit archivist at the University of Michegan site! (I'm replacing Jody Lenn who has been quite busy for some time.)

So far, I've reorganized a lot of stuff, cleaned out some old files, taken some stuff offline temporarily (the CompuServe libraries, for example.. I plan to move all of those files where they belong - I would love any indexing help! :)).

Please note that many files have been moved from their previous locations. Some directories have bitten the dust. Some new directories have appeared. And ESPECIALLY note that many directories now contain subdirectories!

For example:

Emulators
Computer (ie, PC Xformer, Rainbow, XL-It!, etc.)
Peripherals (ie, SIO2PC, APE, etc.)

Games
Adventure
Action
Board
...

Hopefully everything makes sense! I have to apologize to Dean Garraghty and Mike Hohman. The "Djg" and "Fte" directories are gone. It's quite confusing to go into the "Os" directory (where MyDOS, Atari DOS, etc. are) looking for a copy of Spartados and not find it! How is one to find it in "Fte" without knowing it's there!? :)

Anyway - folks who have put off uploading to UMich because it's been "dead", please start uploading again!

I'll accept MIME or UUencoded e-mail at: kendrick@zippy.sonoma.edu
and of course the "New" directory is on!

For those who don't know or don't remember, some FTP addresses to this old and now resurrected site is:

ftp://atari.archive.umich.edu/atari/8bit/
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

Have fun! (BTW, my username at UMich is "kendric" without the 2nd "k")

-bill!
kendrick@zippy.sonoma.edu
http://zippy.sonona.edu/~kendrick/

38. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d89412.5662382@news.sover.net>
Source record: 82584

On 2 Jul 1996 01:44:14 GMT, kendrick@sitka.sonoma.edu (William
Kendrick) wrote:

>Hello! As of this morning, I am (FINALLY! - delays, delays!) the new Atari
>8-bit archivist at the University of Michegan site! (I'm replacing Jody
>Lenn who has been quite busy for some time.)

3 Cheers For Bill!

Hip-hip Hooray!
Hip-hip Hooray!
Hip-hip Hooray!
:)

39. atari archive now online

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31d8a746.1400451@news.superlink.net>
Source record: 82585

```
Thanks to Joe at cyberspy, my entire archive up to july 1st is now
online at: ftp://ftp2.cyberspy.com/pub/atari8/yogis_site/
Please send new additions to scharles@superlink.net or use the
justin_archive at same site; thanks!
```

40. Re: Pinouts for 1450XLD p/s needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4rav6q$2gr@sjx-ixn6.ix.netcom.com>
Source record: 82586

In <mbates-2906961319490001@ppp8-stk.sonnet.com> mbates@s3.sonnet.com
(Marlin Bates, IV) writes:
>
>Okay, I am contemplating the purchase of a 1400XL/1450XLD but there
are no
>power supplies. I need to know the pinous of the power supply. If
anyone
>could help it would be appreciated.
>
>-Marlin
The PS would be easy to build/find. The question is where did you
find a 1400XL/1450XLD for sale? If you found one, and it works, the PS
would be a minor thing to get. It would probably be similar to the XE
series PS more than the XL series due to the extra stuff in them.

rely@ix.netcom.com

41. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4rb01s$ll6@dfw-ixnews4.ix.netcom.com>
Source record: 82587

In <4r9ute$4p6@nuke.csu.net> kendrick@sitka.sonoma.edu (William
Kendrick) writes:
>
>Hello! As of this morning, I am (FINALLY! - delays, delays!) the new
Atari
>8-bit archivist at the University of Michegan site!
<<Stuff Deleted>>

Bill, Thank goodness. At least someone that really cares about the
8-bit files! Good luck with it!

rely@ix.netcom.com

42. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: rob@pe1chl.ampr.org
Message-ID: <Dtwpn0.L1B@pe1chl.ampr.org>
Source record: 82588
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

In <Dtvnp8.9p3@inter.NL.net> M.Ruigrok@inter.nl.net (Maarten Ruigrok) writes:

>fs1@aixterm2.urz.uni-heidelberg.de (Andre Fachat) wrote:

>>This is the announcement of "OS/A65", a 6502 CPU operating system
>>I wrote some time ago and which I now put on the Web. It is
>>copyrighted under the GNU public license.
>>Some of its features are:
>> - preemptive multitasking/multithreading
>how did you make it pre-emptive when the 6502 processor itself has no way to
>check for boundaries or anything (so called trap errors coming from the
>processor itself (in pc systems btw)).

Maybe you need to read the definition of pre-emptive again?
It seems like you are trying to refer to virtual memory but it
has no relation with pre-emptive multitasking!

>In what way can the operating system take
>back and control software running under it?.

Using a timer interrupt or an interrupt from an I/O device, for example.

>Maybe someone from microsoft could
>implement it in their own products ;-).

I don't think discussion of Microsoft products is relevant here.

Rob
--
+-----------------------------------+--------------------------------------+
| Rob Janssen pe1chl@amsat.org | BBS: +31-302870036 (2300-0730 local) |
| AMPRnet: rob@pe1chl.ampr.org | AX.25 BBS: PE1CHL@PI8WNO.#UTR.NLD.EU |
+-----------------------------------+--------------------------------------+

43. Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <836308929.7761.0@cortexuk.demon.co.uk>
Source record: 82589

I've just downloaded said game from Justins / Joe Archive and it refuses
to work on either my 130XE or emulators (XL IT or XF3.5). It displays
the loading screen and then locks up. Any ideas ?

```
O|
/-\_/ \_ O
I #  \|-\__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|
```

44. OBJ > Multiboot

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <836309089.7761.1@cortexuk.demon.co.uk>
Source record: 82590

Does any one know how to put OBJ / EXE DOS files onto either a Multiboot
or ROB C. menu system disk.

As far as I can work you can only put boot disk games or files already
on Multiboot or Rob.C disks.

cheers
O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

45. Slow Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <836309215.7761.2@cortexuk.demon.co.uk>
Source record: 82591

It's good to see that the Justin / Joe Archive and the Yogi Archive are
up and running but they do seem extremely slow compared to other sites
I have visited. Certainly Yogi's home page site is far quicker. Is it
just us UK users or do others find them slow as well ?

--
O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

46. Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31D922C7.5358@rcp.co.uk>
Source record: 82592

Hi,

Does anyone know how the 3 sector boot loader is
created when a DOS disk is formatted?

I heard that it may be in the ROMs of the Disk Drive
but it is completely different for each DOS. Also I
have had a quick search though DOS.SYS and DUP.SYS
and have not found a copy or parts of it there.

Thanks
Ivan

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

47. Atari 800/XL/XE cartridge list 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4rbgoj$eaa@uwm.edu>
Source record: 82593
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

```
================================================================================
= Cartridge List for the Classic Atari 800/XL/XE Computers =
================================================================================
= Rev. 2.0 July 2nd, 1996 =
= =
= Author: Andrew Krieg krieg@execpc.com =
= =
= This list is also available via the WWW at: =
= http://www.cs.uwm.edu/public/krieg/fun.html =
================================================================================
= Welcome to the Classic Atari Computers Cartridge List! This list is based =
= on a list originally started by Kevin Chase. Many personalized versions of =
= Kevin's list started to pop-up, so I have attempted to consolidate every =
= bit of data I could find into one list. I hope you find it useful! =
================================================================================
= Key =
= ------ =
= NR = Never released =
= ?xx = Year of release not known for certain =
= kbo = Keyboard overlay was included with cartridge =
= <none> = No catalog # on cartridge or manual, box may have had a # on it =
= [O] = Checklist for cartridge ownership =
= [M] = Checklist for manual ownership =
= [B] = Checklist for original box ownership =
= =
= To reuse the checklists, use your favorite editor and replace all of the =
= string patterns "[x]" with "[ ]". You have to calculate your own ownership =
= and ratio values as well. =
================================================================================
= The rarity ratings are still undergoing fine tuning. I would appreciate =
= any feedback on them. It should be noted that common carts for the Atari =
= computers are harder to find than common 2600 carts. They would probably =
= rank as uncommon or rare on the VGR 2600 list. =
= =
= Rarity =
= ------ =
= C Common These carts can be found fairly easily at thrift =
= stores, in sale posts on the 'Net, or in Atari =
= computer vendor catalogs (yes there still are some =
= vendors!). =
= U Uncommon A little harder to find, but they pop up on the 'Net =
= infrequently. =
= R Rare Very elusive to find carts. Some vendors still have =
```

```
= them in stock, but they are generally more expensive. =
= ER Extremely These are very, very hard to find. They usually have =
= Rare had a very low production run or are prototypes. =
= Consider yourself very lucky to come across one! =
================================================================================
= Total = 333 carts Own = 127 carts Ratio = 38% =
================================================================================
Rar-
Manufacturer Catalog # Yr Title ity [O][M][B]
--------------- --------- -- ----------------------------------- --- - - -
Activision Beamrider R [ ][ ][ ]
Activision CC-008-04 83 Decathlon U [x][x][ ]
Activision CC-102-04 84 Designer's Pencil, The U [ ][ ][ ]
Activision CZ-005-04 84 Dreadnought Factor, The C [x][x][ ]
Activision CZ-007-04 84 H.E.R.O. U [ ][ ][ ]
Activision CZ-002-04 83 Kaboom! U [ ][ ][ ]
Activision CZ-006-04 84 Keystone Kapers U [ ][ ][ ]
Activision CZ-003-04 83 MegaMania U [ ][ ][ ]
Activision Pastfinder R [ ][ ][ ]
Activision CZ-004-04 84 Pitfall! U [ ][ ][ ]
Activision CA-011-04 84 Pitfall II U [x][x][ ]
Activision CZ-001-04 83 River Raid U [x][ ][ ]
Activision CA-012-04 83 Space Shuttle: A Journey Into Space U [x][ ][ ]
Activision CZ-010-04 84 Zenji U [x][x][ ]
Activision CC-101-04 84 Zone Ranger U [ ][ ][ ]
Adventure Intl Rally X Speedway R [ ][ ][ ]
Atari CXL4010 ?79 3-D Tic-Tac-Toe U [ ][ ][ ]
Atari 400/800 SALT Diagnostic cartridge ER [ ][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) C [x][x][ ]
Atari RX8109 88 Airball R [x][x][ ]
Atari RX8092 87 Archon (by Electronic Arts) C [x][x][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [ ][ ][ ]
Atari CXL4013 81 Asteroids C [x][x][ ]
Atari RX8053 83 Atari Artist (w/ CX77 Touch Tablet) U [ ][ ][ ]
Atari RX8054 83 Atari Graphics (w/ CX75 Light Pen) R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [x][ ][ ]
Atari AED80013 83 AtariLab: Light Module U [ ][ ][ ]
Atari AED80014 84 AtariLab: Temperature Module U [ ][ ][ ]
Atari RX8036 82 AtariWriter (version A, brown) C [x][ ][ ]
Atari RX8036 84 AtariWriter (version C, silver) U [x][ ][ ]
Atari RX8064 87 Ballblazer (by Lucasfilm) C [x][x][x]
Atari RX8086 87 Barnyard Blaster (uses lightgun) U [x][x][x]
Atari CXL4002 ?79 BASIC Computing Language (ver. A) C [x][x][ ]
Atari BASIC Computing Language (ver. B) ER [ ][ ][ ]
Atari CXL4002C ?83 BASIC Computing Language (ver. C) R [ ][ ][ ]
Atari CXL4004 79 Basketball C [x][x][ ]
Atari RX8077 87 Battlezone U [ ][ ][ ]
Atari Berzerk (prototype) ER [ ][ ][ ]
Atari RX8081 87 Blue Max (by Synapse) U [x][x][x]
Atari RX8087 87 Bug Hunt (uses lightgun) U [x][ ][ ]
```

Atari RX8021 87 Caverns of Mars C [x][x][ ]
Atari CXL4020 82 Centipede C [x][x][ ]
Atari RX8096 88 Choplifter! (by Br0derbund) U [x][x][x]
Atari RX8094 Commando R [ ][ ][ ]
Atari CXL4009 79 Computer Chess U [x][ ][ ]
Atari RX8104 88 Crime Buster (uses lightgun) U [x][x][x]
Atari RX8088 87 Crossbow (uses lightgun) U [x][ ][ ]
Atari RX8102 88 Crystal Castles U [x][x][x]
Atari RX8101 88 Dark Chambers U [x][x][ ]
Atari RX8083 87 David's Midnight Magic(by Br0derbund) U [x][x][x]
Atari CXL4025 82 Defender C [x][x][ ]
Atari RX8??? Deflektor R [ ][ ][ ]
Atari RX8089 88 Desert Falcon U [x][x][x]
Atari RX8026 83 Dig Dug C [x][x][ ]
Atari RX8031 83 Donkey Kong C [x][x][ ]
Atari RX8040 83 Donkey Kong Jr. C [x][x][ ]
Atari RX8039 83 Eastern Front (by APX) C [x][x][ ]
Atari CXL4001 79 Educational System Master Cartridge U [x][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [x][ ][ ]
Atari RX8085 87 Fight Night (by Accolade) U [x][ ][ ]
Atari RX8067 84 Final Legacy U [x][x][ ]
Atari RX8091 87 Flight Simulator II (by subLOGIC) C [x][x][ ]
Atari RX8079 87 Food Fight U [x][x][ ]
Atari CXL4024 82 Galaxian C [x][x][x]
Atari RX8090 87 GATO (by Spectrum Holobyte) U [x][x][x]
Atari RX8084 87 Hardball (by Accolade) U [x][x][ ]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [x][x][x]
Atari RX8044 83 Joust C [x][x][ ]
Atari RX8049 83 Jungle Hunt U [x][x][ ]
Atari Kangaroo (prototype) ER [ ][ ][ ]
Atari RX8095 Karateka (by Br0derbund) U [ ][ ][ ]
Atari Letter Tutor (prototype) ER [ ][ ][ ]
Atari RX8082 87 Lode Runner (by Br0derbund) U [x][x][x]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [x][x][ ]
Atari AX2025 ?83 Microsoft BASIC II Computing Language U [ ][ ][ ]
Atari RX8048 84 Millipede U [x][x][ ]
Atari CXL4012 81 Missile Command C [x][x][ ]
Atari RX8052 87 Moon Patrol C [x][x][ ]
Atari RX8043 83 Ms. Pac-Man C [x][x][ ]
Atari CXL4007 80 Music Composer C [x][x][ ]
Atari RX8108 88 Necromancer U [x][x][x]
Atari RX8093 87 One-on-One Basketball (by Elec. Arts) U [x][x][ ]
Atari CXL4022 82 Pac-Man C [x][x][ ]
Atari RX8045 Pengo R [ ][ ][ ]
Atari CXL4018 80 Pilot Computing Language U [ ][ ][ ]
Atari RX8080 85 The Learning Phone (PLATO) R [x][ ][ ]
Atari RX8034 83 Pole Position C [x][x][ ]
Atari CXL4027 82 Qix C [x][x][ ]
Atari RX8029 83 RealSports Football C [x][x][ ]

Atari RX8063 87 Rescue on Fractalus (by Lucasfilm) U [x][x][x]
Atari RX8033 83 Robotron: 2084 C [x][x][ ]
Atari SALT II Diagnostic Cartridge ER [ ][ ][ ]
Atari RX8059 84 Skywriter (by EduFun!) U [x][x][x]
Atari CXL4008 81 Space Invaders U [x][x][x]
Atari CXL4011 80 Star Raiders C [x][x][ ]
Atari RX8078 87 Star Raiders II U [x][x][x]
Atari CXL4019 Store Demo R [ ][ ][ ]
Atari RX8098 ?85 Summer Games (by Epyx) U [x][ ][ ]
Atari CXL4006 79 Super Breakout C [x][ ][ ]
Atari CB101931 Super Pac-Man (prototype) ER [ ][ ][ ]
Atari Superman III (prototype) ER [ ][ ][ ]
Atari CXL4015 81 Telelink I U [x][x][ ]
Atari CXL4016 Telelink II R [ ][ ][ ]
Atari RX8042 83 Tennis C [x][ ][ ]
Atari RX8113 88 Thunderfox U [x][x][x]
Atari RX8069 Track and Field R [ ][ ][ ]
Atari RX8057 84 Typo Attack (by APX) U [x][ ][ ]
Atari CXL4005 79 Video Easel U [x][ ][ ]
Atari CA400201 XE Demo Cartridge (4 games) ER [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]
Big Five <none> ?85 Bounty Bob Strikes Back ER [ ][ ][ ]
Big Five <none> 83 Miner 2049er C [x][x][ ]
Br0derbund 82 Choplifter! U [x][ ][ ]
Br0derbund Sea Fox R [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [x][x][ ]
CBS Software 75350 84 Astro-Grover (w/ kbo) U [ ][ ][ ]
CBS Software 84 Big Bird's Funhouse U [ ][ ][ ]
CBS Software 84 Big Bird's Special Delivery U [ ][ ][ ]
CBS Software Blue Print R [ ][ ][ ]
CBS Software Boulders & Bombs R [ ][ ][ ]
CBS Software 84 Coconotes U [ ][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L9889 84 Ducks Ahoy! U [ ][ ][ ]
CBS Software 84 Ernie's Magic Shapes U [ ][ ][ ]
CBS Software 84 Halftime Battlin' Bands R [ ][ ][ ]
CBS Software M8786 82 K-razy Antiks (by K-Byte) C [x][x][ ]
CBS Software M8788 82 K-razy Kritters U [ ][ ][ ]
CBS Software M8784 82 K-razy Shoot-Out (by K-Byte) C [x][x][ ]
CBS Software M8790 82 K-star Patrol U [x][x][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L2541 83 Mountain King (by K-Byte) U [x][ ][ ]
CBS Software 84 Movie Musical Madness U [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic R [ ][ ][ ]
CBS Software Satan's Hollow R [ ][ ][ ]
CBS Software 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 4L0365 84 Sesame Street Letter-Go-Round(w/ kbo) U [x][x][x]
CBS Software Solar Fox R [ ][ ][ ]

CBS Software Time Bound U [x][x][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
Chalkboard Inc. 83 BearJam (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. Leo's Lectric Paintbrush (Powerpad) ER [ ][ ][ ]
Chalkboard Inc. Leo's Links (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. 83 LogicMaster (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. 83 Micro Maestro (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. Micro Illustrator (Powerpad tablet) ER [ ][ ][ ]
Citibank 84 Direct Access (home banking) ER [ ][ ][ ]
CPS 1200xl Diagnostic Cartridge ER [ ][ ][ ]
Dana <none> 83 Alien Ambush U [ ][ ][ ]
Dana <none> 83 Cloudburst R [ ][ ][ ]
Datasoft Letter Wizard R [ ][ ][ ]
Eastern House KISS (right slot only cart) R [ ][ ][ ]
Eastern House Monkey Wrench (right slot only cart) R [ ][ ][ ]
Eastern House 83 Monkey Wrench II (right slot only) R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]
Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx 54 82 Alien Garden U [x][x][ ]
Epyx <none> Fun with Art U [ ][ ][ ]
Epyx <none> Fun with Music R [ ][ ][ ]
Epyx 614R 83 Gateway to Apshai U [x][x][ ]
Epyx <none> 83 Jumpman Junior U [x][x][ ]
Epyx <none> Lunar Outpost R [ ][ ][ ]
Epyx <none> 82 Monster Maze U [ ][ ][ ]
Epyx 604R 83 Pitstop U [x][x][ ]
Epyx 55 82 Plattermania U [x][x][ ]
Epyx 664R 83 Silicon Warrior C [x][x][ ]
Epyx <none> SWAT Rescue R [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]
First Star 82 Astrochase ER [ ][ ][ ]
First Star <none> 83 Bristles ER [ ][ ][ ]
First Star <none> 84 Boulder Dash ER [ ][ ][ ]
First Star <none> 83 Flip and Flop ER [ ][ ][ ]
Fisher-Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher-Price LNL-AT 84 Linking Logic U [ ][ ][ ]
Fisher-Price LLV-AT 84 Logic Levels U [x][ ][ ]
Fisher-Price MEM-AT 84 Memory Manor U [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli Embargo ER [ ][ ][ ]
Gebelli Firebird ER [ ][ ][ ]
GeminiSoft Magic Dump (right slot only cart) R [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]
Hsu Software Math Encounter R [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) U [ ][ ][ ]
IDSI 81 Pool 400 R [ ][ ][ ]

IDSI AC1021 82 Speedway Blast R [x][ ][ ]
IDSI Survival of the Fittest R [ ][ ][ ]
Imagic 720125-1A 83 Atlantis C [x][x][ ]
Imagic 720149-1A 82 Demon Attack U [x][ ][ ]
InHome Baseball R [ ][ ][ ]
K-Byte 81 K-razy Antiks R [ ][ ][ ]
K-Byte ATR 1000 81 K-razy Shoot-Out R [x][x][x]
K-Byte Mountain King R [ ][ ][ ]
Koala AT00315-1 83 KoalaPainter (uses lightpen) U [ ][ ][ ]
LJK Data Perfect (80 column) R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect (40 column) U [ ][ ][ ]
LJK Letter Perfect (80 column) R [ ][ ][ ]
MPP Assault Force 3-D R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP 83 Smart Terminal R [x][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
OrionMicro Express! R [ ][ ][ ]
O.S.S. <none> 84 Action! C [x][x][ ]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL C [ ][ ][ ]
O.S.S. <none> 84 Mac/65 U [ ][ ][ ]
O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora <none> 85 Powerstar ER [x][x][x]
Parker Bros. 83 Astrochase (by First Star Software) R [x][ ][ ]
Parker Bros. Chess R [ ][ ][ ]
Parker Bros. PB1110 83 Frogger C [x][x][ ]
Parker Bros. Frogger II: Threedeep R [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss U [ ][ ][ ]
Parker Bros. 84 James Bond 007 R [ ][ ][ ]
Parker Bros. <none> 83 Popeye C [x][x][ ]
Parker Bros. <none> 83 Q*Bert C [x][x][ ]
Parker Bros. Risk R [ ][ ][ ]
Parker Bros. 83 Star Wars: The Arcade Game U [x][ ][ ]
Parker Bros. PB101303 Star Wars: RotJ-Death Star Battle U [ ][ ][ ]
Parker Bros. PB1140 83 Super Cobra U [x][ ][ ]
Parker Bros. Tutankham R [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS 1.0 R [ ][ ][ ]
Reevesoft Diamond GOS 2.0 R [ ][ ][ ]
Reston Movie Maker R [ ][ ][ ]
Roklan <none> Deluxe Invaders C [x][x][ ]
Roklan 09-01131 83 Diamond Mine U [x][x][ ]
Roklan 09-01102 83 Gorf C [x][x][ ]
Roklan 09-01124 83 Journey to the Planets C [x][x][ ]
Roklan Lifespan R [ ][ ][ ]
Roklan Rack Em Up R [ ][ ][ ]
Roklan 09-01116 83 Space Journey U [x][x][ ]
Roklan <none> 81 Wizard of Wor C [x][x][ ]
Romox Ant Eater R [ ][ ][ ]

Romox Attack at EP-CYG-4 (by BRAM) R [ ][ ][ ]
Romox Flapper R [ ][ ][ ]
Romox Fortune Hunter R [ ][ ][ ]
Romox Princess and the Frog R [ ][ ][ ]
Romox Sea Chase R [ ][ ][ ]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox Whiz Kid R [ ][ ][ ]
Scarborough MasterType U [ ][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom U [ ][ ][ ]
Sega 006-03 83 Congo Bongo R [x][ ][ ]
Sega 83 Spy Hunter R [ ][ ][ ]
Sega 004-03 83 Star Trek: Strategic Operations Sim. U [x][ ][ ]
Sega 012-03 84 Super Zaxxon R [ ][ ][ ]
Sega Tac-Scan R [ ][ ][ ]
Sega Tapper R [ ][ ][ ]
Sega Up N Down U [ ][ ][ ]
Sega 008-03 84 Zaxxon U [ ][ ][ ]
Sierra On-Line 83 BC's Quest for Tires U [ ][ ][ ]
Sierra On-Line Creepy Corridors U [ ][ ][ ]
Sierra On-Line ORM-001 81 Crossfire U [x][x][x]
Sierra On-Line Jawbreaker U [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line 83 Mr. Cool R [ ][ ][ ]
Sierra On-Line Sammy Lightfoot ER [ ][ ][ ]
Sirius Alpha Shield ER [ ][ ][ ]
Sirius Capture the Flag ER [ ][ ][ ]
Sirius 82 Fantastic Voyage(by 20th Century Fox) R [ ][ ][ ]
Sirius Fast Eddie R [ ][ ][ ]
Sirius <none> 83 Final Orbit R [x][x][ ]
Sirius <none> 83 Spider City U [x][ ][ ]
Sirius 83 Squish 'Em R [ ][ ][ ]
Sirius 82 Turmoil (by 20th Century Fox) U [ ][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [ ][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator U [x][x][ ]
Spinnaker Aegean Voyage R [ ][ ][ ]
Spinnaker ALF-AT Alf in the Color Caves R [ ][ ][ ]
Spinnaker ABZ-AT 83 Alphabet Zoo U [x][x][ ]
Spinnaker Cosmic Life U [ ][ ][ ]
Spinnaker DLD-AT 83 Delta Drawing Learning Program U [x][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT Facemaker U [ ][ ][ ]
Spinnaker FRF-AT Fraction Fever U [ ][ ][ ]
Spinnaker Kid Writer U [ ][ ][ ]
Spinnaker KOK-AT Kids on Keys U [ ][ ][ ]

```
Spinnaker KDC-AT Kindercomp U [ ][ ][ ]
Spinnaker Ranch ER [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [x][x][ ]
Spinnaker Up for Grabs U [ ][ ][ ]
Synapse <none> 82 Chicken U [x][x][ ]
Synapse <none> 82 Claim Jumper U [x][x][ ]
Synapse Drelbs R [ ][ ][ ]
Synapse File Manager R [ ][ ][ ]
Synapse Fort Apocalypse U [ ][ ][ ]
Synapse Nautilus R [ ][ ][ ]
Synapse Necromancer R [ ][ ][ ]
Synapse Pharoah's Curse, The R [ ][ ][ ]
Synapse 82 Picnic Paranoia R [ ][ ][ ]
Synapse 82 Protector II R [ ][ ][ ]
Synapse Shadow World R [ ][ ][ ]
Synapse <none> 82 Shamus C [x][x][ ]
Synapse <none> 82 Slime U [x][x][ ]
Synapse Survivor U [ ][ ][ ]
Synapse Synassembler R [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level I(uses lightpen) ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II(uses lightpen)ER [ ][ ][ ]
TG Software <none> 83 Abracadabra U [ ][ ][ ]
TG Software <none> 83 Droids R [ ][ ][ ]
TG Software <none> 83 Nightstrike R [ ][ ][ ]
TG Software <none> Ozzy's Orchard U [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [x][x][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [x][x][ ]
Thorn EMI THB12004 82 Kickback U [x][x][ ]
Thorn EMI THB12009 83 Major League Hockey U [ ][ ][ ]
Thorn EMI ORC Attack ER [ ][ ][ ]
Thorn EMI THB12005 83 River Rescue U [x][x][ ]
Thorn EMI THB12003 82 Soccer U [x][x][x]
Thorn EMI THA12001 82 Submarine Commander U [x][x][ ]
Thorn EMI Tank Commander R [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 83 Springer R [ ][ ][ ]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]
??? Bumper Bash ER [ ][ ][ ]
??? Captain Beeble ER [ ][ ][ ]
================================================================================
= The following games were never released but prototypes may exist. Until =
= someone claims to own a prototype, they will not be part of the regular =
= list. =
================================================================================
Atari Blast 'Em NR [ ][ ][ ]
Atari Macro Assembler NR [ ][ ][ ]
```

Atari RX8124 MidiMaze NR [ ][ ][ ]
Atari RX8028 RealSports Soccer NR [ ][ ][ ]
Atari RX8037 Star Trux NR [ ][ ][ ]
Atari RX8120 Super Football NR [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]
Atari RX8111 Tower Toppler NR [ ][ ][ ]
Atari RX8118 89 Xenophobe NR [ ][ ][ ]
Atari Xevious NR [ ][ ][ ]
CBS Software Big Bird's Egg Catch NR [ ][ ][ ]
Parker Bros. Montezuma's Revenge NR [ ][ ][ ]
Roklan Anti-Sub Patrol NR [ ][ ][ ]
==========

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=_ __ _ __ _ _ __==========
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
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48. Re: Slow Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31D94BC2.4B6@owl.co.uk>
Source record: 82594

```
>
> On Tue, 02 Jul 1996 12:06:55 GMT, Mark Elliott
> <Mark@cortexuk.demon.co.uk> wrote:
>
>
>It's good to see that the Justin / Joe Archive and the Yogi Archive are
>up and running but they do seem extremely slow compared to other sites
>I have visited. Certainly Yogi's home page site is far quicker. Is it
>just us UK users or do others find them slow as well ?
>
Well I am in the UK and it seems pretty fast here !
```

49. Re: Slow Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <31d948ab.70613831@news.cyberspy.com>
Source record: 82595

On Tue, 02 Jul 1996 12:06:55 GMT, Mark Elliott
<Mark@cortexuk.demon.co.uk> wrote:

>
>It's good to see that the Justin / Joe Archive and the Yogi Archive are
>up and running but they do seem extremely slow compared to other sites
>I have visited. Certainly Yogi's home page site is far quicker. Is it
>just us UK users or do others find them slow as well ?

Shouldnt be slow as its our biggest server with a T1 connected to it.

Drop me an email from where youre at and Ill investigate.

See ya, Joe

50. Re: this is a test

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: kea@nwlink.com
Message-ID: <4rbiqk$7ci@texas.nwlink.com>
Source record: 82596
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

On Sun, 30 Jun 1996 11:31:36 -0400, Perry Tryfonas
<dx244b18@phobos.senecac.on.ca> wrote:

> hi there!
> This is another test!
Goodbye

51. Re: Bypassing RF Modulator in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <4rbiqc$8q@falcon.ccs.uwo.ca>
Source record: 82597

In article <4r6c28$hhm@orion.cybercom.net>, jkyu@cybercom.net writes:
|> Does anyone have any plans or info to bypass the RF modulated output
|> from an Atari 400. I would like to feed a composite output directly
|> to a monitor or TV. Thanks for any assistance provided.
|>

There was an article in an old, old Antic (or was it Analog? - a mind is a terrible thing to waste) which tells you just how to do this. I built this mod on my old 400 (RIP) back in the 1985-6 timeframe. I'd look through my collection and locate the article but I'm finishing my basement and all my mags are current inaccessible. Can someone else locate this? It would probably date from 1984-5 or thereabouts.

- Mike Jewison
mjewison@irus.rri.uwo.ca

52. Re: Slow Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4rbjmr$g5h@crl3.crl.com>
Source record: 82598

Mark Elliott (Mark@cortexuk.demon.co.uk) wrote:

: It's good to see that the Justin / Joe Archive and the Yogi Archive are
: up and running but they do seem extremely slow compared to other sites
: I have visited. Certainly Yogi's home page site is far quicker. Is it
: just us UK users or do others find them slow as well ?

I think the problem's around your end. I accessed it last night and it's
blindingly fast. (Via San Francisco internet provider to Missouri).

John
jvogel@crl.com

53. Re: this is a test

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31D96572.5092@inil.com>
Source record: 82599

Does anyone have directions for a Newell 256XL Rev A memory upgrade for a 800xl? Here are the Solder pads that require a wire.

RA8
PB2
PB3
PB4
PB5
PB6
DEL
HALT

I also know it involves a switch. If you could mention which chip/pin I have to solder these to would be most appreciative...

Rory
mcmahon@inil.com

54. Directions for a Newell 256xl rev A. mem upgrade - Re: this is a test

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31D96649.6CBB@inil.com>
Source record: 82600

```
Rory McMahon wrote:
>
> Does anyone have directions for a Newell 256XL Rev A memory upgrade for
> a 800xl? Here are the Solder pads that require a wire.
>
> RA8
> PB2
> PB3
> PB4
> PB5
> PB6
> DEL
> HALT
>
> I also know it involves a switch. If you could mention which chip/pin I
> have to solder these to would be most appreciative...
>
> Rory
> mcmahon@inil.com
Sorry, forgot to change the subject head...
Rory
```

55. Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4rbt8f$1goo@usenetw1.news.prodigy.com>
Source record: 82601

I think you mean when DOS files are written to it. It would have to be part of DUP.SYS in the case of Atari DOS 2.0 and 2.5 option H. Anyone care to disassemble?

56. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31D9AA05.41C6@ce.fciencias.unam.mx>
Source record: 82602

Mark Elliott wrote:
>
> I've just downloaded said game from Justins / Joe Archive and it refuses
> to work on either my 130XE or emulators (XL IT or XF3.5). It displays
> the loading screen and then locks up. Any ideas ?

Have you test booting the translator disk first, and then the game ?
If this doesn't work try using a quick menu maker like these in superdos
5.1

All the progams are available in the u-mich archive.

M.

57. Re: Leer discos Atari en un PC. Como se hace eso?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31D9AD78.167E@ce.fciencias.unam.mx>
Source record: 82603
Cross-posted to: comp.sys.atari.8bit,chile.consultas

Los drives grises (XF551) pueden leer discos de Doble densidad sin
problemas, tanto de un solo lado (180 K) como de los dos lados (360 K)

solo unos comentarios extra
-Myutil no funciona con todos los drives de PC (no se el criterio para
decidir cuales, solo trata varias)
-el programa My util y los archivs a transferis deben estar en el mismo
directorio.
-Una 1050 modificada tiene el problema de girar ligeramente mas lento,
esto significa que si tu formateas tu disco en PC y luego escribes en la
1050 puedes echar a perder tus archivos. (con la XF no hay problema)

sigan ATARIandose !! :->

Caramba con tu articulo !!, creo que sera una gran ayuda para los
neofitos :), (gracias por el parche para TBXL)

58. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: rob@pe1chl.ampr.org
Message-ID: <Dtx0ys.M94@pe1chl.ampr.org>
Source record: 82604
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

PRR
In <Dtvnp8.9p3@inter.NL.net> M.Ruigrok@inter.nl.net (Maarten Ruigrok) writes:

>fs1@aixterm2.urz.uni-heidelberg.de (Andre Fachat) wrote:

>>This is the announcement of "OS/A65", a 6502 CPU operating system
>>I wrote some time ago and which I now put on the Web. It is
>>copyrighted under the GNU public license.
>>Some of its features are:
>> - preemptive multitasking/multithreading
>how did you make it pre-emptive when the 6502 processor itself has no way to
>check for boundaries or anything (so called trap errors coming from the
>processor itself (in pc systems btw)).

Maybe you need to read the definition of pre-emptive again?
It seems like you are trying to refer to virtual memory but it
has no relation with pre-emptive multitasking!

>In what way can the operating system take
>back and control software running under it?.

Using a timer interrupt or an interrupt from an I/O device, for example.

>Maybe someone from microsoft could
>implement it in their own products ;-).

I don't think discussion of Microsoft products is relevant here.

Rob
--
+-----------------------------------+---------------------------------------+
| Rob Janssen pe1chl@amsat.org | BBS: +31-302870036 (2300-0730 local) |
| AMPRnet: rob@pe1chl.ampr.org | AX.25 BBS: PE1CHL@PI8WNO.#UTR.NLD.EU |
+-----------------------------------+---------------------------------------+

59. Re: Bypassing RF Modulator in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <DtxnF5.C2n@novice.uwaterloo.ca>
Source record: 82605

In article <4rbiqc$8q@falcon.ccs.uwo.ca>,
Mike Jewison <mjewison@irus.rri.uwo.ca> wrote:
>In article <4r6c28$hhm@orion.cybercom.net>, jkyu@cybercom.net writes:
>|> Does anyone have any plans or info to bypass the RF modulated output
>|> from an Atari 400. I would like to feed a composite output directly
>|> to a monitor or TV. Thanks for any assistance provided.
>|>
>
>There was an article in an old, old Antic (or was it Analog? - a mind
>is a terrible thing to waste) which tells you just how to do this. I
>built this mod on my old 400 (RIP) back in the 1985-6 timeframe. I'd
>look through my collection and locate the article but I'm finishing
>my basement and all my mags are current inaccessible. Can someone
>else locate this? It would probably date from 1984-5 or thereabouts.

I built one of those too. It was in Antic magazine. I gave away all
my magazines to an atari user group long ago, but I think I still have
a photocopy of that article at my parents' place. It'll probably be
a couple weeks before I visit them again though.

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca
"Nothin' says lovin' like a keg of Molson's" -Ashok Swaminathan regarding
a wedding present.

60. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: csbruce@ccnga.uwaterloo.ca
Message-ID: <Dtxpuo.JD9@undergrad.math.uwaterloo.ca>
Source record: 82606
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

In article <Dtvnp8.9p3@inter.NL.net>,
Maarten Ruigrok <M.Ruigrok@inter.nl.net> wrote:

>fs1@aixterm2.urz.uni-heidelberg.de (Andre Fachat) wrote:
>> - preemptive multitasking/multithreading
>how did you make it pre-emptive when the 6502 processor itself has no way to
>check for boundaries or anything (so called trap errors coming from the
>processor itself (in pc systems btw)). In what way can the operating system
>take back and control software running under it?. Maybe someone from
>microsoft could implement it in their own products ;-).

Um, Timer Interrupts (IRQ). They have been around for a long time. I
personally have implemented them to implement multitasking in my VIC-20
and in my course-project Real-Time 486 multitasking OS. It's not that
hard. PC-industry OS developers just don't know what they're doing. :-)

Keep on Hackin'!

-Craig Bruce
csbruce@ccnga.uwaterloo.ca
"Never underestimate the power of a simple tool."

C=256,64K-VDC,REU,RL16,HD200,FD4000,SL,USR28.8,C=128,1581,1571,C=64C,1541,VIC20

61. Re: Atari joysticks on a Mac running Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0307960058250001@cisjx91.demon.co.uk>
Source record: 82607

In article <4r6tnl$brn@linet06.li.net>, rsalerno@linet01.li.net (rsalerno)
wrote:

> Is there a way to connect Atari joysticks to a Mac? I'm running Rainbow and
> being able to use the joysticks would be great.
>

I believe you can you use off-the-shelf Mac joysticks as these usually
come with a control panel to choose the keystrokes for
the joystick to simulate. I've *never* tried this but someone told
me it works.

Chris Lam,
Rainbow Keeper.

62. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31D9E152.62B9@inil.com>
Source record: 82608

William Kendrick wrote:
>
> Hello! As of this morning, I am (FINALLY! - delays, delays!) the new Atari
> 8-bit archivist at the University of Michegan site! (I'm replacing Jody
> Lenn who has been quite busy for some time.)
>

It looks GREAT!... keep up the good work...The CIS sections are going to be the brunt of the work...

> I have to apologize to Dean Garraghty
> and Mike Hohman. The "Djg" and "Fte" directories are gone. It's quite

Hoping you'll put them in their respective places... The archive wouldnt be complete without these...

> Anyway - folks who have put off uploading to UMich because it's been "dead",
> please start uploading again!

ok... great!

> Have fun! (BTW, my username at UMich is "kendric" without the 2nd "k")
>
> -bill!
> kendrick@zippy.sonoma.edu
> http://zippy.sonona.edu/~kendrick/

63. WTB: Atari 8-Bit Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-02 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-0207962338180001@news.cnct.com>
Source record: 82609

The gods have smiled on me and I'm getting some back-pay that's been owed to me, so I figure -- what the hell! -- I'll blow it on some obsolete and unrepairable hardware. :-)

Looking to purchase:

Atari 1050 Floppy Drives
Need a total of three drives, preferably with US Doublers installed though I'll take 'em without. They MUST WORK, and they must include good cables and power supplies.

Black Box
Says it all. I want one.

ATR
Again, says it all. I want one of these too.

Send asking prices to mail; thanks. :-)

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
----

64. Re: Slow Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31d9bdd9.3499377@news.demon.co.uk>
Source record: 82467

On Tue, 02 Jul 1996 12:06:55 GMT, Mark Elliott
<Mark@cortexuk.demon.co.uk> wrote:

>
>It's good to see that the Justin / Joe Archive and the Yogi Archive are
>up and running but they do seem extremely slow compared to other sites
>I have visited. Certainly Yogi's home page site is far quicker. Is it
>just us UK users or do others find them slow as well ?

Demon are just now getting the routeing worked out on the new DS3, it
should solve all our problems. Currently we have 3 T1's to the
states, which is 3Mbps. The new line is 45Mbps.

--
andy@troas.demon.co.uk
---

65. Re: Attn: Yogi - re: new atari archive site

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4rcmr2$uc_002@news.skypoint.com>
Source record: 82468

In article <31D63692.274E@pacbell.net>, Chet Chudasama <CChudasa@pacbell.net> wrote:
>COOL!
>
>Finally an Atari 8-Bit repository with hopefully ALL the titles I used to
>know.

Unfortunately, I've been completely unsuccessful in my attempts to connect to
this over the past couple of days. What's the deal?

Scott

66. test

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: lascheck@www.uni-koblenz.de
Message-ID: <4rcpl4$o2h@newshost.uni-koblenz.de>
Source record: 82469

```
Erstmal 8-biter ausmotten
```

67. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <4rcqt2$p2u@seagoon.newcastle.edu.au>
Source record: 82470
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

csbruce@ccnga.uwaterloo.ca (Craig Bruce) wrote:
>In article <Dtvnp8.9p3@inter.NL.net>,
>Maarten Ruigrok <M.Ruigrok@inter.nl.net> wrote:
>
>>fs1@aixterm2.urz.uni-heidelberg.de (Andre Fachat) wrote:
>>> - preemptive multitasking/multithreading
>> how did you make it pre-emptive when the 6502 processor
>> itself has no way to check for boundaries or anything
>> (so called trap errors coming from the processor itself
>> (in pc systems btw)). In what way can the operating system
>> take back and control software running under it?. Maybe
>> someone from microsoft could implement it in their own products
>> ;-).

Notice that normally the 6502 address space is full
with additional memory (if available) banked in by an external
memory management arrangement. So if the 6502 *had* 'boundary
errors' it would be pointless -- I believe the Andre's original
6502 box had memory banking on 4K boundaries (is that right?)
which give 16 different relocatable chunks of memory in the
memory space. So the assumption that
(logical address space) > (physical address space)
is often strictly false for a 6502 machine. (That includes
the original 6502, with 64K RAM, 16K ROM, and 0K < IO < 4K
space, for a total physical address space (not counting
duplicated register locations) of 80K < physical addresses < 84K.

> Um, Timer Interrupts (IRQ). They have been around for a
> long time. I personally have implemented them to implement
> multitasking in my VIC-20 and in my course-project Real-Time
> 486 multitasking OS. It's not that hard. PC-industry OS
> developers just don't know what they're doing. :-)

That's not fair. There was really only one
set of PC-industry OS developers that didn't know what
they were doing, and a lot of people since trying to
live with that legacy. (A hysterical raisin, so to speak).

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

68. Re: Bypassing RF Modulator in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d9f88d.3715142@news.sover.net>
Source record: 82471

On Tue, 2 Jul 1996 20:25:52 GMT, nlshipp@dictator.uwaterloo.ca (Neil Shipp) wrote:

>>Can someone
>>else locate this? It would probably date from 1984-5 or thereabouts.

Sure!
Just off the top of my head (:
It is Antic Vol. 3 Num. 1 April 1984, Page 67 "Little Brother Grows Up" by Dick Slavens & Jim Lee

Geez, this complete set of Antic's is useful after all ;)
The only issues I don't have are the Anthologie(s?).
Anyone willing to part with theirs?

Rick
eru@sover.net

69. Re: Bypassing RF Modulator in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: eru@sover.net
Message-ID: <31d9fe8b.5249748@news.sover.net>
Source record: 82472

BTW, Mike, "The Fitting Room" is (was?) the column I most looked foreward to reading in AC. They inspired me to put my Atari w/BB and transkey into a PC case :) Soon I'll dedicate a portion of my web page to pictures of this contraption :) (I used an arc welder to put some parts of this thing together!! hehe) Are you going to do any more columns for AC? You left it a little open-ended. Just wondering.

Rick

70. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: msokos1@umbc.edu
Message-ID: <4rd0bt$4uq@umbc10.umbc.edu>
Source record: 82473
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

In article <Dtvnp8.9p3@inter.NL.net>,
Maarten Ruigrok <M.Ruigrok@inter.nl.net> wrote:
>how did you make it pre-emptive when the 6502 processor itself has no way to
>check for boundaries or anything (so called trap errors coming from the
>processor itself (in pc systems btw)). In what way can the operating system
>take
>back and control software running under it?.

I'm guessing he uses the timer interrupt. Am I close?

Mark Sokos (msokos1@gl.umbc.edu) http://www.gl.umbc.edu/~msokos1
- Electrical Engineer, Programmer, Musician, and Perpetual Student
- Keeper of the FAQ, alt.comp.hardware.homebuilt

71. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: martijnb@stack.urc.tue.nl
Message-ID: <4rd6m0$dp3@tuegate.tue.nl>
Source record: 82474
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

sokos mark (msokos1@umbc.edu) wrote:
| In article <Dtvnp8.9p3@inter.NL.net>,
| Maarten Ruigrok <M.Ruigrok@inter.nl.net> wrote:
| >how did you make it pre-emptive when the 6502 processor itself has no way to
| >check for boundaries or anything (so called trap errors coming from the
| >processor itself (in pc systems btw)). In what way can the operating system
| >take
| >back and control software running under it?.

| I'm guessing he uses the timer interrupt. Am I close?
Well, I guess he is ;) I'm currently making a task-swapper myself (just
for the fun of it. I've got no intentions or whatever blahblah), and I'm
using the NMI for it... Those CIA's might come in hand, every now and then..

--
-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-
Martijn ('PINO') van Buul, martijnb@stack.urc.tue.nl
(Pino Is Not Onno!)
-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-
" And just when you thought you've seen everything about stupidity,
people get internet-access..... "
Try visiting OuterSpace, mud.stack.urc.tue.nl 3333
-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-=+=-

72. Trashing:Misc hardware&software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: kmajkut@netcom.com
Message-ID: <kmajkutDtxyCz.Dx7@netcom.com>
Source record: 82475

OK, today is 7/2. I'll give these items a few weeks and then they
are going into the trash. I previously posted a 4sale note and
I haven't gotten any responses. I'd like to move it as one lot
but I'm open to offers. Basically, your offer should cover
the cost to ship these items from CT to your location.(unless
you can pick then up.

Unfortunately, I'm not in CT, so I can't look through the items
for any software or check out a book,etc.

Respond via email to kmajkut@netcom.com
======================
The List:
1 Atari 800 computer w/48k of Atari memory
1 Atari 800 computer w/16k of Atari memory, 32k of other memory
and 'Impossible'.
1 1050 Disk drive - working.
1 1050 Disk drive - not working. It just starts up and spins.
(One drive is in the original box if anyone cares)
1 1030 300baud modem.
1 410 Cassette recorder.
(In the original box if anyone cares)
3 or 4 power cables.
3 Atari joysticks.
1 set of paddles.
2 Printer Adapters(One works and one doesn't)
Uprint A16 & MPP1150

Some misc interface cables.

Compute Books:
Machine Language for Beginners
Book of Atari Graphics
Books 1,2,3 of Atari
Your Atari Computer:A guide to the ATari 400/800
Atari Basic
Mapping the Atari
Atari 1050 Field Reference Manual

Carts:
Robotron
BASIC
Kickback(I don't remember what this is)
AtariWriter

Software:
Infocom-Ballyhoo,Infidel,Wishbringer(all in boxes,etc)
Many other pieces of software. Mostly arcade games and
infocom games.

No guarantees or warantees, everything as is. One 800 was powered up
last year and worked fine.

73. Re: Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4rdk57$vg@sjx-ixn4.ix.netcom.com>
Source record: 82476

In <31D922C7.5358@rcp.co.uk> Ivan Mackintosh <ivan@rcp.co.uk> writes:
>
>Hi,
>
>Does anyone know how the 3 sector boot loader is
>created when a DOS disk is formatted?
>
>I heard that it may be in the ROMs of the Disk Drive
>but it is completely different for each DOS. Also I
>have had a quick search though DOS.SYS and DUP.SYS
>and have not found a copy or parts of it there.
>
>Thanks
>Ivan
>
>--
>e-mail: ivan@rcp.co.uk
>XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/
As part of the FMS of DOS, there is a machine language program that
can write to this part of the disk. It has specific information and
format. SpartaDOS disk versions also have this program seperate as
BOOT.COM. At the DOS prompt, you type BOOT file2but.com <cr> and as
loong as it has bootable infor in the file, it will boot and run.This
is one way to create SD3.x disks if you only copy X32D.DOS to the disk
after format (not during the format process). It would be BOOT X32D.DOS
<cr>. That's also provided you started you system in SpartaDOS 3.x.

rely@ix.netcom.com

74. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4rdjnr$21f@sjx-ixn3.ix.netcom.com>
Source record: 82477

In <836308929.7761.0@cortexuk.demon.co.uk> Mark Elliott
<Mark@cortexuk.demon.co.uk> writes:
>
>I've just downloaded said game from Justins / Joe Archive and it
refuses
>to work on either my 130XE or emulators (XL IT or XF3.5). It displays
>the loading screen and then locks up. Any ideas ?
> O|
> /-_/ _ O
> I # \|-__
> I The NBA: |
> I I love /\
> I this \ \
> I game :-) / /
> I
>III__Mark@cortexuk.demon.co.uk__|
>
>
This may sound silly, but did you try it by booting with Option
held down? Another thought is that this game is for the 800 not XL/XEs.
Try it on the 130XE with the 800 OS.

rely@ix.netcom.com

75. Re: Hooking 2600, coleco, ti and odyssey to a monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4rdkla$4bq@dfw-ixnews7.ix.netcom.com>
Source record: 82478
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In <4rau6i$5av@clark.zippo.com> rsumner@tnis.net (Piranha-Ambition)
writes:
>
>Can anyone tell me how to GET/MAKE something to hook these to my
>monitor with regular audio/video inputs.
>
>
>Thanks,
> Chuck
>
Since these machines were designed to work on TVs not monitors,
this is a bit difficult. You need a device that has a tuner adjusted to
the frequency that the game console is using then seperate the various
signals V-Sync, H-Sync, Chroma, Luma, and audio then pass them on to
the monitor. Hooking the Game console into a VCR then using the Video
out to the monitor would be an example of this. The picture quality
probably won't be any better than going directly to a TV, though. Same
process, but more stuff in-between.
Another thought would be to build a small circuit into the console
that steals the video and audio signals before the RF conversion and
condition them for monitor consumsion. This, obviously, means surgery
on you game console. Not recommended if you don't know AV/RF
electronics.

rsely@ix.netcom.com

76. Re: Hooking 2600, coleco, ti and odyssey to a monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: Thomas Djafari <frogger@micronet.fr>
Message-ID: <31DA5692.6AD9@micronet.fr>
Source record: 82479
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Robert Smith Ely wrote:
>
> In <4rau6i$5av@clark.zippo.com> rsumner@tnis.net (Piranha-Ambition)
> writes:
> >
> >Can anyone tell me how to GET/MAKE something to hook these to my
> >monitor with regular audio/video inputs.
> >
> >
> >Thanks,
> > Chuck
> >
> Since these machines were designed to work on TVs not monitors,
> this is a bit difficult. You need a device that has a tuner adjusted to
> the frequency that the game console is using then seperate the various
> signals V-Sync, H-Sync, Chroma, Luma, and audio then pass them on to
> the monitor. Hooking the Game console into a VCR then using the Video
> out to the monitor would be an example of this. The picture quality
> probably won't be any better than going directly to a TV, though. Same
> process, but more stuff in-between.
> Another thought would be to build a small circuit into the console
> that steals the video and audio signals before the RF conversion and
> condition them for monitor consumsion. This, obviously, means surgery
> on you game console. Not recommended if you don't know AV/RF
> electronics.
>
> rsely@ix.netcom.com

For the 2600 you need a tuner (TV, VCR) or you can take directly the video signals inside the coleco has a rgb output

77. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <836395236.13832.0@cortexuk.demon.co.uk>
Source record: 82480

> This may sound silly, but did you try it by booting with Option
>held down? Another thought is that this game is for the 800 not XL/XEs.
>Try it on the 130XE with the 800 OS.
>
>rely@ix.netcom.com
>

Yes, i've been booting up with OPTION pressed down (on the Real 8-Bit) and also using the nobasic option on XF3.5. No joy.

And Yes (again!), i've tried it with the XE/XL FIX by pressing SELECT when this program has run. No joy (again!).

I've not tried using a Quick Menu Maker (superdos 5.1 ?) (re: message from Mariano), where & what exactly is this utility ?

Anybody else like to suggest something

cheers in advance

--
O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

78. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <4rdb1k$265@nyheter.chalmers.se>
Source record: 82481

In article <4r9ute$4p6@nuke.csu.net>,
William Kendrick <kendrick@sitka.sonoma.edu> wrote:
> ftp://atari.archive.umich.edu/atari/8bit/

Just a note, haven't been able to log in to this address since 1993?
I think it would be great if you could get this entrance working again!!

> gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

Worked this morning, great!

>-bill!

WFR:
Fredrik Lundholm
d1dol@dtek.chalmers.se

79. Wanted: 1050 drive from U.K. owner

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: cris.blyth@team17.com
Message-ID: <4rdu3k$k3e@hell.team17.com>
Source record: 82482

Has anybody got a 1050 floppy drive for sale in the U.K.
I have had offers from outside the U.K. but don't want to have it
posted from at least 3 million miles away.

(Thanks to everybody who posted me back !)

I can afford 30 pounds u.k

If you don't want cash I can trade new copies of Worms (P.C or Amiga),
World Rally fever (P.C.) and Worms Rienforcements (P.C.)

cris.blyth@team17.com

80. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4rdu7n$6vs@narses.hrz.tu-chemnitz.de>
Source record: 82483
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

Bruce R. McFarling (ecbm@cc.newcastle.edu.au) wrote:
: csbruce@ccnga.uwaterloo.ca (Craig Bruce) wrote:
: >In article <Dtvnp8.9p3@inter.NL.net>,
: >Maarten Ruigrok <M.Ruigrok@inter.nl.net> wrote:
: >
: >>fs1@aixterm2.urz.uni-heidelberg.de (Andre Fachat) wrote:
: >>> - preemptive multitasking/multithreading
: >> how did you make it pre-emptive when the 6502 processor
: >> itself has no way to check for boundaries or anything
: Notice that normally the 6502 address space is full
: with additional memory (if available) banked in by an external
: memory management arrangement. So if the 6502 *had* 'boundary
: errors' it would be pointless -- I believe the Andre's original
: 6502 box had memory banking on 4K boundaries (is that right?)
Yes, you're right. The sixteen chunks of 4k each could be mapped from
256 possible chunks in a maximum of 1MByte available memory.

That even gave me some memory protection scheme. Imagine one process
having allocated 8kByte of RAM. Then the first two pages are mapped
to different RAM pages. The pages up to the kernel are mapped to
some unused pages - well, actually there are copies of the kernel,
which is in the last page (with IRQ and NMI vectors).
So the process had access to its own 8kByte RAM and some read-only
copies of the kernel - no other processes' RAM available.

This way it would even be possible to do some paging mechanism,
i.e. swap out processes if they are waiting. The only thing that
must be taken care of is, that once a process is running,
all memory pages belonging to this process must be mapped
and available.
As you all know, the 6502 doesn't detect memory faults. And even
if there were an NMI generator when accessing a wrong page, there
is no way to restore the register contents to the state before the
trap - which is essential, if the opcode is re-executed after the
page has been read in and mapped.

This feature, restoring the CPU registers to the value before an
address or bus error, was the improvement from the Motorola 68000
to the 68010 CPU.

: which give 16 different relocatable chunks of memory in the
: memory space. So the assumption that
: (logical address space) > (physical address space)
: is often strictly false for a 6502 machine. (That includes

: the original 6502, with 64K RAM, 16K ROM, and 0K < IO < 4K
You mean C64, don't you ;-)
: space, for a total physical address space (not counting
: duplicated register locations) of 80K < physical addresses < 84K.

Even the newer PET computer (8096, 8296 or so) had more than 64k
memory. They also did some kind of bank switching, although I don't
know how.

so long
Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

81. Re: Atari 8bit Items for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <31DA7E96.1682@cdsnet.net>
Source record: 82484

Mike LaRue wrote:
>
> The following Atari items have been checked and work
> unless stated. Also all units comes with software and
> Doc's, also cables and power supplys.
>
>
> Ramrod 800 with omnimon and omniview for 800 only $25.00 obo
> Ramcharger 800 with 256k for 800 only $35.00 obo
> 810 happy drive, B&C case PS/cable $30.00 obo
>SOLD 810 happy drive, B&C case (NOT WORKING!)PS/cable $15.00
>SOLD 800xl 64k with power supply $20.00
> ICD US Doubler with doc for 1050 only $15.00 firm
> CX85 key pad, (NO DOC NO SOFTWARE) $ 4.00 obo
> Eprom eraser and 70+ eproms and
> Tompson Eprom burner for all atari's $70.00 obo
>SOLD 850 with modem cable,PS (NO PRINTER CABLE) $20.00
>SOLD 800xl 256k ramrod/omnimon/omniview $50.00
>SOLD 1050 with SuperArchiver II $50.00
>SOLD 1050 with SuperArchiver II $50.00
>SOLD CSS BlackBox with doc and PS/cables $75.00 firm
>
> Prices do not cover shipping
>
> Will trade any/all of the above for video game
> Items, Vetrex, jaguar, saturn, ect..
>
> I think these prices are within todays, if not
> email what you think they should be!
>
> bandit@cdsnet.net
> Mike LaRue 541-772-7830
> Medford, Or.

82. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4re03l$6vs@narses.hrz.tu-chemnitz.de>
Source record: 82485
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

Martijn van Buul (martijnb@stack.urc.tue.nl) wrote:
: sokos mark (msokos1@umbc.edu) wrote:
: | In article <Dtvnp8.9p3@inter.NL.net>,
: | Maarten Ruigrok <M.Ruigrok@inter.nl.net> wrote:

: | I'm guessing he uses the timer interrupt. Am I close?
: Well, I guess he is ;) I'm currently making a task-swapper myself (just
: for the fun of it. I've got no intentions or whatever blahblah), and I'm
: using the NMI for it... Those CIA's might come in hand, every now and then..

Well, I'm using the timer interrupt. But then I use the IRQ timer.
A disadvantage is, that 'nasty' programs can take full control over
the machine. An advantage is that the system itself cannot be
interrupted when doing critical routines. Well, that could have been
taken care of with a flag (to immediately return from NMI) but
I thought it was easier this way.

And as I wanted to run close-to-hardware processes on the machine, I
wanted a process to be able to protect itself from task switching.
Which is obviously easier when just doing a SEI instead of
calling some StopMultiTasking or RestartMultiTasking (as the Amiga does)
to access some kernel internal flag - which is not available in the
process memory.

Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

83. Indpendence Day Space Ships from AR

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4re204$t0t@news.campus.mci.net>
Source record: 82486

Anyone notice the similarity between the ships in the promos for the
Independence Day movie hovering over the city and the ship from
the classic Alternate Reality games intro-sequence?

Dee dee deeee, de de DEE de deeee...

Just thought you might appreciated this info. ;)

Daniel

84. Re: Hooking 2600, coleco, ti and odyssey to a monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: bond@access2.digex.net
Message-ID: <4re0sd$ka1@access2.digex.net>
Source record: 82487
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In article <31DA5692.6AD9@micronet.fr>,
Thomas Djafari <frogger@micronet.fr> wrote:

>For the 2600 you need a tuner (TV, VCR) or you can take directly the video signals inside
>the coleco has a rgb output

An *easy* way to do some of what you want is to get a Coleco ADAM and the
2600 converter. The ADAM has a built in composite output so you're set
for CV carts and 2600 carts. If you don't have the Coleco stuff it can be
more expensive getting it than hacking...but certainly easier.

--
___ ___ ___
bond@access.digex.net | | | ' / ` |
| | `---. / .---'
http://www.access.digex.net/~bond |___| .___| / |___.

85. Re: Pinouts for 1450XLD p/s needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4re5g8$eda@no-names.nerdc.ufl.edu>
Source record: 82488

Who's selling 1400XLs and 1450XLDs?

-Michael Ellis

86. Re: Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dtz3Fr.J9F@iglou.com>
Source record: 82489

I thought in DOS 2.5 and maybe in Mydos the boot sectors contained the same data that's in memory locations $700-87f. When you open the file "DOS.SYS" for output, it automatically writes a copy of the boot sectors and the DOS that's currently in memory.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

87. Re: Bypassing RF Modulator in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <4re5jq$irt@falcon.ccs.uwo.ca>
Source record: 82490

In article <31d9fe8b.5249748@news.sover.net>, eru@sover.net (Rick Ziegler) writes:

|> BTW, Mike, "The Fitting Room" is (was?) the column I most looked
|> foreward to reading in AC. They inspired me to put my Atari w/BB and
|> transkey into a PC case :) Soon I'll dedicate a portion of my web
|> page to pictures of this contraption :) (I used an arc welder to put
|> some parts of this thing together!! hehe) Are you going to do any
|> more columns for AC? You left it a little open-ended. Just
|> wondering.
|>

Gawrsh, I'm blushing. <blush> See?

I would love to do some more writing. Unfortunately, this thing called "Real Life" (tm) has jumped up and grabbed me by the balls, er, backside. Since Ben Poehland wound down the operations of the previous incarnation of AC, both my wife and I went through involuntary job changes necessitating a move to another city. Unfortunately, my new employer is somewhat more demanding of my time, which means I have less time to hack with the Atari. Coupled with the fact that my kids are now old enough to partake in extra-curricular activities (like soccer twice a week for each of them) I quite literally have little to no spare time. (I can hardly wait for the start of the hockey season, with its 5:00am parctices.)

Even though I don't actively participate in the group much these days, I still lurk daily and contribute whenever I can. Even if I can't quote chapter and verse of every issue of Antic off the top of my head. :-)

- Mike Jewison
mjewison@irus.rri.uwo.ca

88. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4re6d3$8oe@narses.hrz.tu-chemnitz.de>
Source record: 82491
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

Bruce R. McFarling (ecbm@cc.newcastle.edu.au) wrote:
: Notice that normally the 6502 address space is full
: with additional memory (if available) banked in by an external
: memory management arrangement. So if the 6502 *had* 'boundary
: errors' it would be pointless -- I believe the Andre's original
: 6502 box had memory banking on 4K boundaries (is that right?)
Yes you are right. The upper 4 address bits were taken as index
into 16 registers each 8 bit wide. So I had 16 chunks of memory,
each 4kByte in size.
These could then be mapped to any of 256 chunks within the
extended up to 1MByte memory.

: which give 16 different relocatable chunks of memory in the
: memory space. So the assumption that
: (logical address space) > (physical address space)
: is often strictly false for a 6502 machine. (That includes
: the original 6502, with 64K RAM, 16K ROM, and 0K < IO < 4K
You mean C64, don't you?

Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

89. Re: Atari joysticks on a Mac running Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: ratwell@castle.uvic.ca
Message-ID: <ratwell-0307960934500001@pansy.esg.cous.uvic.ca>
Source record: 82492

In article <summers.61-0207960932430001@ts31-4.homenet.ohio-state.edu>,
summers.61@osu.edu (Andrew Summers) wrote:

> The only way i know of to do this is the ChoiceStick Adapter (search the
> net) But it seems silly to me to spend $60-$70 to hook up a $6-$7
> joystick, esp when you can buy a nice 8-bit system for that price.

The price does seem prohibitive.

http://www.kernel.com has all the details on the choicestick.

Richard
ratwell@castle.uvic.ca

90. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4re6g0$8oe@narses.hrz.tu-chemnitz.de>
Source record: 82493
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

Martijn van Buul (martijnb@stack.urc.tue.nl) wrote:
: | I'm guessing he uses the timer interrupt. Am I close?
: Well, I guess he is ;) I'm currently making a task-swapper myself (just
: for the fun of it. I've got no intentions or whatever blahblah), and I'm
: using the NMI for it... Those CIA's might come in hand, every now and then..

Well, I'm using the timer interrupt. But then I use the IRQ timer.
A disadvantage is, that 'nasty' programs can take full control over
the machine. An advantage is that the system itself cannot be
interrupted when doing critical routines. Well, that could have been
taken care of with a flag (to immediately return from NMI) but
I thought it was easier this way.

And as I wanted to run close-to-hardware processes on the machine, I
wanted a process to be able to protect itself from task switching.
(for timing critical hardware handling)
Which is obviously easier when just doing a SEI instead of
calling some StopMultiTasking or RestartMultiTasking (as the Amiga does)
to access some kernel internal flag - which is not available in the
process memory.

Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

91. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4re77c$8oe@narses.hrz.tu-chemnitz.de>
Source record: 82494
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

```
: >> how did you make it pre-emptive when the 6502 processor
: >> itself has no way to check for boundaries or anything
: >> (so called trap errors coming from the processor itself
: >> (in pc systems btw)). In what way can the operating system

In my original design, the memory pages from other processes just couldn't
be accessed, as they were not mapped in. (As I explained in another
post). A process with 8kByte RAM just had access to 8 kByte RAM
and the rest of the address space would be mapped into some read-only
regions (well, I used the kernel image...)
So that the process can just change it's own RAM.

That's even a way to implement paging, i.e. put a process out on disk
if memory is short. Only one thing, as you mentioned, has to be taken
care of: The 6502 cannot detect memory faults, so that _all_ memory pages
belonging to the process must be mapped and accessible when it is run.
(Even if there were some hardware mechanism to detect the fault,
there is no way to restore the original register values as before the
trapped memory access - which is essential to correctly re-execute
the offending opcode after the page has been loaded.
The capability to restore the register values was one of the few
improvements of the Motorola 68010 CPU above the 68000.)

so long
Andre

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei
```

92. Re: Hooking 2600, coleco, ti and odyssey to a monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: ad329@james.freenet.hamilton.on.ca
Message-ID: <4reacv$4dj@james.freenet.hamilton.on.ca>
Source record: 82495
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

```
In article <4rau6i$5av@clark.zippo.com>, rsumner@tnis.net (Piranha-Ambition) wrote:
>Can anyone tell me how to GET/MAKE something to hook these to my
>monitor with regular audio/video inputs.
~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^

Check my webpage for a very simple 2600 composite output programme.

For the other machines, it might just be a matter of bipassing the RF modulator.
For the TI-99, it's a simple 5-din monitor cable (like the old C-64 ones)

CRACKERS
(Have fun from hell!!!)

--

http://www.freenet.hamilton.on.ca/~ad329/Profile.html
-=<Atari 2600 Collector and Wethifl Musician>=-
```

93. Translator Disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31DAD886.3477@interport.net>
Source record: 82496

I was perusing the "new & improved" UMich archive in attempts to find any of the XL Translator programs used for the XL/XE machines. (That is the 'patch' used to keep backward compatibility with older 400/800 software). Alas I couldn't find them and subsequently asked Bill.

To his knowledge they are not there. So, I am asking anybody if they could possibly email me any/all Translators disks for myself and the Umich Archive.

Thanks,
Glenn

email: glennb@interport.net

--

Glenn B. (Spud)
"`!`!`!

94. Re: Atari joysticks on a Mac running Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-0407960004020001@ts40-9.homenet.ohio-state.edu>
Source record: 82497

In article <jx91-0307960058250001@cisjx91.demon.co.uk>,
jx91@cityscape.co.uk (Chris Lam) wrote:

> In article <4r6tnl$brn@linet06.li.net>, rsalerno@linet01.li.net (rsalerno)
> wrote:
>
> > Is there a way to connect Atari joysticks to a Mac? I'm running Rainbow and
> > being able to use the joysticks would be great.
> >
>
> I believe you can you use off-the-shelf Mac joysticks as these usually
> come with a control panel to choose the keystrokes for
> the joystick to simulate. I've *never* tried this but someone told
> me it works.
>
>
> Chris Lam,
> Rainbow Keeper.

that works fine indeed but it's just not the same feeling as a real atari
joystick. in my opinion i've never used a joystick as responsive as the
original. it certainly isn't this mousestick/flightstick/firebird stuff
(all of which i've tried w/Rainbow)

95. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0307961144490001@ppp18-stk.sonnet.com>
Source record: 82498

You know I also downloaded a file Black Lamp (blacklam.p) and it did the
same thing. Booted to the title screen and then locks. I, too, have
tried everything. i.e.
Booting on an 800 with and without BASIC
-under SDX, SD 3.2, DOS 2.5 (as a Binary load AND as an Autorun.sys)
-on a 'Load disk'
Booting on an 800XL with and with out BASIC
-under SDX, SD 3.2, DOS 2.5 (as a Binary load AND as an Autorun.sys)
-on a 'Load disk'
Booting on an XEGS
-under SDX, SD 3.2, DOS 2.5 (as a Binary load AND as an Autorun.sys)
-on a 'Load disk'

Ooog, it took quite a while! Any suggestions?

-Marlin
In article <836395236.13832.0@cortexuk.demon.co.uk>, Mark Elliott
<Mark@cortexuk.demon.co.uk> wrote:

> > This may sound silly, but did you try it by booting with Option
> >held down? Another thought is that this game is for the 800 not XL/XEs.
> >Try it on the 130XE with the 800 OS.
> >
> >rely@ix.netcom.com
> >
>
> Yes, i've been booting up with OPTION pressed down (on the Real 8-Bit)
and also
> using the nobasic option on XF3.5. No joy.
>
> And Yes (again!), i've tried it with the XE/XL FIX by pressing SELECT
when this
> program has run. No joy (again!).
>
> I've not tried using a Quick Menu Maker (superdos 5.1 ?) (re: message from
> Mariano), where & what exactly is this utility ?
>
> Anybody else like to suggest something
>
> cheers in advance
>
> --
> O|
> /-_/ _ O
> I # \|-__

```
> I The NBA: |
> I I love /\
> I this \ \
> I game :-) / /
> I
> III__Mark@cortexuk.demon.co.uk__|
```

96. Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: Paul Gallier <panther@strangeworld.com>
Message-ID: <31DB32BB.33BD@strangeworld.com>
Source record: 82499

Has anybody heard of "Ballsong"? Anybody have it?

--
_ __ / panther@strangeworld.com
')) _/_ / / **************************
/--' __. ____ / /_ _ __ ' The future's uncertain
/ (_/|_/ / <_<__/ /_</_/ (o and the end is always near.

97. Re: I AM THE NEW ATARI ANARCHIST! or ANTICHRIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31DAF163.1E12@inil.com>
Source record: 82500

Looked too quick at this and thought I saw...

My eyes are failing...

HELP... ;)

98. Looking for local 8bit users!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <31DAFDCA.2DB8@cdsnet.net>
Source record: 82501

I have seen 20+ people leave the 8bit market, anyway Iam
looking for someone in the area of southern oregon (medford)
who still uses there atari!

started in 79, at the local sears store, took many years
to pay off the card!! I still use mine, had the AT/STE/MEGASTE
but never can stay away from the atari!!

--
/\
| |
| Atari 800xl, 256k omnimon/omniview |
| Blackbox, 104meg HD, 14.4 modem! |
| Getting old, but still holds a punch! |
| |
| 1982 Bandit bandit@cdsnet.net |
| |
\/

99. Looking for local 8bit users!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <31DAFDE6.93D@cdsnet.net>
Source record: 82502

I have seen 20+ people leave the 8bit market, anyway Iam
looking for someone in the area of southern oregon (medford)
who still uses there atari!

started in 79, at the local sears store, took many years
to pay off the card!! I still use mine, had the AT/STE/MEGASTE
but never can stay away from the atari!!

--
/\
| |
| Atari 800xl, 256k omnimon/omniview |
| Blackbox, 104meg HD, 14.4 modem! |
| Getting old, but still holds a punch! |
| |
| 1982 Bandit bandit@cdsnet.net |
| |
\/

100. FS: Atari 800XL plus

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: "Kenneth C. Brown" <kbrown@gi.com>
Message-ID: <31DAECC1.3E69@gi.com>
Source record: 82503

```
ALL items go together.
Make offer for lot.
You pay shipping.
Previous buyer fell through.
Reply via email to kbrown@gi.com

ATARI EQUIPMNENT

ATARI 800XL Computer, w/256K RAM mod,
also modified for split composite video.
ATARI 1030 Modem
ATARI 1050 Disk Drive, modified w/US Doubler
ICD MULTI I/O w/256K RAM

CABLES,Misc
Parallel printer cable ~ 10 ft
I/O cable (2)
Joysticks (2)
Video Cable, split composite,
Commodore type,
DIN to 3 RCA Phono connectors

SOFTWARE:
SYNAPSE, Synfile, Data base
ATARI, DOS 2.1, 2.5, 3.0
ICD, SpartaDos 3.2
ICD, SpartaDos Multi I/O
Batteries Unlimited, Paperclip, word processor
Data Soft, Video Title Shop
Springboard, Newsroom
Hitech, Big Bird Special Delivery
Hitech, Ernies Magic Shapes
Chipmunk Back Up

DOCUMENTATION
All manuals for the above included.

The stuff is all dug out and ready to go.

kenb

Kenneth C. Brown
Chula Vista, CA

kbrown@gi.com
```

101. Re: I AM THE NEW ATARI ANARCHIST! or ANTICHRIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4rf3jv$ca5@crl14.crl.com>
Source record: 82504

Rory McMahon (mcmahon@inil.com) wrote:
: Looked too quick at this and thought I saw...

: My eyes are failing...

: HELP... ;)

<laugh> :)

John
jvogel@crl.com

102. Re: 1090xl - what is it??

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: crusader@Walden.mo.net
Message-ID: <4reljq$3lv@twain.mo.net>
Source record: 82505

Dennis McGuire (mcguired@moose.erie.net) wrote:
: On Fri, 28 Jun 1996, The EPA wrote:
:
: >
: > >There was rumored to be 80 columns adaptors, Apple][e cards, C-64
: > >cards, and IBM PC cards under development for it. Warner pulled the
: > >plug before the project really hit its stride -- the expasion system
: > >was done, but there were no cards for it. Its really too bad, the
: > >high-end XLs would have better established Atari in the 8-bit market.
: >
: > I recall seeing an ad for an IBM PC expansion card several years ago
: > in Compute. Was it vaporware, or did it actually get released?
:
:
: Atari never released the 1090XL, and I think it was ditched
: before PC compatibility became an issue. Don't forget this was way back
: in 1983. Perhaps you're thinking of the ATR-8000 which could run CPM and
: had an add-on board that allowed it to run MS-DOS.

I'll see if I can find that magazine later. I'm quite certain that it
was a 1986 issue of Compute.

103. WTB Atari 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-03 00:00:00 UTC
From: Mike Garland <garland@onramp.net>
Message-ID: <31DB462A.1354@onramp.net>
Source record: 82506

```
If anyone would like to sell an Atari 850 Interface
module, please email me.

Thanks!

Mike Garland
--
E-mail : garland@onramp.net
Web Page: http://rampages.onramp.net/~garland/
```

104. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: eru@sover.net
Message-ID: <31db344c.59707755@news.sover.net>
Source record: 82415

On Wed, 03 Jul 1996 11:44:49 -0700, mbates@s3.sonnet.com (Marlin Bates, IV) wrote:

>Ooog, it took quite a while! Any suggestions?
Black Lamp.... Is it for a PAL system? I think I futzed around with that one too, but never got it to work.

Rick

105. Re: Bypassing RF Modulator in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: "Waiting at Sudwerks"@dale.ucdavis.edu
Message-ID: <4rfcfa$k58@mark.ucdavis.edu>
Source record: 82416

Hey, who's that lurking over there? Is that Mike Jewison?

(Sorry, just watched "The Man With Two Brains" and couldn't resist)

-Alf

106. Re: Pinouts for 1450XLD p/s needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: eru@sover.net
Message-ID: <31db350a.59897447@news.sover.net>
Source record: 82417

On 3 Jul 1996 16:01:12 GMT, Michael Ellis
<michael@anest4.anest.ufl.edu> wrote:

>
>Who's selling 1400XLs and 1450XLDs?
>
>-Michael Ellis
>
Good question!!! I _need_ one!

Rick Ziegler

107. Re: Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: "Waiting at Sudwerks"@dale.ucdavis.edu
Message-ID: <4rfd7b$k58@mark.ucdavis.edu>
Source record: 82418

I used to have it. It was a pretty cool demo with this "ball" that bounced around in a 3-d sort of way, in rhythm with the music that was playing, and supposedly, where the ball bounced was related to the particular notes that were being played. I'd e-mail it to you, but all of my 8-bit stuff is in storage right now.

-Alf

108. happy 1050 problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31db385c.2720464@news.superlink.net>
Source record: 82419

I recently acquired a happy 1050 drive, which works fine BUT when you try to use the happy 7.1 backup software to backup a disk (ANY disk, protected or not) it reads track 0 fine, but gives an error when it tries to read more. It passes the diagnostics from happy, and the sector copier works fine. I tried another 1050 drive mechanism in it, and it gave the same results. When It tries to read track 1, the drive busy light blinks on and off and the motor tries to spin, it spins a little bit, but not enough to spin the disk. The only things weird I've noticed is that a wire is soldered from the happy board to a pad on the 1050 board that has a resistor just hanging, not connected to anything, and a switch from the happy board to select something (I believe turns happy mod on or off).
Any help would be appreciated.

109. Re: Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31db3948.2955698@news.superlink.net>
Source record: 82420

On Wed, 03 Jul 1996 19:55:55 -0700, Paul Gallier
<panther@strangeworld.com> wrote:

-Has anybody heard of "Ballsong"? Anybody have it?
Yeah, I have it. If you like I can email it to you, I have to extract
it from a disk. (Unfortunately, it's not in my archive yet.)

110. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: eru@sover.net
Message-ID: <31db386f.60766818@news.sover.net>
Source record: 82421

On 1 Jul 1996 17:56:19 -0400, asharkis@aol.com (ASharkis) wrote:

>Thanks, Rick, for a very detailed answer. I printed it out and will read
>it when I have a chance. I should make contact via your method soon.
>

Thanks for you interest Alan. So far I've met only Joe Kearney
(keeper of ftp2.cyberspy.com) on IRC. I helped him out a little with
his APE cable. Now, are there any more people interested? Not
interested? Just for informal weekly meetings? If this takes off,
perhaps we could get lucky and have Mike Hohman (still can't spell his
name..) or Bob Puff stop in and update us on their projects... but
this is off in the future sometime. BTW, what is happening at FTe and
CSS now? I haven't heard anything in a long while from either.

111. Re: Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4rfjkl$m9m@newsbf02.news.aol.com>
Source record: 82422

There were two versions of the said program. Just some variation in music and animation was all I can recall. One of the many neat demos by Douglas Crockford.

112. Atari 400/800/XE For Sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Jan Lai <jlai@tribeca.ios.com>
Message-ID: <Pine.BSD.3.91.960704011933.18648A-100000@tribeca.ios.com>
Source record: 82423
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace

I have the following carts for sale... or trade for carts I don't have.

Centipede (Atari) $2
Dig Dug (Atari) $3
Donkey Kong Jr (Atari) $3
Fraction Fever (Spinnaker). $4
Joust (Atari) $5
Missile Command (Atari) ... $3
Pacman (Atari) $1
Pole Position (Atari) $4
Miner 2049er (Big Five) ... $5
Q*bert (Parker Bros.) $3
Star Raiders (Atari) $1
Super Breakout (Atari) $2

or take them all for $25. Buyer pays shipping.
Email if interested.
Jan

113. Re: Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: ksimon@OCF.Berkeley.EDU
Message-ID: <4rfpiu$5fm@agate.berkeley.edu>
Source record: 82424

In article <31DB32BB.33BD@strangeworld.com>,
Paul Gallier <panther@strangeworld.com> wrote:
>Has anybody heard of "Ballsong"? Anybody have it?

Yep! I have it! Cute little demo.. I remember being really impressed with it when it came out. Did you want a copy? I can't get my Atari stuff online yet (don't have it hooked up to a modem and don't have translation software in place) but if you mail me a disk, I can always give it to you that way.

:)
Ken

--

Kenneth Simon Oakland, California USA
e-mail: ksimon@lanminds.com
homepage: http://users.lanminds.com/~ksimon/

114. Re: Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31DB7148.4D22@htw.uni-sb.de>
Source record: 82425

Hi !

Ivan started this thread because I asked him what the drive (normal
1050) writes to a disk if it receives a format command.

In my ROM-listing of a Speedy 1050 there is a boot-block
that is written to the disk while format-procedure.
At this point we are not sure if a "normal" 1050 makes this, as well.

The whole mess has nothing to do with the DOS. Ivan and I wanted
to know what the diskdrive writes if it gets the format-command.

Actually I think that a normal drive doesn't write boot-sectors
and I'll implement this behaviour.

Bye & thanks for your answers,

Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

115. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31DB7288.3D7@htw.uni-sb.de>
Source record: 82426

Rick Ziegler wrote:

> interested? Just for informal weekly meetings? If this takes off,

I'm very interested and therefore I join #atari8 on a regular
basis. But the channel is EMPTY (except the CA2001 bot)...

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

116. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: csbruce@ccnga.uwaterloo.ca
Message-ID: <Du0A3A.68I@undergrad.math.uwaterloo.ca>
Source record: 82427
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit,alt.comp.hardware.homebuilt

In article <4rd6m0$dp3@tuegate.tue.nl>,
Martijn van Buul <martijnb@stack.urc.tue.nl> wrote:

>sokos mark (msokos1@umbc.edu) wrote:
>| I'm guessing he uses the timer interrupt. Am I close?
>Well, I guess he is ;) I'm currently making a task-swapper myself (just
>for the fun of it. I've got no intentions or whatever blahblah), and I'm
>using the NMI for it... Those CIA's might come in hand, every now and then..

You can check out my task swapper (or better, "context switcher", as
"swapping" implies something different) for the C128 at:

http://ccnga.uwaterloo.ca/~csbruce/bos2.txt

It uses IRQs, which I think are much better suited than NMIs, since you can
simple switch them off during criticial sections, and you don't really need
the responsiveness that NMIs give anyway.

Keep on Hackin'!

-Craig Bruce
csbruce@ccnga.uwaterloo.ca
"Facts do not cease to exist because they are ignored."
-- Aldous Huxley

C=256,64K-VDC,REU,RL16,HD200,FD4000,SL,USR28.8,C=128,1581,1571,C=64C,1541,VIC20

117. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Philippe.Lafontaine@public.Uni-Augsburg.DE
Message-ID: <4rg9ro$h5g@av2.rz.fh-augsburg.de>
Source record: 82428

twonoahs@aol.com (Two Noahs) wrote:

>Does anyone remember M.U.L.E. for the Atari 800? This was the greatist
>game ever and basically the reason why I still keep my Atari 800 hooked
>up. That would be a great game to play over the modem (if that were
>possible). it was sort of like a futuristic monopoly type game where you
>bought plots of land and produced stuff on them and then tried to sell
>them at auctions. They don't mak'em like that any more <SIGH>...

>twonoahs@aol.com

Sure! The one and only trading-simulation! I play this game since 10
years, and it never gets boring. I've heard there's a M.U.L.E.-Contest
in the US every year. Does anybody know someting about that?
My only problem playing M.U.L.E. is my damned ATARI 800 XL. This
machine misses two joystick-ports, limiting amount of human-players. I
know, the OS supports 4 sticks. Does anybody know, if there's a way to
connect two more sticks (Hardware)? Or a little IRQ-proggy mapping 3.
and 4. stick to keyboard? Or perhaps mirroring OS to RAM (I did that
once, forgott now how to do that) to rewrite stick3 and
stick4-routines? Help would be great!

Thanx
Philippe

P.S.: to answer me please e-mail, because i dont read this group very
often.

118. HELP! Atari 800XL -> 4 Sticks?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Philippe.Lafontaine@public.Uni-Augsburg.DE
Message-ID: <4rga48$h5g@av2.rz.fh-augsburg.de>
Source record: 82429

Hello!

I still use my old 800XL to play M.U.L.E. (Greatest game ever done),
but because it was writen for the 800, it needs 4 stick-ports to play
with 4 people.
The 800XL misses two joystick-ports, limiting amount of human-players.
I know, the OS supports 4 sticks. Does anybody know, if there's a way
to connect two more sticks (Hardware)? Or a little IRQ-proggy mapping
3. and 4. stick to keyboard? Or perhaps mirroring OS to RAM (I did
that once, forgott now how to do that) to rewrite stick3 and
stick4-routines? Help would be great!

Thanx
Philippe

P.S.: to answer me please e-mail, because i dont read this group very
often.

119. Re: OBJ > Multiboot

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <836481464.20578.0@cortexuk.demon.co.uk>
Source record: 82430

scharles@superlink.net (Yogi) wrote:
>Mark, I spent most of the last week REMOVING stuff from Multi-boot
>menus that you sent me! Multi-boots! Yuck!
>Multi-boots are for people who can't make dos loadable files (or are
>too lazy to). At any rate, I use a MENU program that loads regular dos
>files (Which, I think you'll agree, are a LOT easier to copy,
>especially since they have sector links)
>Scott
>

Sorry, its just most of the stuff I have is on these type of menu systems. And
I can't see the point of loading DOS up just to play games.

--
O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

120. Re: Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <836481710.20578.1@cortexuk.demon.co.uk>
Source record: 82431

```
ksimon@OCF.Berkeley.EDU (Kenneth Simon) wrote:
>In article <31DB32BB.33BD@strangeworld.com>,
>Paul Gallier <panther@strangeworld.com> wrote:
>>Has anybody heard of "Ballsong"? Anybody have it?
>
>Yep! I have it! Cute little demo.. I remember being really impressed with
>it when it came out. Did you want a copy? I can't get my Atari stuff
>online yet (don't have it hooked up to a modem and don't have translation
>software in place) but if you mail me a disk, I can always give it to you
>that way.
>
>:)
> Ken
>
>
>--
>-----------------------------------------------------------------------
>Kenneth Simon Oakland, California USA
> e-mail: ksimon@lanminds.com
> homepage: http://users.lanminds.com/~ksimon/

I have both Atari Ball Song and Atari Ball Song nr. 2, if you want a copy sending
via e-mail just let me know.

--
O|
/-\_/ \_ O
I # \|-\__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|
```

121. Dead 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Rich Link <ral@iglou.com>
Message-ID: <31DBD704.30C7@iglou.com>
Source record: 82432

While checking out a console for someone else, I apparently killed my 800xl when I tested his power supply. It appeared to be putting out 5vDC as required, but immediately afterwards, I get the green screen, the system goes to black and then the bootup process stops.

Any ideas as to what to check to restore this one? Unfortunately, I never had a spare 800xl (have 800s, 1200xls and a 600xl) and I need the 800XL to use with my MIO/HD. I've already started checking the thrift stores, but I would like to revive this one if possible.

122. Re: OBJ > Multiboot

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31dbe6e3.380529@news.demon.co.uk>
Source record: 82433

On Thu, 04 Jul 1996 11:57:44 GMT, Mark Elliott
<Mark@cortexuk.demon.co.uk> wrote:

>Sorry, its just most of the stuff I have is on these type of menu systems. And
>I can't see the point of loading DOS up just to play games.

There are several AUTORUN.SYS type menu programs that you put on a DOS
disk with binary files and it puts up a menu when you boot up. That
way you can use normal DOS files without having to do L 2:blah etc.
The drawback is that because DOS is on the disk there's less room for
games and it takes longer to load the menu than a boot type menu.

--
andy@troas.demon.co.uk
---

123. Re: Old Atari User / New IBM-ATARI user

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: chelm@ix.netcom.com
Message-ID: <4rgpal$1mq@sjx-ixn6.ix.netcom.com>
Source record: 82434

In article <jv12xoAhYxTC089yn@io.org>, sunlord@io.org (David Bennett) wrote:
>1) Xlit and Xf252 (and xf3.5) are the major EMULATORS. They can run
> .ATR and .XFD files. My question is, what can run APE .PRO files?

No, the emulators cannot handle APE .PRO files.

>2) APE and XSIO are programs used to send infomration between the two
> computers. APE has the ability to act as a disk drive(s) while your Atari
> is running. I think I understand this. Correct me if I am wrong, or
> expand if I am uninformed. Would one use both of these programs, or would
> you be more likely to pick and choose?

APE can act as up to 8 disk drives [or virtual HD's if you want] and use other devices on your PC such as your modem and printer for the 8-bit. I use APE, and as far as I'm concerned, it's the only choice. APE also supports 2X, Warp 3X, Happy and XF551 speeds, and a load of different densities.

>3) Let's say I have an Atari and I download files from an FTP and transfer
> them over using APE, XSIO, a modem or what have you. Which ones can
> be actually run using your atari? (.DCM? .PRO? .ATR? .XFD?)

If you are using an emulator than .ATR's or .XFD's. If you are using APE and a real Atari you can make use of all of them. .DCM is a compressed 8-bit Atari disk image [Diskcommed]. .XFD and .ATR are formats for storing an image of a real 8-bit disk. .PRO is a method of storing an image of a real copy protected 8-bit disk and will only work with APE.

>4) Lastly. Many things are contained inside a .ARC file. If I recall ARC
> is just an archiving program? Am I correct?

ARC is an old file compression format. ARC is available for both the PC and the Atari [although there are limitations on what can be handled on the 8-bit version].

```
*****************************************************************************
* ######### "The death of the warrior or the old man or the little *
* # child, this I understand, and I take away the pain and *
* # # # end the suffering. I do not understand this death of *
* # # # mind" - Death (The Light Fantastic / Terry Pratchett) *
* ############## *
* # # NMA Rules. *
* # # *
*****************************************************************************
```

124. Re: Old Atari User / New IBM-ATARI user

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: sunlord@zap.io.org
Message-ID: <4rgr61$iop@zap.io.org>
Source record: 82435

In article <4rgpal$1mq@sjx-ixn6.ix.netcom.com>,
Chris <chelm@ix.netcom.com> wrote:

>If you are using an emulator than .ATR's or .XFD's. If you are using APE and
>a real Atari you can make use of all of them. .DCM is a compressed 8-bit
>Atari disk image [Diskcommed]. .XFD and .ATR are formats for storing an
>image of a real 8-bit disk. .PRO is a method of storing an image of a real
>copy protected 8-bit disk and will only work with APE.

Fair enough... But let's say you have NO IBM and NO APE. What files can you
d/l with your Atari and use? .XFD? .DCM? .ATR? .PRO? Do you need a program
on the Atari to convert these for use on the Atari? This is where most of my
confusion lies.

Lastly, so the SIO program does essentially what APE does but a little less.
So one or the other is required, not both? Correct?

Thank you very much.

Dave
sunlord@io.org

125. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-0407961023590001@d13.netgate.net>
Source record: 82436

In article <4rg9ro$h5g@av2.rz.fh-augsburg.de>,
Philippe.Lafontaine@public.Uni-Augsburg.DE (Philippe Lafontaine) wrote:

> Sure! The one and only trading-simulation! I play this game since 10
> years, and it never gets boring. I've heard there's a M.U.L.E.-Contest
> in the US every year. Does anybody know someting about that?
> My only problem playing M.U.L.E. is my damned ATARI 800 XL. This
> machine misses two joystick-ports, limiting amount of human-players. I
> know, the OS supports 4 sticks. Does anybody know, if there's a way to
> connect two more sticks (Hardware)? Or a little IRQ-proggy mapping 3...

You got it to work on an 800XL? What about the ROM error that I always
get when trying to boot it up?

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 18G / 11-6-1 / .490
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

126. F/S - Still avialable ATARI H/W and S/W

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31dbf126.7778352@netnews.netaxs.com>
Source record: 82437

EQUIPMENT:

XF551 Disk Drive, power supply, manual, DOS 2.5
(I have an offer pending arrival of the check for $100 inc S&H)

130XE Computer (doen't work-something wrong), Good Power Supply,
Manual

300AT Modem by Supra with software

Atari 850 Interface, Power Supply and printer cable.(no manual)
(I have an offer of $50 + S&H pending)

2- 500 XJ EPYX Joysticks - hand grip really nice
(I have someone interested in these for $10)

2- Atari joysticks

2- Driving/Knob Joysticks

1 - Suncom Tac 5 joystick

CARTRIDGES:
Robotron 2084 RX8033 $4
Star Raiders CXL4011 $5
Qix CXL 4027 $4

SOFTWARE:
Antic Magazine Software Disks from May 87 to June/July 1990 B/O
(most below include manual)

1. Diamond Operating system
2. CardWare by Hi-Tech Expressions
3. Atari Family Finances I
4. Atari Family Finances II
5. Hacker by Activision
6. Magniprint II by Alpha Systems
7. Atari Paint
8. The Print Shop ($10)
9. The Print Shop Companion
10. Print Shop Graphics Disk 1, 2 and 3
11. Typesetter by XLent Software
12. No Frills Software Print Shop Borders and Fonts
13. Gauntlet - an excellent game by Mindscape
14. Leader Board - an excellent golf game by Access
15. Microleague - Baseball 1984
16. Ballblazer by Epyx
17. Super BoulderDash by Electronic Arts

18. Rescue on Fractalus! by Epyx
19. The Eidolon by Epyx
20. Koronis Rift by Epyx
21. Karateka - by Broderbund - excellent Karate game
22. The Seven Cities of Gold by Electronic Arts
23. AwardWare by HiTech Expressions
24. Print Shop Holiday graphics
25. The Newsroon - a publishing program - excellent including clipart
(3 volumes)
Make offers on software

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

MAKE OFFERS!

Nothing is guaranteed (sorry)

COD or personal check (with stuff being sent out when check clears).

Buyer pays shipping.

Make offers including shipping.

Jay

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

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$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Nothing is guaranteed (sorry)

COD or personal check (with stuff being sent out when check clears).

Buyer pays shipping.

Make offers including shipping.

Jay

127. Looking for: Racing Destruction Set

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: elmi@extra.rwth-aachen.de
Message-ID: <elmi.40.000E373D@extra.rwth-aachen.de>
Source record: 82438

Hi folks!

This was a nice car-racing game for the "little" atari. I enjoyed playing it very much. Unfortunately I sold my equipment. (Yes a few years ago I bought a 130 XE again. Sometimes you have to see the rest of the (computer-) world to decide that the old stuff was good, too. :-)

I don't know about the copyright for Atari stuff. I think Commodore 64 software was declared PD. So if anyone has this game and wants to copy (see above) or sell it to me, please e-mail me.

Thanks in advance

Elmar

Error in REALITY.SYS!
Reboot UNIVERSE?

Y/N?

128. Re: Hooking 2600, coleco, ti and odyssey to a monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: sam@beavis.u-net.com
Message-ID: <4rh9mh$47o@nuntius.u-net.net>
Source record: 82439
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

>Check my webpage for a very simple 2600 composite output programme.

Would this mean i could play NTSC games on my PAL 2600? Could I buy an NTSC 2600 and use that? It would be extremely handy to play games from all round the world, I might even start bidding in auctions.

129. Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4rhab3$15so@usenetw1.news.prodigy.com>
Source record: 82440

Spindizzy sounds fun. Where can one get a copy of this? I don't see it
listed at B&C Computervisions...

130. HELP! Atari 800XL -> 4 Sticks?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4rham8$nvq@usenetw1.news.prodigy.com>
Source record: 82441

I hope you get a solution to this, but I have a feeling that the XL or XE won't be able to handle the other 2 sticks, since memory management for the bank selection schemes in XL and XE computers somehow use what the other 2 sticks used to use in the old 400 and 800. Anyone else?

131. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4rhd35$ane@newsbf02.news.aol.com>
Source record: 82442

I have no direct contact with either Mike Hohman or Bob Puff. What I've gleaned about them follows:

Bob Puff is still supporting our machines. He'd really like to move into different areas, and I believe has done so successfully. But he recently had to do another production run of Black Boxes because of the demand.

There is an APB (figurative) out on Mike Hohman, who recently got married.

If anyone else has further information, feel free to chime in.

132. (sorry) More Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: sunlord@zot.io.org
Message-ID: <4rhf2s$jjm@zot.io.org>
Source record: 82443

I am very sorry to bother you all yet again. Although I have a few other questions pending from earlier posts, I figure these questions are better off left answered rather than unanswered. Again, thanks for putting up with these. Like I said originally, it is great getting back into the Atari scene. :)

Questions:

1) Theoretically. Let's say I have an Atari with NO DISKS.
I have an IBM with all these swell programs, like ATARI DOS etc etc.
Is there anyway to make an Atari disk that I can boot my Atari with using IBM without one of those cables. Ie, A program that copies a DISK image directly onto a disk. (Reformats it etc)... In other words, If I have no DOS, No anything on my atari. How do I make a DOS disk... or do I have to send away for one? :) (I am thinking perhaps something like LINUX's LILO stuff. Creates a boot image etc etc)

2) My earleir question still has left me with some confusion. An Atari (by itself) cannot , CANNOT, run .DCM, .XFD, .ATR etc etc. It can run .DCM with Diskcomm. What about those .BIN files I see? Can thsoe be d/l and run on a stand alone Atari, or are they yet again something that needs to be converted? :)

3) If an ATARI cannot run .XFD, .DCM, .ATR, .PRO as they are... how does APE and / or the SIO cable/program allow them to do this. Essentially I thought these just created a virtual perphiral. Do they do some sort of translation on the fly?

I hope these questions don't seem to ignorant. In fact they probably are. But if someone culd take the time to answer them I would be greatly appreciatve.

Thanks!

david bennett
sunlord@io.org

133. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dc41d8.650210@news.superlink.net>
Source record: 82444

-> in the US every year. Does anybody know someting about that?
-> My only problem playing M.U.L.E. is my damned ATARI 800 XL. This
-> machine misses two joystick-ports, limiting amount of
human-players. I
-> know, the OS supports 4 sticks. Does anybody know, if there's a way
to
-> connect two more sticks (Hardware)? Or a little IRQ-proggy mapping
3...
The joyports 3 and 4 are used for bank selecting in the 800xl so no
go.

-
-You got it to work on an 800XL? What about the ROM error that I
always
-get when trying to boot it up?
-
Someone has a modified OS!

134. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dc428b.828799@news.superlink.net>
Source record: 82445

I loaded it from Mydos and from my menu program, both worked fine on a real atari 800xl. Even the hacked file version. Ivan, I don't suppose you'd be willing to give us the boot disk version?
(For those of you that couldn't get it to work, Ivan is the author of said program)

135. Re: OBJ > Multiboot

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dc42f0.930550@news.superlink.net>
Source record: 82446

On Thu, 04 Jul 1996 15:48:28 GMT, andy@troas.demon.co.uk (Andy D)
wrote:

-On Thu, 04 Jul 1996 11:57:44 GMT, Mark Elliott
-<Mark@cortexuk.demon.co.uk> wrote:
-
->Sorry, its just most of the stuff I have is on these type of menu
systems. And
->I can't see the point of loading DOS up just to play games.
-
-There are several AUTORUN.SYS type menu programs that you put on a
DOS
-disk with binary files and it puts up a menu when you boot up. That
-way you can use normal DOS files without having to do L 2:blah etc.
-The drawback is that because DOS is on the disk there's less room for
-games and it takes longer to load the menu than a boot type menu.
-
No No No, people, what you do is get a program from Umich that
REPLACES the 3 dos boot sectors (present on every dos formatted disk)
with a MENU program, that DOESNT require dos, it boots the 3 sectors,
the program reads the directory, and it lets you select one of them,
which it then loads. There are at least 30 vaiations of this idea,
some require more than the 3 boot sectors, however. Just format a
disk, don't write dos files to it, then run the menu program. Simple.
And still a lot easier to move files around.

136. Atari Archive info

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dc498a.2619924@news.superlink.net>
Source record: 82447

```
PLEASE NOTE ON THE ATARI ARCHIVE:
DO NOT use Netscape to enter the archive - it will NOT show all the
file names (too many!) It only shows the first thousand! Groan! I need
new tree!
```

137. Re: Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dc4391.1091108@news.superlink.net>
Source record: 82448

On Thu, 04 Jul 1996 09:22:48 +0200, Markus Gietzen
<iig05-1@htw.uni-sb.de> wrote:

-Hi !
-
-Ivan started this thread because I asked him what the drive (normal
-1050) writes to a disk if it receives a format command.
-
-In my ROM-listing of a Speedy 1050 there is a boot-block
-that is written to the disk while format-procedure.
-At this point we are not sure if a "normal" 1050 makes this, as well.
-
-The whole mess has nothing to do with the DOS. Ivan and I wanted
-to know what the diskdrive writes if it gets the format-command.
-
-Actually I think that a normal drive doesn't write boot-sectors
-and I'll implement this behaviour.
-
-Bye & thanks for your answers,
-
Since that is the proper question, I can tell you for a fact that when
a drive gets a format command, it does just that: it formats 40 tracks
of 18 sectors each (or 27 in 1050 enhanced density) and writes all
zeros to each and every sector. AFTER the drive reports that the
format was sucessful, all Dos's write the boot sectors and the vtoc.
But if you issued a "raw" format command from ML, it would simply
format the disk with all zeros. (except Percom drives, which write the
pattern "1A" in each sector, for some strange reason.)

138. Re: Old Atari User / New IBM-ATARI user

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dc44c9.1403008@news.superlink.net>
Source record: 82449

On 4 Jul 1996 12:23:29 -0400, sunlord@zap.io.org (David Bennett)
wrote:

-In article <4rgpal$1mq@sjx-ixn6.ix.netcom.com>,
-Chris <chelm@ix.netcom.com> wrote:
-
->If you are using an emulator than .ATR's or .XFD's. If you are
using APE and
->a real Atari you can make use of all of them. .DCM is a compressed
8-bit
->Atari disk image [Diskcommed]. .XFD and .ATR are formats for
storing an
->image of a real 8-bit disk. .PRO is a method of storing an image of
a real
->copy protected 8-bit disk and will only work with APE.
-
-Fair enough... But let's say you have NO IBM and NO APE. What files
can you
-d/l with your Atari and use? .XFD? .DCM? .ATR? .PRO? Do you need a
program
-on the Atari to convert these for use on the Atari? This is where
most of my
-confusion lies.
-
-Lastly, so the SIO program does essentially what APE does but a
little less.
-So one or the other is required, not both? Correct?
-
-Thank you very much.
-
-Dave
-sunlord@io.org
-
-
If you have no IBM, you must only D/l DCM files (Which currently are
not YET in my archive, just ATR's and raw binary files) or binary
files. If you look at the lists on the homepage
http://mars.superlink.net/scharles/ you will see a list of everything
in my archive broken down into boot disks (all ATR at the moment) and
binary files. Unfortuantely, I did not think to sort the archive, it's
all kind of in one big directory right now.
Right now, there are no PRO format files in this archive.

139. Re: Looking for: Racing Destruction Set

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dc4595.1607609@news.superlink.net>
Source record: 82450

It's in http://mars.superlink.net/scharles/ archive.
That's a good one- C64 copyrights "declared" public domain...
Hey old readers of this group - anyone care to reopen the "dead
copyrights (long) thread?

EVERYTHING is still copyrighted, BUT there is no commercial market for
the product, and the companies involved dont even know if they own the
copy right anymore or not! Several companies have been contacted, with
the thoughts of getting permission to distribute their software, but
most companies are not even sure who owns the copyright anymore.
It's a mess!
At any rate, RDS is there.

140. Re: (sorry) More Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31dc5446.12636851@news.demon.co.uk>
Source record: 82451

On 4 Jul 1996 18:03:08 -0400, sunlord@zot.io.org (David Bennett)
wrote:

>3) If an ATARI cannot run .XFD, .DCM, .ATR, .PRO as they are... how does
> APE and / or the SIO cable/program allow them to do this. Essentially
> I thought these just created a virtual perphiral. Do they do some sort
> of translation on the fly?

For e.g., an .ATR file is a bit for bit image of an atari disk, with a
16 byte header for the purposes of APE/SIO2PC. So when you load the
image with APE it just presents each requested sector of the image to
the Atari just as a 1050 would.

--
andy@troas.demon.co.uk
----

141. F/S: Misc. Atari 8-bit and ColecoVision Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: rsumner@tnis.net
Message-ID: <4rgl8t$413@clark.zippo.com>
Source record: 82452
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace

```
Atari 8-bit
---------------
xmm-301 modem, tested, works
sx212 modem, tested, works, complete in box
P:R: connection, tested, works, complete in box
1010 program recorder, tested, works, complete in box
Okimate 10 w/atari plug n print tested, works, complete in box
okimate 10 w/plugnplay UNTESTED in box
800xl, tested, works, no wires.
1050 disk drive ,tested ,works, complete in box
1050 disk drive ,tested ,works, complete in box
1050 disk drive, tested, DOES NOT WORK, has a US doubler, no wires

ColecoVision
--------------------
Expasion Module #1, tested, works
Roller Controller, no joysticks, tested works
1 SA controller, tested, works
Adam Memory Console, UNTESTED, no wires, 1 cassette

Make me an offer including shipping on any of these.

Thanks,
Chuck

rsumner@tnis.net
```

142. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_836440148@rtfm.mit.edu>
Source record: 82507
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly
Last-modified: June 30, 1996

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Additions/suggestions/comments/corrections are needed! Please send to:

URL:mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web version, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also get the latest version by e-mail.
URL:mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

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```

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?

E-Mail
3.1) What is the Info-Atari8 Digest?
3.2) What is INFO-A8?
3.3) How can I retrieve files from FTP sites by e-mail?
3.4) How can I post to Usenet newsgroups by e-mail?
3.5) How can I access the World Wide Web by e-mail?

Software Archives
4.1) What is the University of Michigan Archive?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the QACE Archive?
4.7) What is the Polish Demo Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital Free-Net Atari Users SIG?
5.3) What is the Victoria Free-Net Atari Computer Users SIG?
5.4) What is the Closer To Home BBS?
5.5) How can I access the World Wide Web by Telnet?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

IRC
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) Okay, how about a .dcm file?
9.4) What is an .xmo file?
9.5) What do I do with .XFD and .ATR files?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) How can I use an IBM-PC as a storage device for my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

In order of their release, the Atari 8-bit computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

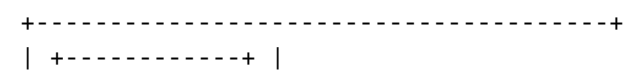
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

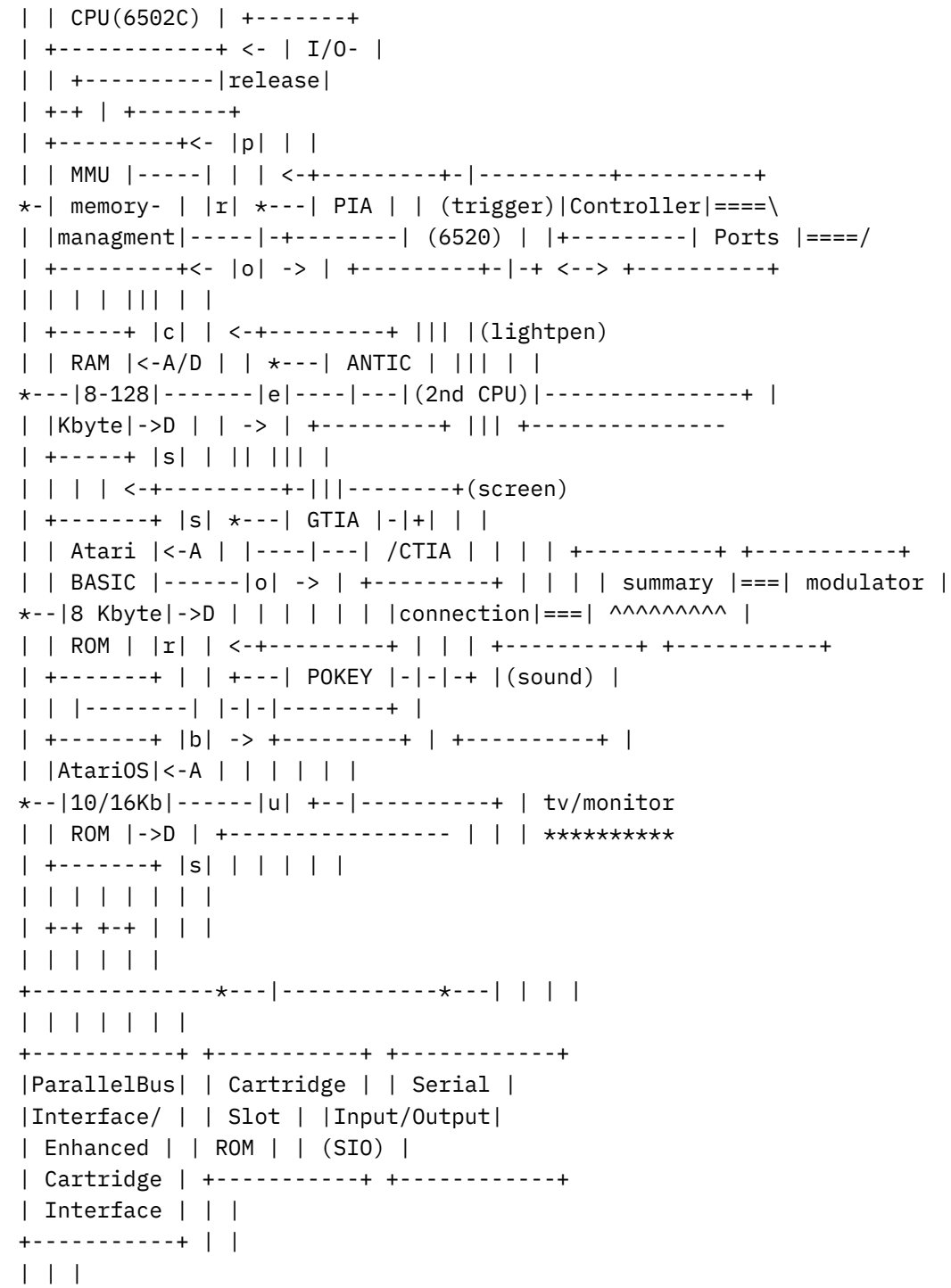
All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to URL:mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement

With thanks to mailto:peter@soemtron.sb.sub.de (Peter)





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES

* RAM: 400/800:8/16/48K, 1200XL/800XL/65XE/XEGS:64K, 600XL:16K, 130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one

* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

Beginners at using the 8-bit Atari platform may wish to contact Bill Kendrick, URL:mailto:kendrick@sonoma.edu , for his Newbie/Emulator FAQ.

The following is taken from Bill's Newbie/Emulator FAQ.
Graphics:
The Atari has maximum resolution of 320 x 192 (standard, non-overscanned screen) x 2 colors. 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4, 160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4 graphics are also supported. 40 x 24 x 256-character (128 normal, 128 inverse, character set indirection available) text mode is standard (2 colors).
40 x 24 x 128-multi-colored-character (4 colors per character allowed, the other 128 characters have 4th changed into a color 5) and
40 x 12 x 128-multi-colored-character screen modes are available.
GTIA graphics support 80 x 192 x 16 shade-only, 80 x 192 x 16 hue-only, and 80 x 192 x 9 color screen modes.
Graphics Modes Summarized:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted

at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

According to Doug Neubauer (by way of URL:mailto:finneganj@delphi.com (James
Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

CLOCK SPEED OF THE 8-BIT ATARI.
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

[I'd like more system spec's here.]

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group
through URL:news:comp.sys.atari.8bit . This is an unmoderated newsgroup for
discussion about the 8-bit Atari 400/800/XL/XE computing platform. All
postings to comp.sys.atari.8bit automatically appear in the

Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

URL:news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from URL:mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

URL:news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

URL:news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

URL:news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

URL:news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at URL:mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

URL:mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, URL:mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
URL:mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

URL:mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to URL:mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST or to info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to URL:mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at URL:ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
URL:mailto:ravi@mcnc.org (Ravi Subrahmanyan)
URL:mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob" Rankin.

Mail the text of your post to:

group.name-news@newsbase.cs.yale.edu
group.name@pubnews.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name@magus.dgsys.com (unverified)
group.name.usenet@hkucs92.air.org (unverified)

For example, to post to comp.sys.atari.8bit, you might send your message to:

comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Be sure to include an appropriate Subject: line, and include your real name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com (Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to mailto:listserv@info.cern.ch (older address) containing the following single line. (What you put on the subject line doesn't matter; blank is OK. This line should go in the text of the message.) You will receive as a reply a simple page intended to help you learn more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. For more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich Archive. The Archivists request you use these mechanisms in this order of preference:

1) The number one way to get into the UMich archives is via AFS. If you have AFS, all our files are kept in the directory "/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT! Specifically, use:

URL:file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software Archives" choice. Specifically, use:

URL:gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
URL:gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
URL:gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
URL:gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bit

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/ Specifically, use:

URL:http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
URL:http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory. Specifically, use:

URL:ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are several mirror sites which are all updated from the home site regularly:
URL:ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
URL:ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
URL:ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/

URL:ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
URL:ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
URL:ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
URL:ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You might also suggest what permanent 8bit subdirectory you'd like your file to end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please name the parts in the subject line. This is really helpful as the parts usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to have seen no uploads for years, but there are some files here that aren't on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson, mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is located in Australia and is the local internet sight of Super Products. Contact James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au for more info.

URL:ftp://203.4.149.98/8bit

Subject: 4.7) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only) on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

URL:ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.3) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide assistance with XL/XEs, STs, and Falcons, whether you are a new or experienced user.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100 terminal. Log in as www. Does not allow users to "go" to arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on your system if your administrator has not done so already. The best plain-text browser, so move mountains if necessary to get your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest of the world. The line mode browser, plus extra features. Log in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cs.ruu.nl/wais/html/na-bng/comp.sys.atari.8bit.html

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-Systems
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusiasts%20of%20Columbus

NorthWest Phoenix Atari Connection
John Collins, Club Webmangler, mailto:bosco@host.yab.com
http://www.yab.com/~bosco/

Queensland Atari Computer Enthusiasts
James Bradford, URL:mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Toronto Atari Federation, URL:mailto:taf@io.org
http://www.io.org/~schrist/taf.html

ATARI XL/XE - Homepage
Stefan Lausberg, URL:mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

WWWorld of Atari 8-bit...
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:sp93rob@ksk.sala.se
http://www.ksk.sala.se/~sp93rob/dungeon

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

St. Paul Atari Computer Enthusiasts
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://graf.fciencias.unam.mx:100/~mariano/atari.html

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://www.cc.utah.edu/~krw8466

Atari 8-bit Emulation
Tony Smolar, mailto:asmolar@fast.net
http://www.users.fast.net/~smol/8bitemu.html

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #classic - Classic Games and Systems Collectors.

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if they have gotten that far -- are familiar with IRC, :) and select one of the servers and join #atari8. There is many IRC servers on EFnet, chances are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert entire disk images into files. To work with .dcm files on the Atari you'll need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

Subject: 9.5) What do I do with .XFD and .ATR files?

These are two standard formats for Atari disk images used by the various Atari
emulators running on other types of computers.

The .XFD format originated with the ST Xformer emulator;
the .ATR format originated with the SIO2PC utility.

Preston Crow keeps a small site filled with the latest utilities for
manipulating Atari disk images with non-Atari computers:

URL:ftp://ftp.cs.dartmouth.edu/pub/crow/atari/

Subject: 10.1) What 8-bit Atari emulators exist for other computing
platforms?

These are the five emulators that are usable.

1) ST Xformer 3.0, from Branch Always Software, for the Atari ST.
URL:http://www.halcyon.com/brasoft/

2) PC Xformer 3.5, from Branch Always Software, for MS-Windows.
URL:http://www.halcyon.com/brasoft/

3) Rainbow, by Chris Liam, for the Macintosh
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari800 Emulator for Unix and Amiga, by David Firth
Latest version: 0.4.2
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)

5) XL-It! 0.12, by Markus Gietzen, for MS-DOS
URL:mailto:magi@stud.uni-sb.de
URL:http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

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Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM

Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T 2.7 XE (128K) or 1.1 (48K) by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download

Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
available from mailto:brucka@eruvin.jct.ac.il

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad M.Kokoszkiewicz (KMK), mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050 drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be used to read/write to a hard drive connected to an MS-DOS system. This can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into

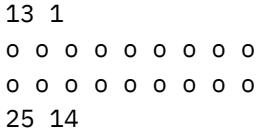
the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.

ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.

Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800. Rare

==> K-Products KPI Hard Disk Drive Interface (formerly from Supra)
Some limitations on drive type and size and total number of drives in sys.

==> Fine Tooned Engineering Multi I/O (formerly from ICD)
256 byter per sector restriction. 256K and 1 meg ramdisk models.

Printer and modem, modem will handle 19.2K bps

==> Computer Software Services Black Box
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and Jacek Zuk
- two IDE drives can be handled as well
- up to 8388607 logical sectors per drive
- up to 8388607 logical sectors per partition
(limited to 65535 by existing disk operating systems)
- up to 15 partitions simultaneously
(limited to 9 by existing disk operating systems)
- up 58 kilobytes per second in read or write operations
(limited to 32/7 in read/write operations by existing operating systems)
- native IDE mode for a future disk operating system
- emulation mode for existing DOSes like MyDOS, SpartaDOS, BWDOS.
- booting from any partition (even on machines with non-upgraded XL OS)
- write-protection feature
- executing non-DOS software from a hard drive partition
- the partitions may be created freely (there aren't fixed partitions)
The interface operates as normal PBI device and has a connector for 130XE
computers (and other, those have such connector). Tested with various
Western Digital, Seagate and JVC drives. Compatible with the MyDOS 4.50,
SpartaDOS 3.2g, SpartaDOS X 4.20, BWDOS 1.10 and a lots of DOS applications,
demos and games.

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the
difference between SIO2PC and regular drives, except that the SIO2PC drives
are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 4.13 is shareware by Nick Kennedy.

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801

1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies. But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF

H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15

21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6

1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed

in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM

terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original

manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled,
contains worn parts or minor scratches/dings that betray heavy
service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories;
heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals &
accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit
Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest
version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers
bulletin board systems list. Contact him by any of the following for more
information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user
groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms. See:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" includes people involved in all of the Atari computing and gaming platforms. This directory is maintained by the managers of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see:
http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

End of atari-8-bit/faq
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143. Old Atari User / New IBM-ATARI user

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: sunlord@io.org
Message-ID: <jv12xoAhYxTC089yn@io.org>
Source record: 82508

Please excuse the following barrage of stupid questions, but if you could please take the time to answer them (or refer me to a place where they may be answered), I would be greatly appreciaitve.

I have been scanning this base for awhile now, and have managed to take a look at a few of the programs discussed. Following is a bunch of (perhaps) seemingly stupid questions.

1) Xlit and Xf252 (and xf3.5) are the major EMULATORS. They can run .ATR and .XFD files. My question is, what can run APE .PRO files?

2) APE and XSIO are programs used to send infomration between the two computers. APE has the ability to act as a disk drive(s) while your Atari is running. I think I understand this. Correct me if I am wrong, or expand if I am uninformed. Would one use both of these programs, or would you be more likely to pick and choose?

3) Let's say I have an Atari and I download files from an FTP and transfer them over using APE, XSIO, a modem or what have you. Which ones can be actually run using your atari? (.DCM? .PRO? .ATR? .XFD?)

4) Lastly. Many things are contained inside a .ARC file. If I recall ARC is just an archiving program? Am I correct?

Very sorry about these questions. I have had an Atari 130XE and an IBM... never did I think you could hook them together. I am interested in doing just this, and also in getting software for my Atari from the FTP sites, and be able to run it (hence questions 3 and 4). Thank you very much....

Again, if you could take the time to answer these I would appreciate it.

dave

--
David Bennett

144. Re: OBJ > Multiboot

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31db128c.2409711@news.superlink.net>
Source record: 82509

On Tue, 02 Jul 1996 12:04:49 GMT, Mark Elliott
<Mark@cortexuk.demon.co.uk> wrote:

-
-Does any one know how to put OBJ / EXE DOS files onto either a
Multiboot
-or ROB C. menu system disk.
-
-As far as I can work you can only put boot disk games or files
already
-on Multiboot or Rob.C disks.
-
Mark, I spent most of the last week REMOVING stuff from Multi-boot
menus that you sent me! Multi-boots! Yuck!
Multi-boots are for people who can't make dos loadable files (or are
too lazy to). At any rate, I use a MENU program that loads regular dos
files (Which, I think you'll agree, are a LOT easier to copy,
especially since they have sector links)
Scott

145. Re: I AM THE NEW ATARI ANARCHIST! or ANTICHRIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4rf9pe$kbj@nntp.crl.com>
Source record: 82510

In article <31DAF163.1E12@inil.com>, Rory McMahon wrote:
: Looked too quick at this and thought I saw...

: My eyes are failing...

: HELP... ;)

You're not the only one. :)

146. Re: Bypassing RF Modulator in an Atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: eru@sover.net
Message-ID: <31db2c99.57736320@news.sover.net>
Source record: 82511

On 3 Jul 1996 16:03:06 GMT, mjewison@irus.rri.uwo.ca (Mike Jewison)
wrote:

>I would love to do some more writing. Unfortunately, this thing called
>"Real Life" (tm) has jumped up and grabbed me by the balls, er, backside.

Yeah... : (Real life. I had that happen to me once to twice too..
It's good to know that your still around lurking though.

Rick

147. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31DB784B.1847@rcp.co.uk>
Source record: 82512

> You know I also downloaded a file Black Lamp (blacklam.p) and it did the
> same thing. Booted to the title screen and then locks. I, too, have
> tried everything. i.e.
> Booting on an 800 with and without BASIC
> -under SDX, SD 3.2, DOS 2.5 (as a Binary load AND as an Autorun.sys)
> -on a 'Load disk'
> Booting on an 800XL with and with out BASIC
> -under SDX, SD 3.2, DOS 2.5 (as a Binary load AND as an Autorun.sys)
> -on a 'Load disk'
> Booting on an XEGS
> -under SDX, SD 3.2, DOS 2.5 (as a Binary load AND as an Autorun.sys)
> -on a 'Load disk'
> Black Lamp requires 64K (doesn't require translator and won't run on
an 800). It also requires basic to be disabled otherwise you will
get yellow and black lines flashing across the screen to inform you
of a load error.

It may be that the version you have is corrupt as the DOS file version
has been hacked. The original (boot disk version) works great on either
a real 800XL or on the XL-it emulator. It doesn't work at all on any of
the PCXformer emulators!

Ivan
--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

148. Re: Multithreading OS for the C64

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-04 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <4rfrvi$g56@narses.hrz.tu-chemnitz.de>
Source record: 82513
Cross-posted to: comp.sys.cbm,comp.emulators.cbm,comp.sys.apple2,comp.sys.atari.8bit

[Hi, I found out what was removing the messages: a cancelbot from
alt.comp.hardware.homebuilt! Grrr! So I removed it from the Followup-To-line
and the Newsgroups line and try to summarize my last posts. Please
ignore if you have already read my last posts, but please remove
alt.comp.hardware.homebuilt from the Newsgroups and Followup-To line
when replying to the other message. Sorry for the inconvenience. Andre]

--------------------snip-----------------
: Notice that normally the 6502 address space is full
: with additional memory (if available) banked in by an external
: memory management arrangement. So if the 6502 *had* 'boundary
: errors' it would be pointless -- I believe the Andre's original
: 6502 box had memory banking on 4K boundaries (is that right?)
Yes you are right. The upper 4 address bits were taken as index
into 16 registers each 8 bit wide. So I had 16 chunks of memory,
each 4kByte in size.
These could then be mapped to any of 256 chunks within the
extended up to 1MByte memory.

--------------------snip-----------------
In my original design, the memory pages from other processes just couldn't
be accessed, as they were not mapped in. (As I explained in another
post). A process with 8kByte RAM just had access to 8 kByte RAM
and the rest of the address space would be mapped into some read-only
regions (well, I used the kernel image...)
So that the process can just change it's own RAM.

That's even a way to implement paging, i.e. put a process out on disk
if memory is short. Only one thing, as you mentioned, has to be taken
care of: The 6502 cannot detect memory faults, so that _all_ memory pages
belonging to the process must be mapped and accessible when it is run.
(Even if there were some hardware mechanism to detect the fault,
there is no way to restore the original register values as before the
trapped memory access - which is essential to correctly re-execute
the offending opcode after the page has been loaded.
The capability to restore the register values was one of the few
improvements of the Motorola 68010 CPU above the 68000.)

--------------------snip-----------------

Well, I'm using the timer interrupt. But then I use the IRQ timer.
A disadvantage is, that 'nasty' programs can take full control over
the machine. An advantage is that the system itself cannot be
interrupted when doing critical routines. Well, that could have been
taken care of with a flag (to immediately return from NMI) but

I thought it was easier this way.

And as I wanted to run close-to-hardware processes on the machine, I
wanted a process to be able to protect itself from task switching.
(for timing critical hardware handling)
Which is obviously easier when just doing a SEI instead of
calling some StopMultiTasking or RestartMultiTasking (as the Amiga does)
to access some kernel internal flag - which is not available in the
process memory.

--------------------snip-----------------

--
Andre Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

149. Various SIO2pc cables

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: eru@sover.net
Message-ID: <31dcf8c6.16439428@news.sover.net>
Source record: 82365

I had asked a quesion about the most reliable type of cable for the
APE and sio2pc programs before, and did not get the answer I was
looking for, but, I figured it out myself in the end:

The "other" one chip version used a 7400 chip, which was my confusion.

I am now wondering, do the pro cable and new one chip version Ape
cable use the same chip? One schmatic has a "c" in the middle of the
chip number, and the other doesn't.

BTW, for all those wondering which colors go to which pins, I have
found on mine that:

1 - Brown
2 - Pink
3 - Orange
4 - Black
5 - Dark Green
6 - Bare
7 - Light Green
8 - Yellow
9 - Light Blue
10 - Dark Blue
11 - White
12 - Red
13 - Gray

Rick

150. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4riuq4$qlb@sjx-ixn5.ix.netcom.com>
Source record: 82366

In <4rdb1k$265@nyheter.chalmers.se> d1dol@dtek.chalmers.se (Fredrik Lundholm) writes:
>
>In article <4r9ute$4p6@nuke.csu.net>,
>William Kendrick <kendrick@sitka.sonoma.edu> wrote:
>> ftp://atari.archive.umich.edu/atari/8bit/
>
>Just a note, haven't been able to log in to this address since 1993?
>I think it would be great if you could get this entrance working again!!
>
>> gopher://gopher.archive.umich.edu:7055/11/atari/8bit/
>
>Worked this morning, great!
>
>
>>-bill!
>
>WFR:
>Fredrik Lundholm
>d1dol@dtek.chalmers.se
>
>
>
Actually, I used the FTP address about a month ago and it seemed to work fine. I d/l'd the index0 file and that went OK too. I'll have to take a look NOW!

rely@ix.netcom.com

151. Re: Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4riv20$nq9@dfw-ixnews8.ix.netcom.com>
Source record: 82367

In <Dtz3Fr.J9F@iglou.com> bmarcum@iglou.iglou.com (Bill Marcum) writes:

>
>
>I thought in DOS 2.5 and maybe in Mydos the boot sectors contained the
>same data that's in memory locations $700-87f. When you open the file
>"DOS.SYS" for output, it automatically writes a copy of the boot
sectors
>and the DOS that's currently in memory.
>
>--
>Bill Marcum bmarcum@iglou.com
>On 22 July, 1996, at 6:00 pm GMT, everyone in the world
>just START HUMMING. Those who don't know will freak.
>
I haven't looked there, but that is probably true. You'd have to
boot a DOS boot dosk for this info to be in these locations, first,
though. It would be different for different DOSes too.

rely@ix.netcom.com

152. Re: Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4rivjn$n05@dfw-ixnews7.ix.netcom.com>
Source record: 82368

In <31DB32BB.33BD@strangeworld.com> Paul Gallier
<panther@strangeworld.com> writes:
>
>Has anybody heard of "Ballsong"? Anybody have it?
>
>--
> _ __ / panther@strangeworld.com
> ')) _/_ / / **************************
> /--' __. ____ / /_ _ __ ' The future's uncertain
> / (_/|_/ / <_<__/ /_</_/ (o and the end is always near.

Yes to both. It came as part of the CES demo in the SpartaDOS Tool
Kit.
rely@ix.netcom.com

153. Re: Atari Archive info

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4rj0ho$5to@sjx-ixn4.ix.netcom.com>
Source record: 82369

In <31dc498a.2619924@news.superlink.net> scharles@superlink.net (Yogi) writes:
>
>PLEASE NOTE ON THE ATARI ARCHIVE:
>DO NOT use Netscape to enter the archive - it will NOT show all the
>file names (too many!) It only shows the first thousand! Groan! I need
>new tree!
>
Download (FTP) the file INDEX0. It has the complete archive index.
You can print it out at your leasure. When you go back in to the
archive, just tell it what directory and file(s) you want to FTP and it
should work fine.

rely@ix.netcom.com

154. Re: Hooking 2600, coleco, ti and odyssey to a monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4rj0ak$5s0@sjx-ixn4.ix.netcom.com>
Source record: 82370
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In <4rh9mh$47o@nuntius.u-net.net> sam@beavis.u-net.com (Sam) writes:
>
>>Check my webpage for a very simple 2600 composite output programme.
>
>Would this mean i could play NTSC games on my PAL 2600? Could I buy an
>NTSC 2600 and use that? It would be extremely handy to play games from
>all round the world, I might even start bidding in auctions.
>
No! The scan frequency of NTSC is 60Hz vert. 15750 Hz Horiz. PAL is
50Hz vert. and ? Horiz. You'd need some way to convert the video info
to this scan frequency set. The graphics resolution is a bit different
too.

rely@ix.netcom.com

155. Re: Hooking 2600, coleco, ti and odyssey to a monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: csrax@csv.warwick.ac.uk
Message-ID: <4rj37o$eil@crocus.csv.warwick.ac.uk>
Source record: 82371
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In article <4rj0ak$5s0@sjx-ixn4.ix.netcom.com>,
rely@ix.netcom.com(Robert Smith Ely) writes:
>In <4rh9mh$47o@nuntius.u-net.net> sam@beavis.u-net.com (Sam) writes:
>>
>>>Check my webpage for a very simple 2600 composite output programme.
>>
>>Would this mean i could play NTSC games on my PAL 2600? Could I buy an
>>NTSC 2600 and use that? It would be extremely handy to play games from
>>all round the world, I might even start bidding in auctions.
>>
> No! The scan frequency of NTSC is 60Hz vert. 15750 Hz Horiz. PAL is
>50Hz vert. and ? Horiz. You'd need some way to convert the video info
>to this scan frequency set. The graphics resolution is a bit different
>too.

Bzzt: Not quite right!

It's down to your TV set - most modern PAL sets seem to be engineered
well enough to handle the signals if you put an NTSC cart in a PAL
2600. Also, it will *always* work on a black and white PAL TV -
something to do with the way YIQ rather than RGB is decoded, I think.

The practical upshot of which is - most of us UK collectors have many
NTSC carts in our collections that we have gained from cross-atlantic
trades.

Cheerio,
Ross

ps. I'd been told that Colecovision NTSC and PAL carts are merrily
interchangeable. I have tested a few 7800 ones and found that some
NTSC carts seem to crash on PAL systems.

pps. Not that I care any more, cos I've got a PAL/NTSC/SECAM/Anything
else you can think of monitor ;-)

.----------Ross Hamilton, PhD Student in the History of Computing-------.
http://quartz.dcs.warwick.ac.uk:8080/	mailto:ross@dcs.warwick.ac.uk
Department of Computer Science,	12 Newbold Place, Leamington
Uni. of Warwick, Coventry, CV4 7AL	Spa, Warwks, CV32 4HR, UK
`----------- Office: 01203 523523 x2350 | Home: 01926 886146 -----------'
Wanna trade music? http://quartz.dcs.warwick.ac.uk:8080/lp_cd_trades.html

156. Re: Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rj6mu$obr@login.freenet.columbus.oh.us>
Source record: 82372

Lonnie McClure (lmcclure@delphi.com) wrote:
: Funny, every time I have seen a disk drive for the 64 or 128 (i.e., 1541,
: 1571, 1581, FD-2000, etc.) they have always had two ports...one for
: the cable coming from the computer or previous peripheral, and one going
: to the next peripheral.
: -
: In fact, I have not only seen it, I've done it; my C-128 runs with two
: drives (a 1571 and 1581), and a printer interface all daisy-chained thru
: to the DIN-6 serial port on the back of the computer, the same way my
: 1050, XF551, and P:R:C are daisychained to the same port on my 1200XL.

Speaking of the P:R: Connection:has anyone ever gotten that to go full
speed (19200) without losing characters?

157. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4rj8up$h84@no-names.nerdc.ufl.edu>
Source record: 82373

Philippe.Lafontaine@public.Uni-Augsburg.DE (Philippe Lafontaine) wrote:

>Sure! The one and only trading-simulation! I play this game since 10
>years, and it never gets boring. I've heard there's a M.U.L.E.-Contest
>in the US every year. Does anybody know someting about that?
>My only problem playing M.U.L.E. is my damned ATARI 800 XL. This
>machine misses two joystick-ports, limiting amount of human-players. I
>know, the OS supports 4 sticks. Does anybody know, if there's a way to
>connect two more sticks (Hardware)? Or a little IRQ-proggy mapping 3.
>and 4. stick to keyboard? Or perhaps mirroring OS to RAM (I did that
>once, forgott now how to do that) to rewrite stick3 and
>stick4-routines? Help would be great!
>

It's not that Atari just removed two of four joysticks for the hell of it.
They used PORTB (the hardware port that handled the extra sticks) to implement
built-in BASIC, Self-Test ROM, the extra 16K of RAM under the OS (bringing total
RAM up to 64K), and later for the extra 64K of RAM on the 130XE. So, if you were
to rewire PORTB to handle two extra joysticks you would be hosing all of those
features, and you'd still have to load the XL-Fix every time you used your now 48K
computer.

Probably the best and most painless way to get four sticks hooked up is to buy an 800.

Hope this helps...

-Michael Ellis

158. Re: Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31dcbfa0.435006@news.servtech.com>
Source record: 82374

On Wed, 03 Jul 1996 19:55:55 -0700, Paul Gallier
<panther@strangeworld.com> wrote:

>Has anybody heard of "Ballsong"? Anybody have it?
>
>--
> _ __ / panther@strangeworld.com
> ')) _/_ / / **************************
> /--' __. ____ / /_ _ __ ' The future's uncertain
> / (_/|_/ / <_<__/ /_</_/ (o and the end is always near.

Youl'll find That, and other cool demo's, like "To kill a commodore,
and Apple Kill" on one of the demo disks at:

ftp://ftp.servtech.com/pub/users/mead/atari8/demos

Ballsong: CESdemo.zip
Ballsong2: Specter.zip

Both are on an ATR image.

Dave

159. Re: Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4rjj48$rvh@madeline.INS.CWRU.Edu>
Source record: 82375

In a previous article, iig05-1@htw.uni-sb.de (Markus Gietzen) says:

>Hi !
>
>Ivan started this thread because I asked him what the drive (normal
>1050) writes to a disk if it receives a format command.

In case nobody answered, when a 1050, 810 or other stock drive receives
a FORMAT DISK command it performs a low level format of the disk, laying
out tracsk and sectors as instructed by its ROM.

No data is put on the disk. After the format is finished, DOS performs
writes that create the boot sectors, directory, VTOC, etc.

>In my ROM-listing of a Speedy 1050 there is a boot-block
>that is written to the disk while format-procedure.
>At this point we are not sure if a "normal" 1050 makes this, as well.

The speedy 1050 might be _able_ to write boot sectors, but if used
with a normal DOS (ie. not a special dos for Speedy drives) these
boot sectors would be overwritten.

>The whole mess has nothing to do with the DOS. Ivan and I wanted
>to know what the diskdrive writes if it gets the format-command.
>
>Actually I think that a normal drive doesn't write boot-sectors
>and I'll implement this behaviour.

No, drives do not write boot sectors, except as instructed to do
so by dos, and then its just a normal write.

DOS format goes like this:

Configure Drive (single/double)
Format (or ED format for 1050 ED)
Wait for format finish
Write boot sectors
Write directory
Done

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

160. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: eru@sover.net
Message-ID: <31dd7077.47080257@news.sover.net>
Source record: 82376

On 5 Jul 1996 14:30:49 GMT, Michael Ellis
<michael@anest4.anest.ufl.edu> wrote:

>
>Probably the best and most painless way to get four sticks hooked up is to buy an 800.
>
>Hope this helps...

Definately the most painless, but for those so inclined there is a mod
to piggyback PIA chips, and get an extra four (or more depending on
how _many_ PIA's you stack..) joyports. This is perhaps the most
underrated hack there is, I think, as the number of things you can do
with it are huge (Of course! It's a PIA!! :)

Rick Ziegler
eru@sover.net

161. FS/T, Misc hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: rsumner@tnis.net
Message-ID: <31dd6ece.8306052@snews.zippo.com>
Source record: 82377
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace

```
Atari Super Pong, no power supply. Works
Coleco Gemini, no wires. Works
Atari 2600 w/2 joysticks, no wires. Works
(2)Atari 800xl no wires. Both Work
xmm301 modem. Works
1050 disk drive, no wires. DOES NOT WORK
Atari 130xe, no wires. DOES NOT WORK
1010 cassette recorder, complete in box. Works
sx212 modem, complete in box. Works
(2)Okimate 10 printers complete in box w/Atari Plug n print, Works
CV Expansion module #1. Works
CV Expansion module #2 w/gas pedal. Works
CV roller controller w/instructions. Works
Adam Memory Console, single cassette. UNTESTED

make me an offer either in cash or carts including shipping. Go ahead,
dont be afraid, I'm looking to get rid of this crap. Believe me I'm
not expecting alot.

rsumner@tnis.net
```

162. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4rk1dc$gen@madeline.INS.CWRU.Edu>
Source record: 82378

I forget Ivan's last name. But Yogi says Ivan is the author of
'Tail' of the Beta Lyrae. Now, if memory serves, Phillip Price
was on here and said he wrote that one on a 400 with a cassette
tape while living in the boonies on a beach in a hut.
It isn't 'Tail' it is 'Tale'. I hope I get corrected if any
of this is incorrect.

163. Re: Old Atari User / New IBM-ATARI user

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Du3A8s.H38@iglou.com>
Source record: 82379

If you have just an Atari computer, it would be easy to write a program
that converts XFD or ATR files to disks. The only problem is that these
files are not compressed, so you need a drive big enough to hold the
files.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

164. Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: Barry Hom <bfhom@delphi.com>
Message-ID: <p5IMVni.bfhom@delphi.com>
Source record: 82380

Does anyone have a disk drive for the Atari 800XL they'd like to sell?
Please e-mail me at: bfhom@delphi.com.

Thanks!

Barry Hom
bfhom@delphi.com

165. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4rk90m$pgo@madeline.INS.CWRU.Edu>
Source record: 82381

(Yogi says Ivan authored 'Tail of Beta Lyrae'.)
I thought Phillip Price (on csa8) said he wrote that on a 400
and cassette while living in the boonies on a beach in a hut.
(Pardon if I'm wrong, just would like to know.)
So, I had my 8-bit set up today. Beta Lyrae loads from $3480
to $B00F mostly. Hmmm. It might (the one I have) load from
DOS. DOS is mostly $700- to about $2000.
Anyways, the one I have loads on 800xl and 800xl with Omnicom.
I do have a note on the disk label that says (800), which usually
means it requires at least a translator.
'Ducks Ahoy' that I have is the only one I can remember that
must have an actual 800, no translator or Omnicom.
(All you sissies, REAL MEN use my transfer program, I used it
today to get something over to my pc and, after a bunch of
hassles, got it to work. I DIDN'T EVEN SCRAMBLE MY FAT,
(of course it is a little early to say that for certain
nothing got scrambled.)

166. Re: Atari 8bit Items for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <31DDB574.4DE8@cdsnet.net>
Source record: 82382

Mike LaRue wrote:
>
> The following Atari items have been checked and work
> unless stated. Also all units comes with software and
> Doc's, also cables and power supplys.
>
>
> Ramrod 800 with omnimon and omniview for 800 only $25.00 obo
> Ramcharger 800 with 256k for 800 only $35.00 obo
> 810 happy drive, B&C case PS/cable $30.00 obo
> 810 happy drive, B&C case (NOT WORKING!)PS/cable $15.00
> 800xl 64k with power supply $20.00
> ICD US Doubler with doc for 1050 only $15.00 firm
> CX85 key pad, (NO DOC NO SOFTWARE) $ 4.00 obo
> Eprom eraser and 70+ eproms and
> Tompson Eprom burner for all atari's $70.00 obo
> 850 with modem cable,PS (NO PRINTER CABLE) $20.00
> 800xl 256k ramrod/omnimon/omniview $50.00
> 1050 with SuperArchiver II $50.00
> 1050 with SuperArchiver II $50.00
> CSS BlackBox with doc and PS/cables $75.00 firm
>
> Prices do not cover shipping
>
> Will trade any/all of the above for video game
> Items, Vetrex, jaguar, saturn, ect..
>
> I think these prices are within todays, if not
> email what you think they should be!
>
> bandit@cdsnet.net
> Mike LaRue 541-772-7830
> Medford, Or.

Please hold all email! I have everything sold 2 or 3 times over,
I have over 40 emails and Iam try'n to figure out who gets what...

Thanks for all the Email, I should have all replys done tonight!!

THANKS AGAIN!!! mike,

--
/\
| |
| Atari 800xl, 256k omnimon/omniview |

```
| Blackbox, 104meg HD, 14.4 modem! |
| Getting old, but still holds a punch! |
| |
| 1982 Bandit bandit@cdsnet.net |
| |
\/\/\/
```

167. 2nd plea - Newell 256xl instructions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31DDD2CE.4D2F@inil.com>
Source record: 82383

If anyone has instructions how to wire one of these things up...

Please email them to:

Rory McMahon
mcmahon@inil.com

Many Thanks!

168. Re: Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-0507962045180001@d35.netgate.net>
Source record: 82384

In article <31ddaf12.26356434@netnews.netaxs.com>, jayski@net2.intserv.com
(bossman) wrote:

> On Fri, 5 Jul 96 18:34:50 -0500, Barry Hom <bfhom@delphi.com> wrote:
>
> >Does anyone have a disk drive for the Atari 800XL they'd like to sell?
> >Please e-mail me at: bfhom@delphi.com.
> >
> >Thanks!
> >
> >
> >Barry Hom
> >bfhom@delphi.com
>
> I have an XF551 which will work with any of the Atari computers that
> am trying to sell. I have an $100 offer on the table but no check
> yet. If you are interested let me know, first come first served.

Barry, if you don't specifically need an XF551, you should be able to
get an 810 or 1050 for $25-30, max.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 18G / 11-6-1 / .490
WWW: http://www.netgate.net/~ziggy29/
"Someone who wears a tie to WWDC (the major Mac developers show)...
needs to rebuild his desktop file and zap his parameter RAM."
-- Guy Kawasaki

169. Re: Running Carts w/Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4rkqrk$2ls@crl2.crl.com>
Source record: 82385

Stephen H. Goldstein (steveg@cseic.saic.com) wrote:

: What's the best way to copy a ROM cartridge so
: that it can be run from disk?

Unless you're into doing that for the hobby aspect, why bother? All of the carts that I know of have already been converted.

John
jvogel@crl.com

170. atari show

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C3E53C.111C000B92.uuout@ccc-bbs.com>
Source record: 82386

Date: 07-05-96 (15:53)
To: ALL ATARIANS
From: shuffman@ideanet.doe.state.in.us, STU HUFFMAN
Subj: Crowd Builds for MIST VIII on July 13

We're expecting another outstanding crowd
-- and a full house -- here in Indianapolis
from 10am to 3pm (Indiana time) on Saturday, July 13,
at the Mid-Indiana MIST AtariFest VIII.

In fact, we want to alert you that the house
may be truly and fully packed because
of last-minute decisions by vendors and
user groups. When our June 15 "discount date"
came and went, we had to decide to give up our
second ballroom (or risk a hefty loss). So we
are once again back in only one crowded room.

But we expect it will be real cozy -- and busy fun!

Atari Corp. has sent us a complete JAGUAR
to sweeten the pot ... along with a half-dozen
Jaguar games. All will either be given away as
door prizes or offered for sale at auction.
More door prizes are to be awarded also.

Who's coming for sure? Here is the list of those
who put checks in the mail. Others have expressed
interest and may show up -- but we are rapidly
running out of room:

Toad Computers ICD, Inc.
SKWare One Computer Dungeon
Current Notes It's All Relative
Systems for Tomorrow chroMAGIC
Crawly Crypt

Toronto Atari Federation EAUG
SCAT LAG
Nashville Atati User Group LACE
ACORN Purdue AUG
BL.A.ST. ASCII

Admission tickets are the same $3 as in the past,
and entitle the buyer to a chance at the door prizes.

See you there:

Best Western Waterfront Plaza Hotel,
US 136 (just west of I-465 and I-74) on northwest corner
of Indianapolis.

* *
Stu Huffman, Indiana Dept. of Education:
shuffman@ideanet.doe.state.in.us
US Snail: State House 229, Indianapolis, IN 46204-2798
Office Voice: 317-232-6618 FAX: 317-232-8004
Voice: 812-988-7558
* *

171. Re: (sorry) More Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4ri4j7$6jo@madeline.INS.CWRU.Edu>
Source record: 82453

In a previous article, sunlord@zot.io.org (David Bennett) says:

>I am very sorry to bother you all yet again.

I seriously doubt your bothering anyone, in fact im always
glad to see someone post here :)

>Although I have a few other
>questions pending from earlier posts, I figure these questions are better
>off left answered rather than unanswered. Again, thanks for putting up with
>these. Like I said originally, it is great getting back into the Atari
>scene. :)
>
>Questions:
>
>1) Theoretically. Let's say I have an Atari with NO DISKS.

Assumption entered.

> I have an IBM with all these swell programs, like ATARI DOS etc etc.

Assumption entered. ;)

> Is there anyway to make an Atari disk that I can boot my Atari with using
> IBM without one of those cables. Ie, A program that copies a DISK image
> directly onto a disk. (Reformats it etc)... In other words, If I have no
> DOS, No anything on my atari. How do I make a DOS disk... or do I have to
> send away for one? :)

You want to create a boot disk, from your PC, but use no cable? Not
possible since the PC floppy controller cannot write disks compatible
with atari drives.

You could use a PRO cable to write an image out to a 1050 disk drive, but
there is that naughty cable again.

> (I am thinking perhaps something like LINUX's LILO
> stuff. Creates a boot image etc etc)

I know what LILO is, but I have no idea what you mean by this :)

>2) My earleir question still has left me with some confusion. An Atari (by
> itself) cannot , CANNOT, run .DCM, .XFD, .ATR etc etc.

You atari, by itself can run binary files residing on real atari disks. The
above refrences are to DISK IMAGES on a PC.

> It can run .DCM
> with Diskcomm. What about those .BIN files I see? Can thsoe be d/l and

> run on a stand alone Atari, or are they yet again something that needs
> to be converted? :)

A DCM is a WHOLE COMPRESSED DISK, compresses into a file. It cannot 'run'
them, but you can uncompress them into boot disks.

A .BIN file is a binary load file (probably). You need to place them on
a disk, and load them from Atari DOS.

>3) If an ATARI cannot run .XFD, .DCM, .ATR, .PRO as they are... how does
> APE and / or the SIO cable/program allow them to do this. Essentially
> I thought these just created a virtual perphiral. Do they do some sort
> of translation on the fly?

Yes and yes. Read the ape docs at http://www.nacs.net/~classics for more
information on how to use APE.

>I hope these questions don't seem to ignorant.

>But if someone culd take the time to answer them I would be greatly
>appreciatve.

Most people are very confused by the concept and use of 'disk images' the
first time they come across them, so dont be so hard on yourself. Check
out the above suggestions and the APE docs and if that does not
help, just e-mail me back and ill see what I can do to help explain any
parts you dont understand.

Thanks

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

172. Big John's "NO B.S." Auction - update #7

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4rhvh5$n1e@news1.t1.usa.pipeline.com>
Source record: 82454
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,alt.atari.2600vcs,alt.atari.2600,alt.games.video.classic,comp.sys.atari.8bit,comp.sys.cbm

```
Big John's "NO BULLSHIT" Auction

UPDATE # 7 7/4/96

Happy 4th of July. Hope nobody lost any fingers. Kind
of hard to play games that way :)

Still having some slight mail problems but things seem
to be clearing up. Remember, if you send in a bid and
don't get a response from me, it means I probably
didn't get it. I acknowledge all bids, so if you don't
hear from me, please re-send your bid.

Please note that the INTV keyboard is a computer
keyboard and not a music keyboard. Also, even though
the system is PAL, it will work with U.S. systems if
you use a U.S. power supply.

If you wish to be added to or removed from the auction
mailing list, just drop me a line.

Standard rules are listed at the end of the auction. Please
read them before bidding. Updates will be made daily in
e-mail, less frequently in the newsgroups. If you have any
questions, please feel free to e-mail me.

On to the goodies. Enjoy!
-----------------------------------------------------

- Cosmic Swarm (Atari 2600) $30 WDV
(by Commavid, New in Box,
Mint Condition)

- Super Cobra (Intellivision) $60 kujo
(by Parker Bros., New in Box,
Shrinkwrapped)

- RCA Studio 2 system $17 Rikard
w/ Blackjack cartridge
(untested, no power supply/switchbox)

- Prototype Moon Patrol cart $20 WDV
(Atarisoft for the C=64)
label reads: Commodore 64
Moon Patrol
Atari Inc. Proprietary
```

Serial No. 92
1983 Atari, Inc. All Rights Reserved

- Intellivision ECS Computer $27 Rikard
Keyboard (rare, brown version. PAL,
220V. Complete.)

- Emerson Arcadia 2001 w/ $22 Rikard
2 carts (Missile War & Alien
Invaders) Complete.

- Atari 2800 Cookie Monster $55 mercury
Munch (New in Box, Shrink-
wrapped). This is a beauty. All Japanese writing
and Atari 2800 logo. I've only seen two of these
and I'm keeping the other one.

- Amiga Joyboard (2600) $15 DaveT
(compatible with Mogul Maniac,
Surf's Up, and Off Your Rocker)

- Demond Attack (2600) $20 JeffGamer
(NTSC, unknown origin)
Not a mistake on my part, there is a "D" at the
end of Demon. Completely different artwork than
the Imagic release.

- Tutankham (Intellivision) $55 miester
(by Parker Bros., New in Box,
Shrinkwrapped)

- Prototype Swordquest: $25 WDV
Earthworld cart (Atari)
Standard loaner cart label.
Cart reads: Adventure II, which is crossed out
and has Swordquest written beneath it.

- Frankenstein's Monster (2600) $27 JeffGamer
(Prototype/New Release cart)
Cart has red label w/ Data Age logo and serial
no. 0123. Also has copyright info and "Please
return to Data Age" text. Cart has slight wear
and screwholes.

RULES
****

1. Auction runs until July 9, at which time it will
change to a Once, Twice, Sold format.

2. Minimum bid increments are as follows:
-- $1 on items up to $20
-- $2 on items over $20
-- $5 on items over $100

3. In case of a tie, the first bid that I receive will
be designated as the high bid.

4. Payment is to be by personal check or money
order. Shipping will be based on what you win.
I will send shipping info with your winning total.
If you have questions about shipping, please
e-mail me.

5. I reserve the right to stop this auction, alter the
rules, withdraw items for trade, or make any
other changes for any reason.

6. Send bids or requests to be added to the
mailing list to jhardie@usa.pipeline.com

Thanks for reading and good luck!

COMING SOON: ATARI VIDEO MUSIC &
1090XL EXPANSION UNIT

173. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: eru@sover.net
Message-ID: <31dcb9f2.355270@news.sover.net>
Source record: 82455

On 4 Jul 1996 17:29:09 -0400, asharkis@aol.com (ASharkis) wrote:

>Bob Puff is still supporting our machines. He'd really like to move into
>different areas, and I believe has done so successfully. But he recently
>had to do another production run of Black Boxes because of the demand.

I'm glad to hear he is doing well. I went through a "Bob Puff must be
God" stage when I first got my BB. hehe

>There is an APB (figurative) out on Mike Hohman, who recently got married.

Congrats Mike!!! This being the circumstance, I guess you're
"excused" for now at any rate.. ;)

174. Re: Hooking 2600, coleco, ti and odyssey to a monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: Thomas Djafari <frogger@micronet.fr>
Message-ID: <31DCB785.6C80@micronet.fr>
Source record: 82456
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Sam wrote:
>
> >Check my webpage for a very simple 2600 composite output programme.
>
> Would this mean i could play NTSC games on my PAL 2600? Could I buy an
> NTSC 2600 and use that? It would be extremely handy to play games from
> all round the world, I might even start bidding in auctions.

ntsc and pal systems are the same, it's the cartridge that defines the
sync rates, etc. only the video encoder differs.

175. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: eru@sover.net
Message-ID: <31dcbb0a.635513@news.sover.net>
Source record: 82457

On Thu, 04 Jul 1996 09:28:08 +0200, Markus Gietzen
<iig05-1@htw.uni-sb.de> wrote:

>I'm very interested and therefore I join #atari8 on a regular
>basis. But the channel is EMPTY (except the CA2001 bot)...

This is why I want to organize meetings. What Day/time is best for
you? I have been trying to get a consensus for awhile now. Also,
join #atari for all sorts of atarians. Often there are 8-bitters
there, but the conversation usually revolves aroun the ST and later
lines of Ataris.

176. Re: Atari 850

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZDNs9ph.lmcclure@delphi.com>
Source record: 82458

Funny, every time I have seen a disk drive for the 64 or 128 (i.e., 1541, 1571, 1581, FD-2000, etc.) they have always had two ports...one for the cable coming from the computer or previous peripheral, and one going to the next peripheral.
-
In fact, I have not only seen it, I've done it; my C-128 runs with two drives (a 1571 and 1581), and a printer interface all daisy-chained thru to the DIN-6 serial port on the back of the computer, the same way my 1050, XF551, and P:R:C are daisychained to the same port on my 1200XL.

177. Help! ATR/XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: farside@value.net
Message-ID: <4rihe3$isq@vnetnews.value.net>
Source record: 82459

How can I convert ATR files to XFD format? I tried IMAGEMAN
but it seems very limited in the ATR files it is capable of handling.
Seemingly all disks without DUP/DOS will not convert.. any help/ideas?

Thanks!

178. Re: Hooking 2600, coleco, ti and odyssey to a monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: ad329@james.freenet.hamilton.on.ca
Message-ID: <4rif92$rlb@james.freenet.hamilton.on.ca>
Source record: 82460
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

In article <4rh9mh$47o@nuntius.u-net.net>, sam@beavis.u-net.com (Sam) wrote:
>>Check my webpage for a very simple 2600 composite output programme.
>
>Would this mean i could play NTSC games on my PAL 2600? Could I buy an
>NTSC 2600 and use that? It would be extremely handy to play games from
>all round the world, I might even start bidding in auctions.
~^~^~^

179. Re: Dead 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: eru@sover.net
Message-ID: <31dccc3a.5035470@news.sover.net>
Source record: 82461

On Thu, 4 Jul 1996 14:36:52 GMT, Rich Link <ral@iglou.com> wrote:

>While checking out a console for someone else, I apparently killed my
>800xl when I tested his power supply. It appeared to be putting out 5vDC
>as required, but immediately afterwards, I get the green screen, the
>system goes to black and then the bootup process stops.

When I put my 130xe in a pc case w/ pc power supply, I also get the
"green screen". But pressing reset works and the boot process
continues. This turned out good for me, because it gives my hard
drives a chance to spin up, with out modifying my atari with the
"freezer" modification or somesuch. In any event, I have no idea what
could cause this green screen, except that the amperage rating is way
above the normal Atari power supplies. Also, in my system is a BB
also powered by the PC PS. Perhaps the BB doesn't get power exactly
at the same time the Atari does, which might cause my "problem". Hope
this helps maybe a little. (Any input on my odd occurance?)

180. Re: Looking for: Racing Destruction Set

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <836555567.17779.0@cortexuk.demon.co.uk>
Source record: 82462

elmi@extra.rwth-aachen.de (Elmar Bongers) wrote:
>Hi folks!
>
>This was a nice car-racing game for the "little" atari. I enjoyed playing it
>very much. Unfortunately I sold my equipment. (Yes a few years ago I bought a
>130 XE again. Sometimes you have to see the rest of the (computer-) world to
>decide that the old stuff was good, too. :-)
>
>I don't know about the copyright for Atari stuff. I think Commodore 64
>software was declared PD. So if anyone has this game and wants to copy (see
>above) or sell it to me, please e-mail me.
>
>Thanks in advance
>
>Elmar
>
>----
>
>Error in REALITY.SYS!
>Reboot UNIVERSE?
>
>Y/N?
>
>
Yes I have this, if you want a copy let me know and I will e-mail it to you. It's
not PD but seeing as its over ten years old I see no problem with copying it.

--
O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

181. APE/SIO2PC imact on hardware vendors and MARS-8

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-05 00:00:00 UTC
From: eru@sover.net
Message-ID: <31dce3fc.11117355@news.sover.net>
Source record: 82463

Anybody know how the release of SIO2PC and then APE affected the sales at especially CSS and FTe (then ICD probably, how long has SIO2pc been around now?) I'm not so sure I would have bought a Black Box if I had had a PC and SIO2PC when I made that purchase. (Although the BB/FB continues to be more than well worth the investment, at least for me). Perhaps the remaining hardware developers shold concentrate on moving in totally new directions, like the Mars-8 project from FTe. (BTW, what's the status on this???)

Other things I'd like to see include a VGA hack/mod, (see if I can't cut down on the number of monitors on my desk. :), and a new Atari motherboard design incorperating the following things:

HD interface, either scsi or IDE
Ram in simm modules
standard floopy drive support
Transkey
65816 processor
2 bios' switch selectable, w/support for more via flash upgrading
Stereo upgrade mod (w/max #of pokey's (4?)
multiple PIA mod w/max # of PIA's)
PC standard power connecter
baby-AT form factor, so it fits in any pc case

perhaps through in some of the video circuitry of a 7800 for fun..
who knows!!

If I get a chance to at college, I'm going to build myself one of these!! Who else would buy one if they were put into production?

Rick

182. Re: Help! ATR/XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0607961131200001@ppp18-stk.sonnet.com>
Source record: 82266

Perhaps I missed it and, if so I pologize, but how does one convert the
ATR,XFD, ETC files to either a DCM or a file ON THE 8-BIT? In other words
all this cool stuff is locked up in these emulator formats and I want in
8-bit format for native use. How can I?

-Marlin

In article <4rkknt$bd0@madeline.INS.CWRU.Edu>, dh395@cleveland.Freenet.Edu
(Steven J Tucker) wrote:

> In a previous article, farside@value.net (Farside) says:
>
> >
> >
> > How can I convert ATR files to XFD format? I tried IMAGEMAN
> >but it seems very limited in the ATR files it is capable of handling.
> >Seemingly all disks without DUP/DOS will not convert.. any help/ideas?
>
> You can manually remove the 16 byte header, or get a copy of
> Imagic95 at http://www.nacs.net/~classics
>
> Steve
> --
> -- Video game playing, adventure junkie, choclate craving, woman loving,
> Limbaugh hating, Trek watching, all around lazy computer fart.
>
> !! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!
---*** Volkswagen & Atari - That which rules me
---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
--*-*-* Please check out my web page:
-*--*--* http://www.stocko.sonnet.com/Fujidom/

183. Re: Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Du5218.BFo@iglou.com>
Source record: 82267

In article <10826497@NEWS.SAIC.COM>,
Stephen H. Goldstein <steveg@cseic.saic.com> wrote:
>as well, can we assume that soon a lot
>of old classics whose publishers have
>long disappeared will fall into the
>public domain (as happened with the
>movie "It's a Wonderful Life")?

Very soon: all it takes is 50 years after the author's death (or 75 years
if a corporation owns the copyright). The copyright law was changed in
the late 1970s and doesn't apply to old movies like "IAWL".

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

184. Black Box and Floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-0607961457550001@news.colorado.edu>
Source record: 82268

I read that CSS' Black Box had a floppy drive connector, and that they were going to have an add on that allowed you to connect a bare-bones floppy drive to it. Is CSS still around, does anybody know if this product is out, does it work? Any insight would be helpful.

Thanks,
-Mark

185. Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-0607961504540001@news.colorado.edu>
Source record: 82269

I have recently seen several ftp sites on the net that have quite a bit of 8-bit Atari software. Much of this software looks like it was once commercial. I assume that the companies that produced them are now out of business. Is this software now public domain, or is there nobody to care anymore?
With this in mind, I am looking for some software and perhaps someone out there can help me.

Fort Apocolypse
Mac65 Assembler
SpartaDos (latest version ?)

I recently found the Rainbow emulator to run on my Macintosh, and pulled out my 800 and started transferring stuff over, but my copy of Fort Apocolypse is copy protected and I can't copy it!!!

Thanks for any information.

-Mark

186. ATR & XFD Images to 1050 floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <31DEE120.363@ix.netcom.com>
Source record: 82270

I would like to able to transfer ATR & XFD images of boot disks (not with any DOS on them) from the PC to the Atari 1050 or Indus GT disk drive to use with my real Atari 800 & 130XE (NOT emulators). I currently own PCXformer 3.50 with the Xformer cable. I am able to do transfers of Atari floppy disks that I own to ATR and XFD disk images by using an old sector copier that I typed in years ago from Antic magazine called Copymate. I use the following command when running PCXformer 3.5: xformer -8 -a -j -n -x:1994 d1:(this is the 1050 with my sector copy program) diskimage.xfd. The sector copier then boots and runs from the 1050. I set the source drive as drive 1 and the destination drive as drive 2. All works fine, but if I try to do the opposite, PCXformer crashes.
Can this be done with my existing hardware & software or do I have to go the SIO2PC route? Any help will be GREATLY appreciated.
Sergey

187. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dee33c.32592665@news.superlink.net>
Source record: 82271

On 6 Jul 1996 14:19:07 GMT, cb541@cleveland.Freenet.Edu (James R.
Gilbert) wrote:

-
-Yogi said Ivan wrote 'Black Lamp'. Sorry about that.

Ignore earlier message! I read and reply to a thread as they come,
guess I should read more first!
At any rate, Al Cheser has implied that we have his permission to swap
"Matchboxes" he now owns the (C), not Broderbund.
A few other authors has implied that they wouldn't mind seeing their
games back in distribution. (In fact one of them needed to get copies
of it from me!)

188. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dee2e0.32501035@news.superlink.net>
Source record: 82272

On 5 Jul 1996 23:37:58 GMT, cb541@cleveland.Freenet.Edu (James R.
Gilbert) wrote:

-
-(Yogi says Ivan authored 'Tail of Beta Lyrae'.)
-I thought Phillip Price (on csa8) said he wrote that on a 400
-and cassette while living in the boonies on a beach in a hut.
No, the thread became "Ivan authored Black Lamp". Of course Phillip
Price authored TOBL, no one's arguing that.
You're welcome for me clearing that up!
heh
Yogi

189. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dee4f8.33036736@news.superlink.net>
Source record: 82273

On Sat, 06 Jul 1996 15:04:54 -0600, mas@rimmer.ngdc.noaa.gov (Mark Steele) wrote:

-I have recently seen several ftp sites on the net that have quite a
-bit of 8-bit Atari software. Much of this software looks like it was
-once commercial. I assume that the companies that produced them are
-now out of business. Is this software now public domain, or is there
-nobody to care anymore?
-With this in mind, I am looking for some software and perhaps someone
-out there can help me.
-
-Fort Apocolypse
-Mac65 Assembler
-SpartaDos (latest version ?)
-
-I recently found the Rainbow emulator to run on my Macintosh, and
-pulled out my 800 and started transferring stuff over, but my copy
-of Fort Apocolypse is copy protected and I can't copy it!!!
-
-Thanks for any information.
-
--Mark

All of the software is still copyrighted and is just posted to FTP so that people can share it. Only things I know for sure is anything marked "Public Domain" and Caterpiggle (which was released by the author to the PD). I believe whomever owns the copyrights to the games in the archives would have a hard time proving that we are costing them money by d/l......

190. Re: Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31dee44b.32864150@news.superlink.net>
Source record: 82274

OH NO! Not this thread AGAIN!
Deja News, people, Deja News.
Gist of it:
Unless specified otherwise by contract, the (C) is held by the corporation that released it, until they are insolvent, in which case reverts to author, or whomever buys that corporation's assets. CASE SOLVED!

191. Re: rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rmst8$j9k@login.freenet.columbus.oh.us>
Source record: 82275

Louis Loizides (demos@tiac.net) wrote:
: I really like classic video games, but my ATARI isn't hooked up
: at the moment. Actually, I don't like it 'cause it's too new (XE gaming
: system w/ keyboard and built in BASIC and diag software - I'm only 15,
: so it's kinda impossible for me to have anything older). I downloaded

You do know that Missle Command is built into there,don't you?
(If you're talking about the XEGS)

: some emulators (xf252 and xl-it) and some rom images, but they won't
: work. Does anybody know where I can get some compatible ones and some
: names of really good archives. Please respond to my E-Mail address, not
: to this newsgroup. Thanks.
: (demos@tiac.net)

Xformer is faster than XL-it.But artefacting graphics don't work.
Nor does P/M colission.Nor sound.Still fast,though.
(on my machine,faster than the original,which I have)

: P.S. No matter how fancy these new games get, there's
: always something special about classic Atari games.
: It might have something to do with the fact that
: they're usually programmed by one person only.

I don't mind new stuff,just that all the games seem like rip-offs of
Double Dragon.

: P.P.S. Can I get the images onto disk for my old Atari?

There's something called "diskxfd" or somesuch.
Try "http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html".

192. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: junkster@chinook.halcyon.com
Message-ID: <4rmt2a$ecv@news1.halcyon.com>
Source record: 82276

In article <152625@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com> wrote:
>
>I've always been mightily impressed with SpinDizzy's smooth "three-dimen-
>sional" grapihcs, and have often wondered how it's achieved. I once spent
>a small amount of time attempting to disassemble the game, but didn't
>get far. Anybody know how the programmers get such terrific 3-D, while
>also storing what seem to be HUNDREDS of "rooms"?

The fellow who wrote the original, Paul Shirley, is still in the business and still hangs out over in comp.lang.forth. I asked him about the games he worked on some time back and he was none too happy about the poor marketing SpinDizzy received and really didn't want to talk about it. His name was also on the Super Nintendo update--SpinDizzy Worlds--that came out around 1992.

For the record, I don't know if Mr. Shirley originally wrote the game for the C-64 or the 800.

James Hague
junkster@halcyon.com

193. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rmu3q$mvg@login.freenet.columbus.oh.us>
Source record: 82277

William Kendrick (kendrick@sitka.sonoma.edu) wrote:

: Hopefully everything makes sense! I have to apologize to Dean Garraghty
: and Mike Hohman. The "Djg" and "Fte" directories are gone. It's quite
: confusing to go into the "Os" directory (where MyDOS, Atari DOS, etc. are)

Those aren't operating systems;they're device handlers.

: looking for a copy of Spartados and not find it! How is one to find it
: in "Fte" without knowing it's there!? :)

Why not symbolic links?

194. Re: APE/SIO2PC imact on hardware vendors and MARS-8

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31def80f.18498881@news.demon.co.uk>
Source record: 82278

On Sat, 06 Jul 1996 17:16:58 GMT, eru@sover.net (Rick Ziegler) wrote:

>Thanks for your support! It is a ways away still though. I start at
>Northeastern U. in the fall, and probably won't get a chance to work
>on something like that until I at least understand how it all works!!
><g>

Your idea sounds pretty good to me, and I'd surely buy one. The other
angle to go from is putting the 6502 and support chips on a PC card.

--
andy@troas.demon.co.uk
---

195. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rmuge$ob9@login.freenet.columbus.oh.us>
Source record: 82279

Rory McMahon (mcmahon@inil.com) wrote:
: William Kendrick wrote:
: >
: > Hello! As of this morning, I am (FINALLY! - delays, delays!) the new Atari
: > 8-bit archivist at the University of Michegan site! (I'm replacing Jody
: > Lenn who has been quite busy for some time.)
: >

: It looks GREAT!... keep up the good work...The CIS sections are going to be the
: brunt of the work...

I concur!

: > I have to apologize to Dean Garraghty
: > and Mike Hohman. The "Djg" and "Fte" directories are gone. It's quite

: Hoping you'll put them in their respective places... The archive wouldnt be
: complete without these...

I dunno,the new SpartaDOS 3.2g is really anoying.
They got rid of the "copying a file to it-self" problem by not letting you
use the same filename for source and destination.
Even something like "COPY FILE.EXT >FILE.EXT" doesn't work.
Nor does "COPY FILE.TXT E:" for viewing files since the CP translates that
into "COPY FILE.TXT E:FILE.TXT".
Also;still no default drive like MyDOS and SpartaDOS X have.
(I love my SDX cart!)

196. MyDOS:running out of memory

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rmutv$pu9@login.freenet.columbus.oh.us>
Source record: 82280

If a game doesn't seem to work or BASIC gives you error#2 then you might have MyDOS eating up too much memory.

MyDOS uses file buffers that are 256 bytes (for MFM/256 mode) but no disk buffers (which you set with memory location 1802).
Still it uses up more memory than stock AtariDOS.You can decrease memory by going into DUP (the "DOS menu") and pressing "O" for options and then press [return] when it asks for a drive number.Then answer the following question the way you want but specify 2 or 1 for file buffers (the default (3) is specified if you just press return).
You can do this from BASIC (or whatever) with "POKE 1801,1".
You need at least three buffers to copy files.

197. Re: Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rmvb3$rjs@login.freenet.columbus.oh.us>
Source record: 82281

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <31D922C7.5358@rcp.co.uk> Ivan Mackintosh <ivan@rcp.co.uk> writes:
: >
: >Hi,
: >
: >Does anyone know how the 3 sector boot loader is
: >created when a DOS disk is formatted?
: >
: >I heard that it may be in the ROMs of the Disk Drive
: >but it is completely different for each DOS. Also I
: >have had a quick search though DOS.SYS and DUP.SYS
: >and have not found a copy or parts of it there.
: >
: >Thanks
: >Ivan
: >
: >--
: >e-mail: ivan@rcp.co.uk
: >XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/
: As part of the FMS of DOS, there is a machine language program that
: can write to this part of the disk. It has specific information and
: format. SpartaDOS disk versions also have this program seperate as
: BOOT.COM. At the DOS prompt, you type BOOT file2but.com <cr> and as
: loong as it has bootable infor in the file, it will boot and run.This
: is one way to create SD3.x disks if you only copy X32D.DOS to the disk
: after format (not during the format process). It would be BOOT X32D.DOS
: <cr>. That's also provided you started you system in SpartaDOS 3.x.

uh,what SpartaDOS are you using?
Every SpartaDOS since version two has had the BOOT command built-in.
You can even do it from BASIC with a XIO command.
(i.e.It's built into DOS it-self)
Since version one doesn't store DOS as a file,it must not have a BOOT XIO.

198. Re: Tech. DOS Question.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rmve0$s0m@login.freenet.columbus.oh.us>
Source record: 82282

Yogi (scharles@superlink.net) wrote:
: On Thu, 04 Jul 1996 09:22:48 +0200, Markus Gietzen
: <iig05-1@htw.uni-sb.de> wrote:

: -Hi !
: -
: -Ivan started this thread because I asked him what the drive (normal
: -1050) writes to a disk if it receives a format command.
: -
: -In my ROM-listing of a Speedy 1050 there is a boot-block
: -that is written to the disk while format-procedure.
: -At this point we are not sure if a "normal" 1050 makes this, as well.
: -
: -The whole mess has nothing to do with the DOS. Ivan and I wanted
: -to know what the diskdrive writes if it gets the format-command.
: -
: -Actually I think that a normal drive doesn't write boot-sectors
: -and I'll implement this behaviour.
: -
: -Bye & thanks for your answers,
: -
: Since that is the proper question, I can tell you for a fact that when
: a drive gets a format command, it does just that: it formats 40 tracks
: of 18 sectors each (or 27 in 1050 enhanced density) and writes all
: zeros to each and every sector. AFTER the drive reports that the
: format was sucessful, all Dos's write the boot sectors and the vtoc.
: But if you issued a "raw" format command from ML, it would simply
: format the disk with all zeros. (except Percom drives, which write the
: pattern "1A" in each sector, for some strange reason.)

1050 drives with the "Duplicator" chip and Trak drives also put
"uniform garbage" into the formatted sectors as well.

199. Re: Old Atari User / New IBM-ATARI user

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rn0gd$261@login.freenet.columbus.oh.us>
Source record: 82283

Chris (chelm@ix.netcom.com) wrote:
: In article <jv12xoAhYxTC089yn@io.org>, sunlord@io.org (David Bennett) wrote:
: >1) Xlit and Xf252 (and xf3.5) are the major EMULATORS. They can run
: > .ATR and .XFD files. My question is, what can run APE .PRO files?

: No, the emulators cannot handle APE .PRO files.

: >2) APE and XSIO are programs used to send infomration between the two
: > computers. APE has the ability to act as a disk drive(s) while your Atari
: > is running. I think I understand this. Correct me if I am wrong, or
: > expand if I am uninformed. Would one use both of these programs, or would
: > you be more likely to pick and choose?

: APE can act as up to 8 disk drives [or virtual HD's if you want] and use other
: devices on your PC such as your modem and printer for the 8-bit. I use APE,
: and as far as I'm concerned, it's the only choice. APE also supports 2X, Warp
: 3X, Happy and XF551 speeds, and a load of different densities.

: >3) Let's say I have an Atari and I download files from an FTP and transfer
: > them over using APE, XSIO, a modem or what have you. Which ones can
: > be actually run using your atari? (.DCM? .PRO? .ATR? .XFD?)

: If you are using an emulator than .ATR's or .XFD's. If you are using APE and
: a real Atari you can make use of all of them. .DCM is a compressed 8-bit
: Atari disk image [Diskcommed]. .XFD and .ATR are formats for storing an

Diskcomm files are not compressed,so you should ARC them as well.
They just don't store sectors that are empty.
So if you un-Diskcomm a file and plan to be able to re-Diskcomm that disk
later to give to someone,you should format it first with a normal disk
drive (no 1050 Duplicator,Percom,nor Trak drives),which Diskcomm will do
for you.This will make sure that un-used sectors are blanked.

200. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rn0u3$374@login.freenet.columbus.oh.us>
Source record: 82284

Philippe Lafontaine (Philippe.Lafontaine@public.Uni-Augsburg.DE) wrote:
: twonoahs@aol.com (Two Noahs) wrote:

: >Does anyone remember M.U.L.E. for the Atari 800? This was the greatist
: >game ever and basically the reason why I still keep my Atari 800 hooked
: >up. That would be a great game to play over the modem (if that were
: >possible). it was sort of like a futuristic monopoly type game where you
: >bought plots of land and produced stuff on them and then tried to sell
: >them at auctions. They don't mak'em like that any more <SIGH>...

: >twonoahs@aol.com

: Sure! The one and only trading-simulation! I play this game since 10
: years, and it never gets boring. I've heard there's a M.U.L.E.-Contest
: in the US every year. Does anybody know someting about that?
: My only problem playing M.U.L.E. is my damned ATARI 800 XL. This
: machine misses two joystick-ports, limiting amount of human-players. I
: know, the OS supports 4 sticks. Does anybody know, if there's a way to
: connect two more sticks (Hardware)? Or a little IRQ-proggy mapping 3.
: and 4. stick to keyboard? Or perhaps mirroring OS to RAM (I did that
: once, forgott now how to do that) to rewrite stick3 and
: stick4-routines? Help would be great!

Actually,the OS wouldn't let you use four joysticks because the positions
(and fire buttons) that the OS presents to programmes for the second two
game ports is identical to what is coming in on the first two.
(of course programmes that bypass the OS wouldn't see this)
The lines for the second set of joysticks (called PORTB) controls other
thins in the 800XL. (and the 1200XL uses them for a different purpose also)
I don't know what happened to the fire button inputs for the second two ports.
(PORTB read the joystick possitions only)

201. Re: Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rn1kb$5o2@login.freenet.columbus.oh.us>
Source record: 82285

bossman (jayski@net2.intserv.com) wrote:
: On Fri, 5 Jul 96 18:34:50 -0500, Barry Hom <bfhom@delphi.com> wrote:

: >Does anyone have a disk drive for the Atari 800XL they'd like to sell?
: >Please e-mail me at: bfhom@delphi.com.
: >
: >Thanks!
: >
: >
: >Barry Hom
: >bfhom@delphi.com

: I have an XF551 which will work with any of the Atari computers that
: am trying to sell. I have an $100 offer on the table but no check
: yet. If you are interested let me know, first come first served.

I dunno,a $100 just so I don't have to flip the disk over when I want to
access the back side???
I think I'll manage with SSDD drives for now.Plus the XF551 doesn't report
"sector not found" messages corectly thus preventing some games from working.
Also:You can't format the back of a disk.
(except,of course,that the back gets formatted when formatting double sided)

202. Re: The Halley Project

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rn1mq$67f@login.freenet.columbus.oh.us>
Source record: 82286

crusader@Walden.mo.net wrote:
: I have a question on a game that I played on the Atari 800xl about ten
: years ago. Is the mission where you type mindscape after you land on
: earth the last one, or is there more after it?

huh?!?
You can land in that game?

203. Re: 80 column drivers for use with MAE

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rn1v5$6vl@login.freenet.columbus.oh.us>
Source record: 82287

```
Rick Ziegler (eru@sover.net) wrote:
: I read a blurb on MAE 1.0 a while back, yet can't seem to be able to
: find it anywhere. My understanding is that it includes 80 and 64(?)
: column e: drivers in the archive. I have .96 (which is great!!!) and
: it comes only with the hyp e: accelerator, and not the 80 or 64(?)
: column drivers. The 80 col driver sure would be nice! Does anyone
: have these?

What's a "MAE" and where can I find it?
```

204. Re: ATR & XFD Images to 1050 floppy disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rn2b8$85b@login.freenet.columbus.oh.us>
Source record: 82288

Sergey Zakharov (szakharo@ix.netcom.com) wrote:
: I would like to able to transfer ATR & XFD images of boot disks
: (not with any DOS on them) from the PC to the Atari 1050 or Indus GT
: disk drive to use with my real Atari 800 & 130XE (NOT emulators). I
: currently own PCXformer 3.50 with the Xformer cable. I am able to do
: transfers of Atari floppy disks that I own to ATR and XFD disk images by
: using an old sector copier that I typed in years ago from Antic
: magazine called Copymate. I use the following command when running
: PCXformer 3.5: xformer -8 -a -j -n -x:1994 d1:(this is the 1050 with my
: sector copy program) diskimage.xfd. The sector copier then boots and
: runs from the 1050. I set the source drive as drive 1 and the
: destination drive as drive 2. All works fine, but if I try to do the
: opposite, PCXformer crashes.
: Can this be done with my existing hardware & software or do I have to go
: the SIO2PC route? Any help will be GREATLY appreciated.

You can use imageman to extract files from single and dual ("enhanced")
density MyDOS (amd,hence,AtariDOS) disks.
If you want to get files from boot and SpartaDOS disks you'll have to use
Diskcomm under the emulator to create a Atari-useable disk image.

205. Re: This Sig?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <31de213c.2398739@news.bright.net>
Source record: 82289

On 25 Jun 1996 15:32:52 GMT, BobKlaas <bobkla19@mail.tcd.net> wrote:

>
>You had it right that is what I was attemting to do..attach a
>file. I don't see any way with Netscape to import the file
>within the message,being posted only Attach, or Quote Document.
>
>Thanks for the response thought I was having another problem.
>
>Bob
>

Try this- Load both netscape AND notepad at the same time. Use
notepad to key in your message. Highlight the entire message body,
and pulldown on edit and choose copy. Then, open up a new message
with netscape. Pull down on edit and choose paste. You just
copy/paste between applications, bypassing the problem inherent with
attaching/importing a file.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

206. How can I convert ATR & XFD images to 1050 5.25 floppy disk?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <31DF4591.69CA@ix.netcom.com>
Source record: 82290

Just in case I was'nt too clear on my previous post, here's my problem put simply: I have an IBM PC compatible with access to ATR and XFD files of boot disk games. I want to convert these PC ATR & XFD files back to my Atari 1050 disk drive and put them onto 5.25 Atari floppy disks (boot disks) to run them on the Atari 800/XL/130XE computers that I also own. I don't want to use an emulator, I want to use my REAL Atari computer and my REAL Atari 1050 disk drive to run these games, because to me, the current emulators availible just don't do the job as well as a REAL Atari! I currently own PCXformer 3.50 and the PCXformer cable. I am able to convert 1050 floppy boot disks to XFD and ATR files to the PC, but not vice versa. Can this be done with my current hardware/software? If possible, please include links or places where I can get the needed software.
THANK YOU!!

207. Re: Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31dedfab.158788@news.servtech.com>
Source record: 82291

On Sat, 06 Jul 1996 03:56:03 GMT, steveg@cseic.saic.com (Stephen H. Goldstein) wrote:

>Does anyone know if/when the copyrights
>will expire on old software? I belive
>patents are limited to something like 17
>years. If that applies to s/w copyrights
>as well, can we assume that soon a lot
>of old classics whose publishers have
>long disappeared will fall into the
>public domain (as happened with the
>movie "It's a Wonderful Life")?
>Stephen Goldstein steveg@cseic.saic.com
>My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
> Disclaimer: That's not what I said. O-
>

Copyrights Last the life of the Author, plus 50 years.

208. Re: Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31dee21d.567100@news.servtech.com>
Source record: 82292

On Sat, 06 Jul 1996 03:56:03 GMT, steveg@cseic.saic.com (Stephen H. Goldstein) wrote:

>Does anyone know if/when the copyrights
>will expire on old software? I belive
>patents are limited to something like 17
>years. If that applies to s/w copyrights
>as well, can we assume that soon a lot
>of old classics whose publishers have
>long disappeared will fall into the
>public domain (as happened with the
>movie "It's a Wonderful Life")?
>Stephen Goldstein steveg@cseic.saic.com
>My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
> Disclaimer: That's not what I said. O-
>

Me Again, I found the text file of a web page I found ont the net. So I've decided to upload it here for everyone.Copyright Information

A Guide for the Protection of your Creative Works.

What is a Copyright? copyright is a property right in the expression of an
idea, whether published or unpublished. A copyright establishes ownership of
original works of authorship fixed in any tangible medium of expression...
How is a work "fixed" in tangible form? A fixed work may be handwritten or
typed; dictated into a tape recorder; acted out in front of a video recorder;
carved into clay, wax or stone; stored on a computer chip; or woven into
fabric, for instance. Once an original work is created and fixed, copyright
exists.

What are the advantages of copyright registration?

One of the most important reasons for applying for copyright protection is
that federal registration is required before an infringement suit may be
brought. Copyright owners may sue for infringement whenever they believe that

others have used their works without permission or compensation. Federal registration provides evidence of copyright validity and proof of the work's creation date. It also entitles successful creators to recover additional damages and attorney's fees.

What can be copyrighted?

Copyright registration is available for books, poetry, plays, short stories, newspapers and newspaper articles, magazines and magazine articles, comic books, musical compositions (words and/or music), recordings, choreographic works, pantomimes, motion pictures, filmstrips, television programs, photographs, paintings, drawings, prints, maps, architectural plans, scale models, sculptural works, craft works, jewelry designs, fabric designs, computer programs, and data bases.

What rights are owned under a copyright?

The Copyright Act grants copyright owners exclusive rights in five categories: reproduction, adaptation, public distribution, public performance, and public display. The owner of a copyright, through written agreement, can authorize or license others to exercise these rights. Without a federally-registered copyright, creators of original works are at a severe disadvantage in negotiating these rights to others.

What is the life span of a copyright?

A copyright that is not a "work for hire" or in a work registered either anonymously or under a pseudonym, runs for the life of the creator, plus fifty years.

What are "works for hire"?

If a person, business, or corporation hires an individual to create a work, that person, business, or corporation then owns the copyright in the "work for hire". "Works for hire" may be created by permanent employees or on a free-lance basis.

Is copyright notice ever required?

Affixing copyright notice on works published (i.e. publicly distributed) after March 1, 1989 is purely voluntary. Its omission will not result in any loss of copyright protection. However, copyright notice is recommended as a means of preventing alleged infringers from raising the defense of "innocent infringement". In its most common form, copyright notice appears as follows: [year of first publication]

[name of copyright owner]

What is the value of a copyright search?

Copyright searches are your best line of
defense for determining whether specific works have been registered
for
copyright. In addition to our general searches which supply complete
information regarding claimants, authors, and assignments, our
specialized searches provide information concerning ownership of a
work's title, royalty rights and the ownership of a specific
character's
name and/or appearance.

When should I renew my old works?

Though filing for renewal is no longer required, filing guarantees you
important legal rights which would otherwise be lost. If your work
was
registered before 1978, your first term of copyright will end on
December 31, twenty-eight years after the date of registration.
Applications for renewal must be filed no sooner than one year prior
to
expiration of the first term. So, for example, if your copyright was
registered on February 3, 1972, you may renew anytime after December
31,
1999.

What are the penalties for copyright infringement?

Once infringement is proven, the infringer's future sales may be
blocked by
court order. Illegal copies may then be impounded and destroyed. In
addition, you may be awarded the infringer's resulting profits, plus
full compensation for your own lost sales. Or you may, instead,
choose
a court-determined award ranging from $500 to $20,000, plus, for cases
of willful infringement, an additional sum not to exceed $100,000.
Finally, on top of everything else, you may receive full compensation
for your litigation costs and attorney's fees.

This page and all its contents are protected by Copyright.
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209. Re: Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31ddaf12.26356434@netnews.netaxs.com>
Source record: 82387

On Fri, 5 Jul 96 18:34:50 -0500, Barry Hom <bfhom@delphi.com> wrote:

>Does anyone have a disk drive for the Atari 800XL they'd like to sell?
>Please e-mail me at: bfhom@delphi.com.
>
>Thanks!
>
>
>Barry Hom
>bfhom@delphi.com

I have an XF551 which will work with any of the Atari computers that
am trying to sell. I have an $100 offer on the table but no check
yet. If you are interested let me know, first come first served.

Take it easy

Jay

210. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4rkib8$82h@madeline.INS.CWRU.Edu>
Source record: 82388

oh. I mean omnimon, not omnicom.

211. Re: Help! ATR/XFD files

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4rkknt$bd0@madeline.INS.CWRU.Edu>
Source record: 82389

In a previous article, farside@value.net (Farside) says:

>
>
> How can I convert ATR files to XFD format? I tried IMAGEMAN
>but it seems very limited in the ATR files it is capable of handling.
>Seemingly all disks without DUP/DOS will not convert.. any help/ideas?

You can manually remove the 16 byte header, or get a copy of
Imagic95 at http://www.nacs.net/~classics

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

212. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: farside@value.net
Message-ID: <4rkmdv$a9@vnetnews.value.net>
Source record: 82390

Is anyone selling an SIO2PC cable or know where to get
instructions on making one? I'm not too good with soldering and
assembling parts but I don't have the $60 for the APE cable so any help
is appreciated!

213. Running Carts w/Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: steveg@cseic.saic.com
Message-ID: <10825842@NEWS.SAIC.COM>
Source record: 82391

I've got several game carts that I'd like
to get running under the PC Xformer.
Supposedly the latest version supports
full player missile detection, sound,
etc. A co-worker has the registered
version. When I see Star Raiders
running in all its glory on the PC,
I'll buy in too.

What's the best way to copy a ROM cartridge so
that it can be run from disk?

The only thing I know of at this time is a
BASIC program called CARTCOPY. This is a
less than perfect solution. Most of the
time it requires keeping the lid to my 800
open and jamming the cart to be copied into
the "right" slot, and hoping (a) the system
doesn't crash, and (b) the program doesn't
check to make sure it's running from ROM.

Suggestions?

Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said. O-

214. Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: steveg@cseic.saic.com
Message-ID: <10826497@NEWS.SAIC.COM>
Source record: 82392

Does anyone know if/when the copyrights
will expire on old software? I belive
patents are limited to something like 17
years. If that applies to s/w copyrights
as well, can we assume that soon a lot
of old classics whose publishers have
long disappeared will fall into the
public domain (as happened with the
movie "It's a Wonderful Life")?
Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said. O-

215. Cartridge Labels, Copyright Issues

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: steveg@cseic.saic.com
Message-ID: <10827668@NEWS.SAIC.COM>
Source record: 82393

In reading several "for sale" posts I see
references to the condition of the
cartridge labels. Why?

Are the posters vouching that these are
original carts, vs. copied E-PROMS? Almost
amusing to see so much concern nowadays
with most (all?) of the publishers long
out of business.

Who owns the rights to these games now
anyway? For example, say I want to
write a brand new version of "Crush
Crumble and Chomp!"(*), for the PC. Who
would I contact to get persmission? Epyx
is long gone. Is there an equivalent
Govt. registry to the patent office for
copyrights? (Doubtful).

(*) Cool game - I've even got a T-shirt.
Once built a self healing robot that could
swim and set him out in S.F. bay with his
goal as "survival". Boring as hell gameplay
(just left him there) but he racked up the
points.

Stephen Goldstein steveg@cseic.saic.com
My first computer: A 24K Atari 800, Rev. A ROMS, November 1980
Disclaimer: That's not what I said. O-

216. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4rkpjc$geo@madeline.INS.CWRU.Edu>
Source record: 82394

Another thing (About Tail Beta Lyrae). It is Philip Price.
I mis-spelled his name. I got it to load from SpartaDOS.
And it is a joystick jockey's game. I can't get anywhere with
it. I'm really not going to fly thru the tunnel that fast.
This thread started because somebody (I think from Europe)
couldn't get his copy to load and play. I can think of two
things. Possibly a PAL machine won't run it. More likely
a corrupted file and the person needs a new one.
The game is by Philip Price. So, who's Ivan?

217. Re: Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4rkr8g$oc_002@news.skypoint.com>
Source record: 82395

In article <ziggy29-0507962045180001@d35.netgate.net>, ziggy29@netgate.net (Tim Irvin) wrote:
>Barry, if you don't specifically need an XF551, you should be able to
>get an 810 or 1050 for $25-30, max.

An 810, maybe. I've never seen a 1050 for anything less than ~US$50-$60.

218. Atari Goods For Sale! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4rl0ce$g4i@nadine.teleport.com>
Source record: 82396
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,abg.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find
Both Classic Atari 8 Bit & ST. HardWare, SoftWare, Books & Accessories.
At BSC's Web Address you can View On-Line Catalogs, DownLoad Catalogs &
Contact BSC by Web Page! Or Request Catalogs in E-Mail. Specify Classic
8 Bit or ST. E-Mail: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

219. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <4rkorg$4po@lastactionhero.rs.itd.umich.edu>
Source record: 82397
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 238 Jul 1 23:10 ./8bit/Text/0subs.Text
-rw-r--r-- kendric 304 Jul 1 16:26 ./8bit/Demos/0subs.Demos
-rw-r--r-- kendric 256 Jul 1 16:56 ./8bit/Diskutils/0subs.Diskutils
-rw-r--r-- kendric 103 Jul 1 23:16 ./8bit/Dos/0subs.Dos
-rw-r--r-- kendric 2173 Jul 1 18:01 ./8bit/Graphics/Screenshots/sr-docking.gif
-rw-r--r-- kendric 3541 Jul 1 18:01 ./8bit/Graphics/Screenshots/sr-galactic-chart.gif
-rw-r--r-- kendric 2153 Jul 1 18:02 ./8bit/Graphics/Screenshots/sr-hyperspace.gif
-rw-r--r-- kendric 1958 Jul 1 18:02 ./8bit/Graphics/Screenshots/sr-long-range-scan.gif
-rw-r--r-- kendric 1873 Jul 1 18:02 ./8bit/Graphics/Screenshots/sr-under-attack.gif
-rw-r--r-- kendric 41375 Jul 1 18:02 ./8bit/Graphics/Screenshots/sr-cover-thumb.gif
-rw-r--r-- kendric 117 Jul 1 18:02 ./8bit/Graphics/Screenshots/sr.txt
-rw-r--r-- kendric 256 Jul 1 18:12 ./8bit/Graphics/Screenshots/#sr.txt#
-rw-r--r-- kendric 400 Jul 1 23:14 ./8bit/Graphics/0subs.Graphics
-rw-r--r-- kendric 2346 Jul 1 23:47 ./8bit/00.CHANGES
-rw-r--r-- kendric 320 Jul 1 22:58 ./8bit/Sound/0subs.Sound
-rw-r--r-- kendric 160 Jul 1 22:53 ./8bit/Sound/Editors/music.blurb
-rw-r--r-- kendric 223 Jul 1 22:45 ./8bit/Telecomm/0subs.Telecomm
-rw-r--r-- kendric 51 Jul 1 22:43 ./8bit/Telecomm/Terminals/tvi925.blurb
-rw-r--r-- kendric 375 Jul 1 23:51 ./8bit/00.WHERE.IS.IT
-rw-r--r-- kendric 1018 Jul 1 23:23 ./8bit/0subs
-rw-r--r-- kendric 243 Jul 1 17:39 ./8bit/Archivers/0subs.Archivers
-rw-r--r-- kendric 239 Jul 1 22:48 ./8bit/Info/0subs.Info
-rw-r--r-- kendric 170 Jul 1 15:55 ./8bit/Emulators/Peripherals/siodoc38.blurb
-rw-r--r-- kendric 280 Jul 1 15:54 ./8bit/Emulators/Peripherals/sio319i.blurb
-rw-r--r-- kendric 252 Jul 1 15:54 ./8bit/Emulators/Peripherals/ape106d.blurb
-rw-r--r-- kendric 166 Jul 1 15:48 ./8bit/Emulators/0subs.Emulators
-rw-r--r-- kendric 52091 Jul 1 17:58 ./8bit/Faqs/new_and_emu.txt
-rw-r--r-- kendric 51032 Jul 1 17:58 ./8bit/Faqs/new_and_emu.html
-rw-r--r-- kendric 3475 Jul 1 23:51 ./8bit/00.USING.THIS.SITE
-rw-r--r-- kendric 394 Jul 1 16:19 ./8bit/Magazines/0subs.Magazines
-rw-r--r-- kendric 429 Jul 1 16:10 ./8bit/Languages/0subs.Languages
-rw-r--r-- kendric 649 Jul 1 15:28 ./8bit/Games/0subs.Games
-rw-r--r-- kendric 373 Jul 5 16:54 ./8bit/Diskutils/Transfer/imagic95.blurb
-rw-r--r-- kendric 731499 Jul 5 16:56 ./8bit/Diskutils/Transfer/imagic95.zip
-rw-r--r-- kendric 322596 Jul 5 16:52 ./8bit/Emulators/Peripherals/ape109d.zip
-rw-r--r-- kendric 415 Jul 5 16:59 ./8bit/Emulators/Peripherals/ape109d.blurb
-rw-r--r-- kendric 590 Jul 5 17:02 ./8bit/00.CHANGES
-rw-r--r-- kendric 139 Jul 6 00:03 ./8bit/00.WEB.USERS.README~
-rw-r--r-- kendric 140 Jul 6 00:03 ./8bit/00.WEB.USERS.README
-rw-r--r-- kendric 492 Jul 6 00:04 ./8bit/#00.WEB.USERS.README#
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

220. WTB/Trade for: ANALOG Magazines & Disks AND Antic Disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0607960101100001@ppp19-stk.sonnet.com>
Source record: 82398

I am looking to buy or trade for ANALOG Magazines (1-17) and disks (or tapes :-)

AND

Antic Disks ('82-'89)

Thanks

-Marlin
---*** Volkswagen & Atari - That which rules me
---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
--*-*-* Please check out my web page:
-*--*--* http://www.stocko.sonnet.com/Fujidom/

221. The Halley Project

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: crusader@Walden.mo.net
Message-ID: <4rkm4o$7se@twain.mo.net>
Source record: 82399

I have a question on a game that I played on the Atari 800xl about ten years ago. Is the mission where you type mindscape after you land on earth the last one, or is there more after it?

222. Re: Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960706093230.16038B-100000@moose.erie.net>
Source record: 82400

On Sat, 6 Jul 1996, Stephen H. Goldstein wrote:

> Does anyone know if/when the copyrights
> will expire on old software? I belive
> patents are limited to something like 17
> years. If that applies to s/w copyrights
> as well, can we assume that soon a lot
> of old classics whose publishers have
> long disappeared will fall into the
> public domain (as happened with the
> movie "It's a Wonderful Life")?

You can assume that, but it's not correct. Patents and copyrights
are totally different types of intellectual property. Copyrights don't
have a fixed time period for expiration. It's at least the life of the
author.

223. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4rlskr$mu6@madeline.INS.CWRU.Edu>
Source record: 82401

Yogi said Ivan wrote 'Black Lamp'. Sorry about that.

224. Re: WTB/Trade for: ANALOG Magazines & Disks AND Antic Disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4rm1c6$rkf@madeline.INS.CWRU.Edu>
Source record: 82402

I went a prepared this msg. for Marlin Bates, then re-read it and
see he doesn't want Antic Magazines or anything else I have.
So, I'm going to post my reply as an offer to the whole group.
(I also have about 35 ANALOGs from #23 to #72, with gaps in what I
have.)
I have about 62 Antics, from 2/84 to 4-5/90 and a couple
STarts with Antic section in them. This is an incomplete
set, obviously. Specifically I have:

Missing first 16 issues (4-5/82 to 1/84)

I have 2/84 and 4/84, then 8/84 to 12/84.
All of '85 except 2, 7, 8 and 11.
All of '86.
All of '87.
All of '88 except June.
All of '89 except August and the 12/89-1/90 issue.
Antic went bi-monthly 10-11/89 to 6-7/90. (no 8-9/90 was
published.)
Then Antic was put in STart for 10, 11, 12/90 and 1/91. Then
STart went bi-monthly for 2 issues (2-3/91 and 4-5/91, which
was the last issue.
Of the last issues, after 12/89-1/90, I have 2-3/90, 4-5/90
and three STarts 12/90, 1/91 and 2-3/91.

So, what you wanna trade for these?
It costs about $1 apiece to mail usps, but if you want all
60 or so, I could probably ship UPS for about $20. That's
the shipping, and I would want .75 per magazine ($45). So
that's a total of $65 I think the mags are worth.

225. Re: WTB/Trade for: ANALOG Magazines & Disks AND Antic Disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31de8273.6754087@netnews.netaxs.com>
Source record: 82403

On 6 Jul 1996 07:57:35 GMT, mbates@s3.sonnet.com (Marlin Bates, IV)
wrote:

>I am looking to buy or trade for ANALOG Magazines (1-17) and disks (or tapes :-)
>
>AND
>
>Antic Disks ('82-'89)
>
>Thanks
>
>-Marlin
>---*** Volkswagen & Atari - That which rules me
>---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
>---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
>--*-*-* Please check out my web page:
>-*--*--* http://www.stocko.sonnet.com/Fujidom/

I have the following Antic disks, no magazines though if you are
interested make me an offer.

Antic Magazine Software Disks from May 87 to June/July 1990 B/O

Jay

226. Re: APE/SIO2PC imact on hardware vendors and MARS-8

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-0607960014340001@news.3rdplanet.com>
Source record: 82404

```
In article <31dce3fc.11117355@news.sover.net>, rziegler@sover.net wrote:
>...a new Atari
>motherboard design incorperating the following things:
>
>HD interface, either scsi or IDE
>Ram in simm modules
>standard floopy drive support
>Transkey
>65816 processor
>2 bios' switch selectable, w/support for more via flash upgrading
>Stereo upgrade mod (w/max #of pokey's (4?)
>multiple PIA mod w/max # of PIA's)
>PC standard power connecter
>baby-AT form factor, so it fits in any pc case
>
>perhaps through in some of the video circuitry of a 7800 for fun..
>who knows!!
>
>If I get a chance to at college, I'm going to build myself one of
>these!! Who else would buy one if they were put into production?

Yeeeow! I sure would! I thought the BeBox was my dream computer, but now
I'm not so sure... Go for it Rick, and keep the group up to date!

--

Alex Chamberlain ********************** alexc@3rdplanet.com
------ "Don't anthropomorphize computers. They hate that." ------
```

227. Re: Cartridge Labels, Copyright Issues

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: eru@sover.net
Message-ID: <31de5446.50774519@news.sover.net>
Source record: 82405

On Sat, 06 Jul 1996 04:12:20 GMT, steveg@cseic.saic.com (Stephen H. Goldstein) wrote:

>In reading several "for sale" posts I see
>references to the condition of the
>cartridge labels. Why?

Serious collectors care what their carts look like, not only if they work. It's generally not a referance to wether the carts are pirated or not.

Rick

228. 80 column drivers for use with MAE

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: eru@sover.net
Message-ID: <31de9cd6.428255@news.sover.net>
Source record: 82406

I read a blurb on MAE 1.0 a while back, yet can't seem to be able to find it anywhere. My understanding is that it includes 80 and 64(?) column e: drivers in the archive. I have .96 (which is great!!!) and it comes only with the hyp e: accelerator, and not the 80 or 64(?) column drivers. The 80 col driver sure would be nice! Does anyone have these?

229. Re: APE/SIO2PC imact on hardware vendors and MARS-8

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: eru@sover.net
Message-ID: <31de9eb0.902387@news.sover.net>
Source record: 82407

On Sat, 06 Jul 1996 00:14:34 -0700, alexc@3rdplanet.com (Alex
Chamberlain) wrote:

>>If I get a chance to at college, I'm going to build myself one of
>>these!! Who else would buy one if they were put into production?
>
>Yeeeow! I sure would! I thought the BeBox was my dream computer, but now
>I'm not so sure... Go for it Rick, and keep the group up to date!

Thanks for your support! It is a ways away still though. I start at
Northeastern U. in the fall, and probably won't get a chance to work
on something like that until I at least understand how it all works!!
<g>

Rick

230. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: krap@queer.psych.uw.edu.pl
Message-ID: <4rm94t$6hr@h1.uw.edu.pl>
Source record: 82408

Markus Gietzen (iig05-1@htw.uni-sb.de) wrote:

: I'm very interested and therefore I join #atari8 on a regular
: basis. But the channel is EMPTY (except the CA2001 bot)...

CA2001 is my bot, a twin of XEGS. you can introduce by typing
/msg ca2001 dewpa
then you can telnet to him (port 1450), send/receive files, read/leave messages to other #atari8 users known by bot, gain ops, etc.

i'm often on #atari8, but because of time difference we haven't met yet.
my nic is simply: krap
there are also few polish coders or people developing nice hardware (for example interface for IDE harddisks): [NiC0], GSL, Pazurek, Draco, and others...

--

= wasza KrAp = = krap@piwonet.org = = naczelne archiwum 8-bit =
= 2:480/70@FidoNet = = +48-22-6594364 =

231. Re: IRC--- #atari8 on efnet-be there or be a c64 user ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: krap@queer.psych.uw.edu.pl
Message-ID: <4rm99g$6hr@h1.uw.edu.pl>
Source record: 82409

Rick Ziegler (eru@sover.net) wrote:

: >First of all, let's move to UnderNet. EF-Net sucks...
: For that matter we could move it to Dal-net, as the chan-serv is worth
: it. In my experience, Undernet sucks just as much as Ef-net. Dal-net
: is only better because of the Chan-serv.

what a difference, where are we talking?

--

= wasza KrAp = = krap@piwonet.org = = naczelne archiwum 8-bit =
= 2:480/70@FidoNet = = +48-22-6594364 =

232. Re: Atari joysticks on a Mac running Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rmtam$knk@login.freenet.columbus.oh.us>
Source record: 82410

Timothy A. Seufert (tseufert@ridgecrest.ca.us) wrote:
: In article <4r6tnl$brn@linet06.li.net>, rsalerno@linet01.li.net (rsalerno)
: wrote:

: >Is there a way to connect Atari joysticks to a Mac? I'm running Rainbow and
: >being able to use the joysticks would be great.

: I've thought of a possible method of doing this. One would need a
: semi-sacrificial Mac joystick (not the analog type). You would take this
: stick apart and wire up connections from its switches to the switches in
: the Atari stick (if you take your time to do it right, you can simply have
: an extra cable come out of the Mac stick with a 9-pin DIN male connector
: on the end). Now that you have the Atari stick controlling the Mac
: stick's state, you just have to configure the Mac stick's driver software
: so that it simulates the correct keypresses for Rainbow. (Most Macintosh
: joysticks allow you to simulate keypresses for joystick movements, so you
: can play games that only accept keyboard input.)

: I have seen a fairly cheap Nintendo-style gamepad for the Mac that would
: probably serve well for this kind of project.

: It would be a much bigger project to try to interface the Atari stick
: yourself. ADB, the interface used on the Mac to connect joysticks, mice,
: and keyboards, is a multiperipheral serial bus. You need at least a UART
: and probably a microcontroller (ADB devices are intelligent). Not
: difficult, but it's a lot easier (and probably cheaper) to cannibalize or
: alter an existing ADB joystick.

So every joystick you use on the Mac has a computer in it?!?
They should've just've made it like the 800 or else made a
"joystick interface" that had (at least four) joystick ports on it for
normal Commodore/Atari joysticks.
Kind've like the 815 disk drive,share one controller.

233. FS: Atari Computer items

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C3F332.10C10005AE.uuout@compudata.com>
Source record: 82411

```
Saturday, July 06, 1996

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $44
Atari 1050 Disk Driver owners guide........... $ 6
Atari 1050 Disk Drive - intro to Atari DOS..... $10
Cable & TV Connector for Atari 130XE........... $ 6
Peripheral Cable for Atari computer........... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable......................... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 5 each
printers. Black and some colors. (8)
16 single sided double density disks........... $ 7
10 Nashua single sided double density disks..... $ 7
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
NEC Color monitor model JC-1215MA.............. $44
MPS801 Printer for Commodore...(two)........... $15 each
Okimate 20 Color Printer for Commodore..... $39
Okidata 120 Printer Manual for Commodore Computers.. $ 2
.................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM
---
 OLXWin 1.00b  Is this yours? Your dog left it on my lawn.
```

234. Modems & MS Mouse for sal

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C3F332.10C10005AF.uuout@compudata.com>
Source record: 82412

```
Saturday, July 06, 1996

Hardware for sale plus shipping

Microsoft Mouse - new style - new (no box)......... $44 ($3 ship)
IBM 5841 Modem 1200 external....................... $25 ($6 ship)
Zoom V.32 Turbo Modem 12000/9600 external.......... $75 ($7 ship)

Books for Sale $3 shipping each

Internet Yellow Pages Second Edition.................$12
Excel 4 for Windows.................................$10
Stacker Tutorial Second Edition.....................$10
Q&A version 4.0 Application Programmers Manual.......$ 5
Lotus Notes at Work.................................$10
OS/2 2.1 Using the Operating System.................$ 7
Intel Satisfaxtion Modem Books.(set).................$ 5
Learning IBM Basic for the PC (Compusoft)............$ 8
..................................................................... Gene
Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com Gene_Ehrich@compuserve.com
Gene_Ehrich@prodigy.com GeneEhrich@aol.com
Gene_Ehrich@msn.com

---
```

 OLXWin 1.00b Coming Soon: 32 bit Edlin for Windows 95!

235. Re: HELP! Atari 800XL -> 4 Sticks?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: orinda@esslink.com
Message-ID: <MPLANET.31debbc5orinda989681@news.esslink.com>
Source record: 82413

In article <4rham8$nvq@usenetw1.news.prodigy.com>, UASZ40A@prodigy.com
says...
> I hope you get a solution to this, but I have a feeling that the XL or
XE
> won't be able to handle the other 2 sticks, since memory management for
> the bank selection schemes in XL and XE computers somehow use what the
> other 2 sticks used to use in the old 400 and 800. Anyone else?
>
>
If I had the time, I'd tell you exactly how to do this. I don't
have the time. :(
Anyway, there are a number of ways to add the joysticks back, but
none of them are perfect. Here is my suggestion - add another PIA (a
second PIA is always useful) and use one of it's lines as a switch.
Add a couple of fast latches to control the memory switches. These
latches would hold the memory line states (i.e. the lines coming from
portb of the primary pia that used to make up the old joysticks).
Now, write a program that hooks into the OS and sets up the joystick
ports properly and then loads your favorite four player game (MULE
anyone?)
If you can't do the above, ask one of the die-harder-8bitters to
do it. It's not a quick project, but it isn't particularly difficult.

Charles Hughes
orinda@esslink.com

p.s. I occassionally browse this newsgroup. I don't have time to
actually play with my Atari 8-bits anymore. :(

236. Re: Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-06 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31def718.18251954@news.demon.co.uk>
Source record: 82414

On Sat, 06 Jul 1996 03:56:03 GMT, steveg@cseic.saic.com (Stephen H. Goldstein) wrote:

>Does anyone know if/when the copyrights
>will expire on old software? I belive

This whole question is a red herring and has been from the start. It's been said on c.e.m, the line you shouldn't cross lies a little bit beyond what is strictly legal. Trading zero day warez on public newsgroups is obviously over the line, but acquiring old, no longer for sale software is ok, or at least defensible, IMHO.

--
andy@troas.demon.co.uk
---

237. Re: Tail of Beta Lyrae

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: combee@techwood.org
Message-ID: <slrn4tu1k0.88.combee@matrix.eden.com>
Source record: 82293

One _Tail of Beta Lyrae_ question... I have the original disk and played it a lot back in the mid 80s. I stopped once it started acting strange... very early in the game, a "grey" generator would cause the background color to go grey and the visibility to degrade to impossible conditions. I'm wondering... was this the game's copy protection gone bad? It was the original disk, but if wear caused the CP to think it was a copy, would it do this to make it unplayable? I know another Phillip Price game, AR: The City, does a similar thing.

Thanks,
--
Benjamin L. Combee (combee@techwood.org) <URL:http://www.yak.net/combee/>
that public-access-TV-making, video-game-collecting, cryptography-pushing,
World-Wide-Web-explaining, fem-music-loving, bad-pun-creating guy in Austin

238. Re: Old Atari User / New IBM-ATARI user

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4rn8l2$gp6@madeline.INS.CWRU.Edu>
Source record: 82294

In a previous article, ccleving@freenet.columbus.oh.us (Connie Clevinger) says:

>Diskcomm files are not compressed,so you should ARC them as well.
>They just don't store sectors that are empty

Disk Communicator files are compressed using a few different
methonds including repeat sector omission, and some RLE variants.

However the compression is not optimal, then again neither is ARC.

You will get a few % with ARC, and a few more with PKZIP. YMMV.

>So if you un-Diskcomm a file and plan to be able to re-Diskcomm that disk
>later to give to someone,you should format it first with a normal disk
>drive (no 1050 Duplicator,Percom,nor Trak drives),which Diskcomm will do
>for you.This will make sure that un-used sectors are blanked.

Good idea :)

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

239. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4rneb5$drl@newsbf02.news.aol.com>
Source record: 82295

> The fellow who wrote the original, Paul Shirley, is still in
> the business...he was none too happy about the poor
> marketing SpinDizzy received and really didn't want to talk
> about it.

Which shouldn't be too surprising, considering bootleg copies of the game were distributed all over. It was like this thing was distributed before an official release or something.

240. Re: Any ideas about reviving 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4rneot$hvg@linet06.li.net>
Source record: 82296

Rich Link (ral@iglou.com) wrote:
: Apparently I encountered a bad power supply that has screwed up my 800xl.
: The unit will get the green screen, but then goes black, no sound, no
: disk drive seeking, etc.

: The unit was working before using this power supply. It doesn't appear
: to be putting out AC but I'm not trying it on any other units.

: Based on the symptoms, can anyone suggest possible parts that may have
: blown?

241. MAC/65 documentation etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4rnqgl$40l@nnrp1.news.primenet.com>
Source record: 82297

I can't, for the life of me, find documentation for MAC/65 or AMAC, which are the two assemblers I have that seem to have come with some strange command-prompt DOS. (OS/A+ I think)

Nor can I find something called Qassembl which would probably out-do whatever I have. because I need an assembler that will allow me to modify the code, assemble on the fly,run, then modify the code some more. I remember having it but I can no longer find it!

I'm trying to code a demo. It's probably going to be the only demo released in 1996 that will work on NTSC machines, and I put something in that people on IRC say they haven't seen before.

It's bad enough I can't find music that I can plug right into a VBI, or any music at all for that matter, but I can't even code.

Someone, please, drop me a line. Thanks.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

242. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Du6B8A.A1s@iglou.com>
Source record: 82298

Spartados is now shareware. I'm not sure but maybe Mac/65 is too.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

243. Game screen shots (07/07/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4rov0t$st1@dfw-ixnews7.ix.netcom.com>
Source record: 82299
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I have just added 50 SNES game screen shots to my WWW site. This
brings the total number of ORIGINAL screen shots on-line to 955,
for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel Intellivision,
Magnavox Odyssey2, Emerson Arcadia 2001, Bally Astrocade, Atari 8-bit
computer, Commodore 64 computer, Commodore Vic-20 computer, Tomy Tutor
computer, 3DO, Sony Playstation, SMS, NES, and SNES.

More will be added as I have time. Eventually, I will have my entire
collection on-line (hopefully before the turn of the century :)

The Sega Genesis is probably next in line.

If this is of interest to you, the URL is listed in my sig.

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

244. Re: Various SIO2pc cables

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: greywolf@Traveller.com
Message-ID: <4rp2u2$jli@tsunami.traveller.com>
Source record: 82300

In article <31dcf8c6.16439428@news.sover.net>, eru@sover.net says...
>
>I had asked a quesion about the most reliable type of cable for the
>APE and sio2pc programs before, and did not get the answer I was
>looking for, but, I figured it out myself in the end:
>
>The "other" one chip version used a 7400 chip, which was my confusion.
>
>I am now wondering, do the pro cable and new one chip version Ape
>cable use the same chip? One schmatic has a "c" in the middle of the
>chip number, and the other doesn't.
>
My borther built the APE one chip cable for me with the 1489 chip.
I decided to try to build the APR pro-cable myself. The SIO colors
can vary, on my cable no purple it was lt green instead. I did try
to use the 1489 in the pro cable instead of the 14C89 and it doesn't
work reliably. _USE_ the 14C89 in the pro-cable like it says!

...Larry

245. FS: Atari Equip in PA

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: vcamiolo@voicenet.com
Message-ID: <vcamiolo.7.0179B92D@voicenet.com>
Source record: 82301

```
Item Condition
=== =======
1 Atari 800XL BC
2 Atari 800s BC
Commodore 1701 Monitor GC
2 - working 1050 disk drives GC
1 - 850 drive GC
Koala pad GC
software: lots of disks and cartridges
(you name I probably have it)
Hundreds of never used 5.25 disks
lots of power supplies
Joy sticks
Modem
1025 printer EC
BMC printer FC
Original manuals for most

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging
materials.
EC (Excellent Condition)-- Item is little used, good working order, physically
clean, may have a very few minor cosmetic blemishes, w/original
manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled,
contains worn parts or minor scratches/dings that betray heavy
service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories;
heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals &
accessories etc., but contains salvageable parts.

If you happen to be near Phila (Warminster PA) please come and haul it all away for $25.

Voice: 215 466-4346 Email: vcamiolo@voicenet.com
```

246. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e01f05.566284@news.superlink.net>
Source record: 82302

On Sun, 7 Jul 1996 12:40:58 GMT, bmarcum@iglou.iglou.com (Bill Marcum)
wrote:

-
-Spartados is now shareware. I'm not sure but maybe Mac/65 is too.
-

-Bill Marcum bmarcum@iglou.com
-On 22 July, 1996, at 6:00 pm GMT, everyone in the world
-just START HUMMING. Those who don't know will freak.
-

Actually, you are correct. Technically, Atari dos is copyrighted, but
Atari gave it away for free, so it's considered freeware also. At any
rate, like I said, it would be hard to prove (NOW) that the author
lost money on these items; most are unavailable anywhere commercially
and the ones that are are closeouts, etc. so the company that released
it doesnt get the profit anyhow.

247. Re: Atari Hackers Help Needed!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <4rp92t$ae7@rhea.glo.be>
Source record: 82303

>paulp@megalinx.net wrote:
>: I have a problem:......
>: I have a few copies of an old atari 8bit game published by Avalon
>: Hill, called Close Assault. It is a computer moderated wargame, with a
>: hex board, counter pieces and play against a Human Opponent or an AI.
I still have the game.
>: It is apparently written in Basic, and probably compiled or otherwise
>: protected from hacking.
It's machine language, it doesn't need BASIC to run.
I didn't check if it is compiled BASIC or assembled ASSEMBLY SOURCE
CODE.
>: I want the orignal Atari Basic code, so that I can rewrite it in
>: Microsoft Visual Basic v4.0
Even if it is compiled BASIC, no way to re-engineer the BASIC source
code. If it is ASSEMBLER, the source code can be reconstructed, but
THAT you can't write in MS Visual BASIC.......;-)
Come on, be creative, and write your own war-game.....or a
chess-game...or another 'logic' game. By the way, that game is 14
years old....Is that the thing you want to rewrite????

>: can anyone help me out? Is the a hacker that can crack this, decompile
>: or unprotect it, and gimme the Atari Basic code

248. Re: 1050 in a daze...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <4rp932$ae7@rhea.glo.be>
Source record: 82304

mldcs@anet-dfw.com (Mark C. Lowe) wrote:

>I left my 1050 on for several days, and yesterday I noticed that it was
>sitting there with the "door" open and the access light coming on every five
>seconds and shutting off again. I can hear some kind of motion inside when
>the light is on. The system will not boot from the floppy anymore. It
>goes straight to the Memo Pad. Does this sound like anything easy to fix? Or
>is it time to shell out for a new 1050?

>Thanks...

This happens when the controlprogram in the drive detects an error.
The drive does not respond anymore.
Powering the drive OFF and then ON again mostly cures te problem.
You have then to reboot your computer.

249. Re: Question about 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <4rp93o$ae7@rhea.glo.be>
Source record: 82305

andy@troas.demon.co.uk (Andy D) wrote:

>On Thu, 13 Jun 1996 13:02:53 -0600, Eric Sokolowsky <esok@cs.byu.edu>
>wrote:
>>You might try changing the drive number. On the back of the 1050 unit
>>is a little hole with two tabs in it (one white and one black). To
>>change the drive to be drive 1, you need to have both switches to one
>>side (I don't remember which, unfortunately).

>Both to the left (as you look in the back at the swtch) for drive 1.
>I know this coz I only have one drive and that's how they're set.
>Does anyone know the switch positions for 2, 3, 4?

It's simple binary logic!
Quotation from the famous DOS 3 Atari Disk Operating System Reference
Manual, page 2:
SETTING DRIVE CODES
Looking at the back of your ATARI Disk Drive(s), you can see a hole
with two tabs. The white and black tabs must be moved on each drive
according to that drive's designation.
Using a pen or a small screwdriver, set the switches to match the
following patterns:
Drive 1: both tabs to the left
Drive 2: the black tab to the right, the white tab to the left
Drive 3: both tabs to the right
Drive 4: the black tab to the left, the white tab to the right

250. Re: I AM THE NEW ATARI ARCHIVIST!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: gbloose@glo.be
Message-ID: <4rp93q$ae7@rhea.glo.be>
Source record: 82306

kendrick@sitka.sonoma.edu (William Kendrick) wrote:

>Hello! As of this morning, I am (FINALLY! - delays, delays!) the new Atari
>8-bit archivist at the University of Michegan site! (I'm replacing Jody
>Lenn who has been quite busy for some time.)

CONGRATULATIONS!

For the 10 months I am on the Net, the Umich Archive was completely
dead.
I will check it more frequently now.

251. Re: Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4rpflb$md0@nnrp1.news.primenet.com>
Source record: 82307

In article <31DB32BB.33BD@strangeworld.com>,
Paul Gallier <panther@strangeworld.com> wrote:
>Has anybody heard of "Ballsong"? Anybody have it?

Think I might on disk somewhere. My cat used to love it.
Back when he was a kitten, though, and not a giant sleeping machine.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

252. Re: Ballsong

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4rpfp1$mkp@nnrp1.news.primenet.com>
Source record: 82308

In article <4rfjkl$m9m@newsbf02.news.aol.com>, Eplicon <eplicon@aol.com> wrote:
>There were two versions of the said program. Just some variation in music
>and animation was all I can recall. One of the many neat demos by Douglas
>Crockford.

Anyone have a collection of all the Crockford demos, because if this guy
is such a guru then he ought to have a collection for his stuff.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

253. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4rpgbp$npd@nnrp1.news.primenet.com>
Source record: 82309

In article <152625@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com> wrote:
>Jeff somebody wrote:
>
>I've always been mightily impressed with SpinDizzy's smooth "three-dimen-
>sional" grapihcs, and have often wondered how it's achieved. I once spent
>a small amount of time attempting to disassemble the game, but didn't
>get far. Anybody know how the programmers get such terrific 3-D, while
>also storing what seem to be HUNDREDS of "rooms"?

I'm not that surprised. They were tiled off into 8x8 sections, which
made rendering as easy as it was in Crystal Castles. But you're right,
they sure had a lot of rooms.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

254. WTB: Mapping the Atari - XL edition

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0707961552290001@ppp6-stk.sonnet.com>
Source record: 82310

Yes, I would like to buy OR TRADE FOR a copy of Mapping the Atari XL edition. I have a lot of 8-buit stuff to trade. Thanks

-Marlin
---*** Volkswagen & Atari - That which rules me
---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
--*-*-* Please check out my web page:
-*--*--* http://www.stocko.sonnet.com/Fujidom/

255. Excuse me!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-07 00:00:00 UTC
From: <>
Message-ID: <357_9607080706@pandabbs.com>
Source record: 82311

```
GE> Microsoft Mouse - new style - new (no box)......... $44 ($3 ship)
GE> IBM 5841 Modem 1200 external....................... $25 ($6 ship)
GE> Zoom V.32 Turbo Modem 12000/9600 external.......... $75 ($7 ship)
GE>
GE>
GE> Books for Sale $3 shipping each
GE>
GE> Internet Yellow Pages Second Edition.................$12
GE> Excel 4 for Windows.................................$10
GE> Stacker Tutorial Second Edition......................$10
GE> Q&A version 4.0 Application Programmers Manual.......$ 5
GE> Lotus Notes at Work.................................$10
GE> OS/2 2.1 Using the Operating System.................$ 7
GE> Intel Satisfaxtion Modem Books.(set).................$ 5
GE> Learning IBM Basic for the PC (Compusoft)............$ 8

Try to be more careful were you post this.....Atari 8-bit users have no need
for books on Windows, MS-DOS, and OS/2 unless they have an IBM...But this post
is STILL offtopic here nonetheless.
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com
```

256. Wanted Black Box

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: Richard Heldmann <104174.2375@CompuServe.COM>
Message-ID: <4rprcc$q70$1@mhadf.production.compuserve.com>
Source record: 82312

Please call 908-707-1098 if you wish to sell.
Black Box Wanted! I am looking for a Black Box, anyone have one for sale?

257. Re: Various SIO2pc cables

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: eru@sover.net
Message-ID: <31e08b22.504445@news.sover.net>
Source record: 82313

On 7 Jul 1996 19:24:50 GMT, greywolf@Traveller.com (Larry Mears)
wrote:

> My borther built the APE one chip cable for me with the 1489 chip.
>I decided to try to build the APR pro-cable myself. The SIO colors
>can vary, on my cable no purple it was lt green instead. I did try
>to use the 1489 in the pro cable instead of the 14C89 and it doesn't
>work reliably. _USE_ the 14C89 in the pro-cable like it says!

Thanks for the info!

Rick

258. Re: Game screen shots (07/07/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <Du7KCK.59p@iglou.com>
Source record: 82314
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
: I have just added 50 SNES game screen shots to my WWW site. This
: brings the total number of ORIGINAL screen shots on-line to 955,
: for the following systems:

Your ISP lets you have that much space?!? (955 .GIF's) .. Damn.. nice
people.. or else you're paying out the yahoo! Are they shots of
games-in-progress or what?
```

259. ATASCII movies

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4rqjtu$qgg@nnrp1.news.primenet.com>
Source record: 82315

Anyone have lots and ltos of ATASCII movies?

On archives, I've seen everything but those.... so how about it?

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

260. Re: HELP! Atari 800XL -> 4 Sticks?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: eru@sover.net
Message-ID: <31e0cf26.17916712@news.sover.net>
Source record: 82316

On Sat, 6 Jul 1996 15:17:25 -0400, orinda@esslink.com (Charles Hughes) wrote:

>none of them are perfect. Here is my suggestion - add another PIA (a
>second PIA is always useful) and use one of it's lines as a switch.
>Add a couple of fast latches to control the memory switches. These
>latches would hold the memory line states (i.e. the lines coming from
>portb of the primary pia that used to make up the old joysticks).
>Now, write a program that hooks into the OS and sets up the joystick
>ports properly and then loads your favorite four player game (MULE
>anyone?)

heh heh... _my_ suggestion!! :)

>p.s. I occassionally browse this newsgroup. I don't have time to
>actually play with my Atari 8-bits anymore. :(

Another casualty.. : (

261. Re: Black Box and Floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: eru@sover.net
Message-ID: <31e0d5f9.19663244@news.sover.net>
Source record: 82317

On Sat, 06 Jul 1996 14:57:55 -0600, mas@rimmer.ngdc.noaa.gov (Mark Steele) wrote:

>I read that CSS' Black Box had a floppy drive connector, and that >they were going to have an add on that allowed you to connect a >bare-bones floppy drive to it. Is CSS still around, does anybody >know if this product is out, does it work? Any insight would be >helpful.

CSS is still around, and I have the Floppy Board. It is a great product, my only complaint is that the connection to the black box could have been better engineered, but I don't know what considerations Bob Puff had to take into account when he designed the 2-part connection scheme. For those that haven't seen a BB/FB combo, the FB attaches via the pins on the right side of the BB, and also a 40 pin socket on the BB (previously filled by an IC). getting everything put together correctly is a chore, and periodically i have to reset this connection which has a tendency to come loose or oxidize or something on mine. But otherwise there is no better product like it on the market. I don't know if he has any in stock, or if you will have to wait until he runs another production run.

Rick

262. IRC #atari8 on efnet Wed night 10 PM EST!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: eru@sover.net
Message-ID: <31e0df8f.22117523@news.sover.net>
Source record: 82318

There is a new bot maintaining #atari8. prototype is it's nick. The channel has picked up!! (3 people there now, 5 before!) If talking to other people with Atari's to get that question answered, or for any reason at all interests you, meet us there Wednesday nights at 10 PM EST, or drop by any time (but don't be discouraged to find the channel empty).

Rick

263. SpartaDOS X XIO 40 (binary load)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rqpo9$3gf@login.freenet.columbus.oh.us>
Source record: 82319

I use XIO 40 to load my own binary files under SpartaDOS and MyDOS.
While it works under MyDOS and disk SpartaDOS,it doesn't work under SDX!
SpartaDOS X loads the file but it doesn't execute it.
(I can manualy execute it using a USR statement)

264. Re: MAC/65 documentation etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: eru@sover.net
Message-ID: <31e08dd0.1190441@news.sover.net>
Source record: 82320

On 7 Jul 1996 00:55:01 -0700, nickb@primenet.com (Nick S Bensema)
wrote:

>Nor can I find something called Qassembl which would probably out-do
>whatever I have. because I need an assembler that will allow me to
>modify the code, assemble on the fly,run, then modify the code some more.
>I remember having it but I can no longer find it!

Is MAE what you are looking for? It is a very good Assembler /
debugger tool. I like it more and more every day! It is available at
the umich archive or one of the mirrors. The file name is MAE96.ARC.
If anyone has the 1.0 version, please let me know where you got it.
Thanks.

Rick

265. FOR SALE: ATARI 65XE + Extras

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: cm2bccr2@bs47c.staffs.ac.uk
Message-ID: <4rqorm$r25@bs33n.staffs.ac.uk>
Source record: 82321

FOR SALE:

ATARI 65XE Computer (ECI Model)
XC12 Datacorder (plus a spare XC12)

Both computer and datacorder complete with original boxes.

Also included:

Two joysticks (speedking and cruiser),
Assember Editor, 100+ Games on cassette and ROM Cartridge,
Loads of magazines (e.g. Page 6, 8:16, Antic, Analog, New Atari User)

and books, including:

Technical Reference Notes, The Micro Enquirer: Atari XL, Programming
the 6502, The Atari BASIC Source Book, The Atari 130XE Handbook,
Writing Atari Adventures, Writing Strategy Games on Your Atari
Computer, Atari Collection: Volumes 1 and 2, Machine Language for
Beginners and Mapping the Atari (Revised Edition).

#30 ono for the lot (sorry, no splits). #= pounds sterling.

Enquiries to: Chris Roberts, 1. Monmouth Grove, Prestatyn, Denbighshire,
LL19 8TS, Wales. Tel: (+44) (0)1745 857193.

--

Chris Roberts (cm2bccr2@bs47c.staffs.ac.uk) (URL: http://soc.staffs.ac.uk)
Staffordshire University School of Computing, Stafford, United Kingdom.

266. wtb pong ****

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: disciple@brutus.bright.net
Message-ID: <4rqtsj$i4n@cletus.bright.net>
Source record: 82322

Anyone have this email me please

267. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4rqupa$loo@news4.digex.net>
Source record: 82323

In article <31dee4f8.33036736@news.superlink.net>,
scharles@superlink.net (Yogi) wrote:
>All of the software is still copyrighted and is just posted to FTP so
>that people can share it. Only things I know for sure is anything
>marked "Public Domain" and Caterpiggle (which was released by the
>author to the PD). I believe whomever owns the copyrights to the games
>in the archives would have a hard time proving that we are costing
>them money by d/l......

"Alternate Reality" was also released into PD...

268. Re: How can I convert ATR & XFD images to 1050 5.25 floppy disk?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31e130b2.540901@news.servtech.com>
Source record: 82324

On Sat, 06 Jul 1996 22:05:21 -0700, Sergey Zakharov
<szakharo@ix.netcom.com> wrote:

>Just in case I was'nt too clear on my previous post, here's my problem
>put simply: I have an IBM PC compatible with access to ATR and XFD files
>of boot disk games. I want to convert these PC ATR & XFD files back to
>my Atari 1050 disk drive and put them onto 5.25 Atari floppy disks (boot
>disks) to run them on the Atari 800/XL/130XE computers that I also own.
>I don't want to use an emulator, I want to use my REAL Atari computer
>and my REAL Atari 1050 disk drive to run these games, because to me, the
>current emulators availible just don't do the job as well as a REAL
>Atari! I currently own PCXformer 3.50 and the PCXformer cable. I am able
>to convert 1050 floppy boot disks to XFD and ATR files to the PC, but
>not vice versa. Can this be done with my current hardware/software? If
>possible, please include links or places where I can get the needed
>software.
> THANK YOU!!

The Answer to your Problem is APE v109d. Found at:
http://www.nacs.net/~classics/

Ape Emluates disk drives ect, It's a simple matter of loading the ATR
image to one of the drive slots then using DOS or a Sector copier to
transfer the image to your REAL drive. The XFD's will have to be
converted to ATR first, APE will do this also. You'll have to build an
APE interface cable. The directions are included. The parts cost me
only 12.00.... 24.00 if you want to build the PRO cable too. All you
need is at your local Radio Shack.

After you've tried APE, You'll wonder how you ever got along without
it.

Dave

269. Re: This Sig?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4rr2mb$7uh@news.tcd.net>
Source record: 82325

Thank you Tom appreciate the response.

Bob

270. Re: Black Box and Floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4rr4ev$jiu@zorak.acns.carleton.edu>
Source record: 82326

>I read that CSS' Black Box had a floppy drive connector, and that
>they were going to have an add on that allowed you to connect a
>bare-bones floppy drive to it. Is CSS still around, does anybody
>know if this product is out, does it work? Any insight would be
>helpful.

Yes, CSS is still around, and yes, the Floppy Board was released.

Computer Software Services
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

271. FAQs on the web (again)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4rr4tp$jiu@zorak.acns.carleton.edu>
Source record: 82327

For anyone pointing to the FAQ and Vendor lists on the web, please link to
the following (the only site reliably updating at the moment):

http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html

http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html

Thank you.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

272. Re: Atari Archive info

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4rr9sc$hmi@charm.magnus.acs.ohio-state.edu>
Source record: 82328

In article <31dc498a.2619924@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>PLEASE NOTE ON THE ATARI ARCHIVE:
>DO NOT use Netscape to enter the archive - it will NOT show all the
>file names (too many!) It only shows the first thousand! Groan! I need
>new tree!

Can't you make subdirectories?
It's tough for anyone, netscape or not, to go through a listing of
1000+ programs.
--
---------- R o b F u n k ----------|----------> funk+@osu.edu <----------
Guildenstern: "So there you are." |rfunk@magnus.acs.ohio-state.edu
Rosencrantz: "Stark raving sane." |rfunk@freenet.columbus.oh.us
(Tom Stoppard, Ros. & Guil. Are Dead)|http://er4www.eng.ohio-state.edu/~funkr

273. FS: Atari 400, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: lwyung@gpu3.srv.ualberta.ca
Message-ID: <4rrci4$10og@pulp.ucs.ualberta.ca>
Source record: 82329

I have the following pieces of Atari hardware and software for sale. I am accepting best offers in US dollars, shipping costs not included. All items are in working order.

- Atari 400 Computer w/16K RAM, TV-Computer Switch Box, and Power Supply
- Atari 410 Program Cassette Recorder
- 2 Atari-compatible joysticks (one an actual Atari joystick)
- BASIC Language Cartridge
- Star Raiders Game Cartridge
- Pengo Game Cartridge
- Dig Dug Game Cartridge
- Zaxxon Game Cassette

- L.Y. (no sig yet)

274. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: "David L. Tucker" <dtucker@pop.ma.ultranet.com>
Message-ID: <4rrd0l$a0b@decius.ultra.net>
Source record: 82330

Check out the new M*U*L*E* Web page from 4 kookie guys who still play the game!

275. Re: APE/SIO2PC imact on hardware vendors and MARS-8

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <E/U4xMezGKyF090yn@kenton.com>
Source record: 82331

In article <31def80f.18498881@news.demon.co.uk>,
andy@troas.demon.co.uk (Andy D) wrote:
>On Sat, 06 Jul 1996 17:16:58 GMT, eru@sover.net (Rick Ziegler) wrote:
>
>>Thanks for your support! It is a ways away still though. I start at
>>Northeastern U. in the fall, and probably won't get a chance to work
>>on something like that until I at least understand how it all works!!
>><g>
>
>Your idea sounds pretty good to me, and I'd surely buy one. The other
>angle to go from is putting the 6502 and support chips on a PC card.

Now this would be an interesting idea. Use the 3/4/586 in a PC as a
controller for an 8-bit on a card. Maybe use a 65816 on the card, and
emulate as many of the special chips (GTIA/POKEY/etc) with the PC. You
could then extend the capabilities of the machine by upgrading the
emulation software. It should be able to use all the standard equipment
on the PC (serial ports, printer ports, IDE hard drive, VGA card, etc). It
would also be nice to bring some sort of cartridge port to the front of
the machine, put it in one of the drive bays.

The operating system for the PC would preferably be Linux, since it is
free, can multitask, and has very good performance with less than
high-performance hardware.

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm
---

276. Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: bwl11995@rpool10.rus.uni-stuttgart.de
Message-ID: <bwl11995.836852887@rpool10.rus.uni-stuttgart.de>
Source record: 82332

Hello !

How can I make a hard reset on my 130 XE ?

How do I load binaries with dos ? (Cardridge images ??)

-MArkus

277. Monitor V1.1 released

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31E138A0.5F22@rcp.co.uk>
Source record: 82333

Monitor V1.1 is now avaible from my web page:
http://greebo.onlinemagic.co.uk/~dok/atari8/

Monitor is a 6502 disassembler for the PC with an Atari
equates option. New features in this version:

* Disassemble now takes up to 3 parameters this allows the end
address and a filename to also be entered.

* Hex Dump now takes up to 3 parameters this allows the end
address and a filename to also be entered.

* The command line allows the file to be disassembled to be
passed.

* The V parameter to the Offset function allows the offset
to commence from the first address visible on the screen.

Other utilities at this site include:
ImageMan:
AtariDOS/MyDOS XFD/ATR file manager.
Boot2DOS:
Converts bootdisks, RobC and JonW Multiboot files
to work with DOS.
ADIR:
A simple directory display program for XFD and ATR images
containing AtariDOS and MyDOS.

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

278. Help, please...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: mitscham@prolog.net
Message-ID: <4rrqjn$9la@ns2.ptd.net>
Source record: 82334

I downloaded from an archive site, Black Lamp (Blacklam.p was the filename). How, using PC Xformer or ST Xformer (prefrably ST, I still haven't figured PC Xformer out...) can I stick Black Lamp into someplace where it will run? The archive site said that Black Lamp had to be run from Atari DOS or a menu of some sort... I've got Atari DOS (Came w/ PC Xformer, I copied over to my ST for ST Xformer) but I don't know how to run the thing! It's not BASIC, so I know that I have to leave out BASIC. I think what it really comes down to, is how do I add it to an XFD? Oh, I've also got XL-It!, so any help as to how to run from that will also be useful. Many thanks,

RAMdisk is NOT an installation procedure!
Aaron Mitschelen.mitscham@prolog.net
PGP key available at www.geocities.com/TimesSquare/3932
Or, e-mail me "PGP KEY PLEASE" in the subject, no quotes, all caps.

279. Re: Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: <>
Message-ID: <500_9607081422@pandabbs.com>
Source record: 82335

```
Y> Unless specified otherwise by contract, the (C) is held by the
Y> corporation that released it, until they are insolvent, in which case
Y> reverts to author, or whomever buys that corporation's assets. CASE
Y> SOLVED!

Not Quite.....After the author gets the copyright...It is valid until 50 years
after his/her death..
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com
```

280. Re: MAC/65 documentation etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4rrv3q$sm2@nnrp1.news.primenet.com>
Source record: 82336

In article <31e08dd0.1190441@news.sover.net>,
Rick Ziegler <rziegler@sover.net> wrote:
>On 7 Jul 1996 00:55:01 -0700, nickb@primenet.com (Nick S Bensema)
>wrote:
>
>
>>Nor can I find something called Qassembl which would probably out-do
>>whatever I have. because I need an assembler that will allow me to
>>modify the code, assemble on the fly,run, then modify the code some more.
>>I remember having it but I can no longer find it!
>
>Is MAE what you are looking for? It is a very good Assembler /
>debugger tool. I like it more and more every day! It is available at
>the umich archive or one of the mirrors. The file name is MAE96.ARC.
>If anyone has the 1.0 version, please let me know where you got it.
>Thanks.

Would be nice, but I don't have an expanded Atari. (Only a stock 800XL
and a stock XEGS)

I've heard great things about MAC65, but I can't find any documentation
on it, and noth9ing anyone tells me on IRC works! (They say ENTER loads
in source code, so I type ENTER "D:SAMPLE.ASM" and it says WHAT? and I
type BLOAD "D:SAMPLE.OBJ" and it says WHAT? and forget about me ever
figuring out how to BSAVE.)

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

281. 800 replace power supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: jbiggar@firstnethou.com
Message-ID: <jbiggar.6.00470F9C@firstnethou.com>
Source record: 82337

I need a power supply for an Atari 800 that I picked up. Can someone give the specs I need for the replacemen?

282. Re: APE/SIO2PC imact on hardware vendors and MARS-8

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4rrvud$lgk@charm.magnus.acs.ohio-state.edu>
Source record: 82338

In article <E/U4xMezGKyF090yn@kenton.com>,
Ryan 'Gozar' Collins <gozar@kenton.com> wrote:
>The operating system for the PC would preferably be Linux, since it is
>free, can multitask, and has very good performance with less than
>high-performance hardware.

That reminds me... in case anyone is feeling really adventurous, we
need an equivalent to APE/SIO2PC for Linux; something (probably a
kernel module) to handle a 1050 connected via Xformer cable would also
be extremely useful.
--
------------ R o b F u n k ------------|---------> funk+@osu.edu <---------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

283. Re: MAC/65 documentation etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Jul8.223813.1808@signus.demon.co.uk>
Source record: 82339

Nick S Bensema (nickb@primenet.com) wrote:
: on it, and noth9ing anyone tells me on IRC works! (They say ENTER loads
: in source code, so I type ENTER "D:SAMPLE.ASM" and it says WHAT? and I

To use the enter command the file must be an ASCII listing with line
numbers. The syntax for loading such a file is:-

ENTER #D:SAMPLE.ASM

MAC/65 does not use the double quotes like Atari BASIC

HTH
--
David Firth <david@signus.demon.co.uk>

284. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-0807962019040001@news.cnct.com>
Source record: 82340

In article <4rrd0l$a0b@decius.ultra.net>, "David L. Tucker"
<dtucker@pop.ma.ultranet.com> wrote:
>Check out the new M*U*L*E* Web page from 4 kookie guys who still play the
>game!

Sounds like fun!

Ummm...What's the URL?

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
----

285. Re: Atari joysticks on a Mac running Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: rwilmott@mars.superlink.net
Message-ID: <rwilmott-0807962214490001@p82.superlink.net>
Source record: 82341

In article <summers.61-0407960004020001@ts40-9.homenet.ohio-state.edu>, summer
> > > Is there a way to connect Atari joysticks to a Mac? I'm running
Rainbow and
> > > being able to use the joysticks would be great.

Sure, if you don't mind spending some money. Kernel Productions
(www.kernel.com) makes a ChoiceStick adapter for Mac that lets you plug
old Atari style joysticks and Sega Genesis style controllers into your
Mac. I use it for Rainbow, the 2600 emulator games, and simple arcade Mac
games. For these types of games, nothing works as well as the original
Atari stick. Only problem is the cost...the Choicestick adapter is around
$60.

```
------------------------------------------------------------
| Ray Wilmott http://mars.superlink.net/rwilmott/ |
------------------------------------------------------------
| (macintosh,atari,tropical_photos,celebrity_babe_photos) |
------------------------------------------------------------
```

286. RS232 Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: dgick@sun1.iusb.edu
Message-ID: <4rqami$9qr@news.iusb.edu>
Source record: 82342

I've read the articles on the Atari 850, but I'm still not sure
if it is what I am looking for. What I want to do is download files
directly to my Atari 130XE either using my external RS232 modem,
or a null modem cable. What is the best way to hook up a normal
external modem to an Atari 8-bit? I read the serial ports on the
850 aren't standard, so a 9-pin adapter won't work.

I have an Amiga, so the PC transfer utils aren't possible (though
as a last resort I'm sure I can steal some time away on one).

Thanks!

Damian Gick
dgick@sun1.iusb.edu

287. Wanted: 2600 Jr Circuit layout

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-08 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Du8ADH.Jw0@ftp.reston.unisysgsg.com>
Source record: 82343

I want to modify an Atari 2600Jr to have composite video outputs
but the information available from most sites seem to be for the
original 2600. Can somebody point me to a ftp/web site that may
have this info??

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com /
/ 703.367.2403 /
/ /
//

288. Re: Does Gorf work on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31E2D992.1CE2@interport.net>
Source record: 82217

3032799202 wrote:
>
> I recently got a cheap Gorf catridge, but all I get is a black
> screen when I try the game. Was this game compatible with the 800XL?
>
> ccoffin@mines.edu

Funny, just yesterday I got a Gorf cart. I tried it with my 800XL (in
about every conceivable 'position') with zero luck. After 10 minutes of
this I walked over to my 800 (not XL) and it worked perfectly.

So, my guess is that it does *not* work on its own with an 800XL. Maybe
there is some band-aid though... anyone?

-Glenn

--

Glenn B. (Spud)
"`'`'`'

289. Re: WANTED: Spindizzy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31e2e13e.228488@news.servtech.com>
Source record: 82218

On Tue, 09 Jul 96 04:16:03 GMT, sydtech@skypoint.com (Scott Butler)
wrote:

>Looking for this game. The copy I've got refuses to boot....
>
>Thanks.

The one in "Justines" site boots ok. The one in yogi's wont.

290. Re: APE/SIO2PC imact on hardware vendors and MARS-8

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: "Waiting at Sudwerks"@boris.ucdavis.edu
Message-ID: <4ru3h2$m6n@mark.ucdavis.edu>
Source record: 82219

Wasn't there a Turbo 8/16 card for the pc that did just that? I remember reading about one, and it also had SIO ports on the card, so you could plug ATARI peripherals directly into the PC...Imagine, running a P5/133 with one of these cards, and a 1027 printer...

-Alf

291. Re: XL-it! 0.14 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: "Kenneth C. Brown" <kbrown@gi.com>
Message-ID: <31E2B7AC.6CFC@gi.com>
Source record: 82220
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I am going to try out your xlit.
I was looking for a utility to read my atari disks on the PC. I saw some file names in the FAQ but couldn't figure out where they were kept. I haven't had a chance to read all of you manual yet, if it was in there.

Thanks
kenb

292. 1030 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: glent@srmc.com
Message-ID: <glent-0907961418020001@slip123.srmc.com>
Source record: 82221

Just given a 1030 modem with no power supply or cables. Anyone know what type of power supply is needed for this item? What software do I need. I will be attempting to use this item with a 600 XL

TIA

293. Re: Does Gorf work on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: "Waiting at Sudwerks"@boris.ucdavis.edu
Message-ID: <4ru3u6$m6n@mark.ucdavis.edu>
Source record: 82222

No. Most, if not all of the CBS/Fox Game carts for the ATARI computers
only work on the original 400/800.

-Alf

294. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E2D643.3816@ccm.jf.intel.com>
Source record: 82223

```
David L. Tucker wrote:
>
> Check out the new M*U*L*E* Web page from 4 kookie guys who still play the
> game!
What's the URL, David? It's hard to check out if we can't find it!

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
```

295. Re: Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E2F52D.6071@ccm.jf.intel.com>
Source record: 82224

```
Yogi wrote:
>
> OH NO! Not this thread AGAIN!
> Deja News, people, Deja News.
> Gist of it:
> Unless specified otherwise by contract, the (C) is held by the
> corporation that released it, until they are insolvent, in which case
> reverts to author, or whomever buys that corporation's assets. CASE
> SOLVED!

Hey, Yogi, I wrote the color screen dump that appeared in Compuke! (sic)
in, I believe, April 1984 - the last issue that published type-in
programs. Since they no longer publish such, and no longer publish
type-in collections, and my contract specifically stated that I would
receive residuals (which ain't happened and ain't gonna happen) - am I
obligated to refrain from making the source code freely available
(assuming I can find it...)? Do they own me if I refuse to pony up the
$250 I got paid for the original article?

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
```

296. Re: M*U*L*E* Url

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31E31D26.75E7@inil.com>
Source record: 82225

David L. Tucker wrote:
>
> that url is www.ultranet.com/~dtucker

297. Re: ATASCII movies

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.31e327aaoscar989692@client1.news.psi.net>
Source record: 82226

In article <4rqjtu$qgg@nnrp1.news.primenet.com>, nickb@Primenet.Com says...
> Anyone have lots and ltos of ATASCII movies?
> On archives, I've seen everything but those.... so how about it?

I asked about this a while back and no one seemed to have any.
I thought it was very odd, considering I remember this being a
BIG part of Atari8 BBS's back in the 80's. I had a ton of the
things (many of them hilarious), but, of course, they're all
very much gone now. Surely there are some old BBS operators
out there who kept some of these??

PS - "HI" from a fellow Tucsonan! =)

298. Re: Atari Archive info

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.31e32b72oscar989694@client1.news.psi.net>
Source record: 82227

In article <31e1a540.576667@news.superlink.net>, scharles@superlink.net says...
> -Can't you make subdirectories?
> -It's tough for anyone, netscape or not, to go through a listing of
> -1000+ programs.

> Yes I did have Joe put some subs in there, but the thing that always
> bugged me about other archive sites is that you have to WAIT and WAIT
> and WAIT for one sub to d/l, then start on another.

I *really* think you should break things up in to logical (meaningful) subdirectories. I haven't taken a look at the site yet, but the mere thought of everything in one huge list brings tears to my eyes.

If you're worried about delays getting into subdirectories, I suggest you keep a master index to the whole site. That way one can just download the index, read it at his/her own lesiure, then re-connect and download exactly what's needed.

Originally, when I had plans of setting-up a site, I thought of creating an "upload template" which would request as much useful information as possible about everything that was placed on the site. Many of the major FTP sites have something like this.

If we're going to have a real archive site, it would be good to have information such as: author(s), publisher, year released, etc. Obviously this information won't be available for many (most?) of the items that are placed there, but it would be good to try.

299. Re: ATASCII movies

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4rvium$dm2@nnrp1.news.primenet.com>
Source record: 82228

In article <MPLANET.31e327aaoscar989692@client1.news.psi.net>,
Oscar Fowler <oscar@primenet.com> wrote:
>In article <4rqjtu$qgg@nnrp1.news.primenet.com>, nickb@Primenet.Com says...
>> Anyone have lots and ltos of ATASCII movies?
>> On archives, I've seen everything but those.... so how about it?
>
>I asked about this a while back and no one seemed to have any.
>I thought it was very odd, considering I remember this being a
>BIG part of Atari8 BBS's back in the 80's. I had a ton of the
>things (many of them hilarious), but, of course, they're all
>very much gone now. Surely there are some old BBS operators
>out there who kept some of these??

There may well be if Atari boards die the same way C64 boards do. A
friend of mine has half a dozen old Commodore BBSes on disk on his
closet. It's humbling to think of what it has become, when one remembers
what it was. I've been considering the option of putting some of those
old boards up in my room for afew weeks, so that I may run some of the
boards I was once kicked off from.

>PS - "HI" from a fellow Tucsonan! =)

No, Phoenix. Sorry. I just put the Tucson arrow in because, well,
Tasmania is such an integral part of the Australia signature.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

300. Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31e3095a@pianosa.demon.co.uk>
Source record: 82229

Whilst reading the usual rubbish I find here, Yogi wrote something interesting
to All about Looking for software, and a few questions...:

Hello Yogi,

Y> Actually, you are correct. Technically, Atari dos is copyrighted, but
Y> Atari gave it away for free, so it's considered freeware also. At any

Correct, *freeware*. Remember that freeware is *not* the same as public
domain. If someone puts something in the public domain, and I alter it, there
is absolutely _nothing_ they can do about it. With freeware, they have legal
recourse against me.

A nit-picking point maybe, but a valid one, I feel.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... Eat your heart out on a plastic tray. - Problem; Sex Pistols

301. Re: Atari Archive info

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e1a540.576667@news.superlink.net>
Source record: 82344

On 8 Jul 1996 15:35:40 GMT, rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

-In article <31dc498a.2619924@news.superlink.net>,
-Yogi <scharles@superlink.net> wrote:
->PLEASE NOTE ON THE ATARI ARCHIVE:
->DO NOT use Netscape to enter the archive - it will NOT show all the
->file names (too many!) It only shows the first thousand! Groan! I need
->new tree!
-
-Can't you make subdirectories?
-It's tough for anyone, netscape or not, to go through a listing of
-1000+ programs.

Yes I did have Joe put some subs in there, but the thing that always bugged me about other archive sites is that you have to WAIT and WAIT and WAIT for one sub to d/l, then start on another. I prefer to snag everything at once, so I can go do something else while my computer is computing.

302. Atari 8bit Hard Drive Sys Complete!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4rsdl0$dvd@news.tcd.net>
Source record: 82345

Can and will assemble a hard disk drive system for those that wish to run an 800xl computer or a 130xe computer with a hard drive system..

Can put together...New parts from 5mg through 112mg
Used parts from 5mg through 112mg..
The drive consists of PBI Interface, SCSI Interface or Scsi hard drive or MFM type with SCSI (Adaptec, Ect interface to SCSI), depending upon what you wish to spend for the system.

It can come with bare bones, (DOS bootable and nothing else), or can have loaded Atari 8-bit Public Domain software avaialble for your use, Games, Utilities, Pictures ect. You determine what you wish to spend and what you wish to receive.. Time is MONEY!! you spend it as you wish?..If interested in any of the above..lay out your system, what you wish to spend and what you wish to receive.

Possibly I can come up with a system for your needs???

Bob

303. Re: Copyrights and old software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4rsco7$dvd@news.tcd.net>
Source record: 82346

With the existing copy right laws, an Atari 8bit user has one of
two choices....

1. Buy the software original copies legaly...

2. Prirat the damn stuff!

These are the only options available at this point in time. If
Congress changes the Copy Right Law then perhaps something else
is avaiable. Until then..in our lifetime, the copyright holds.

So don't be so damn cheap...pay for it...

Does anyone out there really understand what the heck goes into a
program being written in our code? I personally do not code, but
have looked into what is available for this computer and others,
have M/65 Action,Basic ect for the 8-bit with cross assemblers
and m/l for basic converters..also have C, Assembler and C++,
Pascal, Turbo Pascal, and converters for the IBM..The hours I
have spent reading the code does not warrent the effort spent by
dedicated programers for either code, with the monitary
compensation the actually receive for working hours/months of
their life for a piece of completed software. The Copy Right Law
is not enough to copmensate them for their efforts..

I personally appreciate every coder for every computer put out
by hardware freaks!..Without the coders there would be no new
hardware/software...These guys deserve your last dime, you would
gladly spend on coffee ect...or at this rate a quarter spent in
every video game you wish to play..

May these special people never, get tired of the task they
take on, and may your dimes, quarters, dollars never cease to
entice them to program for us the user!!!!!!!!!

Think about it!

304. Re: MAC/65 documentation etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: nathan@seldon.foundation.tricon.com
Message-ID: <4rsgnc$k7o@mycogen.terminus.com>
Source record: 82347

In article <4rrv3q$sm2@nnrp1.news.primenet.com> nickb@primenet.com (Nick S Bensema)
writes:
>In article <31e08dd0.1190441@news.sover.net>,
>Rick Ziegler <rziegler@sover.net> wrote:
>>On 7 Jul 1996 00:55:01 -0700, nickb@primenet.com (Nick S Bensema)
>>wrote:
>>
>>
>>>Nor can I find something called Qassembl which would probably out-do
>>>whatever I have. because I need an assembler that will allow me to
>>>modify the code, assemble on the fly,run, then modify the code some more.
>>>I remember having it but I can no longer find it!
>>
>
>Would be nice, but I don't have an expanded Atari. (Only a stock 800XL
>and a stock XEGS)
>
>I've heard great things about MAC65, but I can't find any documentation
>on it, and noth9ing anyone tells me on IRC works! (They say ENTER loads
>in source code, so I type ENTER "D:SAMPLE.ASM" and it says WHAT? and I
>type BLOAD "D:SAMPLE.OBJ" and it says WHAT? and forget about me ever
>figuring out how to BSAVE.)
>
>
>--

I've got a real copy of MAC65 with original documentation and all. If
it is indeed PD now, I can photocopy the docs for anyone interested.
My copy also includes DOS/XL.

I used to run it just fine on my stock 800 w/48K single disk drive. I
also have a copy of DOS/XL modified to fully support 1050 enhanced
density. As I recall the mod was a simple three or four byte
modification into a certain location of DOS/XL and a new format.com.

I also have the original 6502 Instruction Set Summary cheat sheet, but
it definitely looks copyrighted.

The syntax for ENTER from the docs is:

usage: ENTER #filespec [(,M) (,A)]

ENTER will cause the Editor to get ASCII text from the specified
storage device. ENTER will clear the text area before entering from
the filespec.

The parameter "M" will cause MAC/65 to NOT clear the text area before
entering from the file.

The parameter "A" allows the user to enter un-numbered text from the
specified device. The "A" option will always clear the text area
before entering the filespec.

(I still can't believe I have my copy on original floppy from 1982!)

--
****
Nathan Lane, President, Second Foundation Internet Services. Lompoc, CA
North Santa Barbara County Onramp to the Infobahn.
(805) 733-1849 for sales, service and support.

305. koronis rift or eidolon on xl14 or xf33demo

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: fdr@baltd.demon.co.uk
Message-ID: <31e1cf89.931953@news.demon.co.uk>
Source record: 82348

Anyone managed to get past the Lucasart screen on the above? How do
you load?
Mike.
fdr@baltd,demon.co.uk

306. WANTED: Spindizzy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4rsme3$378_002@news.skypoint.com>
Source record: 82349

Looking for this game. The copy I've got refuses to boot....

Thanks.

307. Heeeeeelllllllp!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0807962322190001@ppp5-stk.sonnet.com>
Source record: 82350

Okay, this is what I would like...

A program, emulator, magic wand which does the following:

Allows me to change ATR files to either separate files or a DCM file. I will settle for something which lets me load the .ATR file, run Diskcomm and then save that file as something I can export.

This program needs to run (in a reasonable amount of time) on any of the following platfroms...
an Atari 8-bit (wow now THAT's novel)
a PC running DOS
a PC running Windows 3.1 or Windows for Workgroups 3.11
a Mac (68030)

Now is this possible or should I just take all the .ATR files I got from Yogi's and dump them? Please help!

-marlin
---*** Volkswagen & Atari - That which rules me
---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
--*-*-* Please check out my web page:
-*--*--* http://www.stocko.sonnet.com/Fujidom/

308. Ali Baba

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: Sir Gawain <Gawain@icode.com>
Message-ID: <01bb6d5c.572ff480$7bb2a1ce@icode.erols.com>
Source record: 82351

Does anyone have the original Ali Baba on disk? I've been waiting for it
for the past 13 years for it, and now I finally have the chance now that
I'm on the Internet. I will BUY it!! I used to have it, but I
accidentally spilled Pepsi over it. Please e-mail personally. I would
really appreciate it. Also, please list other games that you would have.
Thanks in advance.
--
Gawain
Gawain@icode.com
http://www.icode.com/medieval

309. Ali Baba

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: Sir Gawain <Gawain@icode.com>
Message-ID: <01bb6d5c.6cdc0d00$7bb2a1ce@icode.erols.com>
Source record: 82352

Does anyone have the original Ali Baba on disk? I've been waiting for it
for the past 13 years for it, and now I finally have the chance now that
I'm on the Internet. I will BUY it!! I used to have it, but I
accidentally spilled Pepsi over it. Please e-mail personally. I would
really appreciate it. Also, please list other games that you would have.
Thanks in advance.
--
Gawain
Gawain@icode.com
http://www.icode.com/medieval

310. Disk Drive Won't Work!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: stowe@netins.net
Message-ID: <31e1fb3d.28400190@news.netins.net>
Source record: 82353

Ever Since I moved, My Disk Drive for The Atari Doesn't Work. I have everything connected, and I'm getting power. I've tried everything I can. I got a ATARI 1050 Disk Drive and the main system is and ATARI 800XL, I think. I think that It's the I/O Connector or the Drive itself.

311. FS/T: Atari 8-bit computer items [07/09/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4rthpu$31q@dfw-ixnews8.ix.netcom.com>
Source record: 82354

All VGA FS/T lists are updated weekly and are available on the WWW at
http://www.io.com/~vga2000/

This list was last updated on 07/09/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. For faster service, please
include your full postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
given priority (especially if the trade offer overwhelms me).
I collect for over 40 different systems, so please feel free
to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) No package deals on games or systems. All prices are clearly
listed.

6) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. My personal
philosophy is that something is only worth what someone is
willing to pay for it.

7) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted.

8) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 5.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$10.00 River Raid (Activision)

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 130XE Personal Computer Owner's Manual (132 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 9.00 Atari DOS 2.5: 1050 Disk Drive Owner's Manual (147 pgs.).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).
$ 9.00 Inside Atari BASIC [Atari / Reston] (183 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they
are marked) you will have the option of buying a BRAND NEW RF
switchbox for $5 that is virtually identical to one sold at Radio
Shack for $7, plus tax. It allows for the connection of both 300 OHM
and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1200XL COMPUTER.

This item has not been tested.

$19.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #5

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 9.00

*****

LOT #6

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #7

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

312. Re: MAC/65 documentation etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4rt42t$39u@nnrp1.news.primenet.com>
Source record: 82355

In article <4rsgnc$k7o@mycogen.terminus.com>,
Nexus 6 <nathan@seldon.foundation.tricon.com> wrote:
>
>I've got a real copy of MAC65 with original documentation and all. If
>it is indeed PD now, I can photocopy the docs for anyone interested.
>My copy also includes DOS/XL.

I thought it was OSS/A+. Or something. That's what mine seems to have
come with. Whatever it is, it's the same DOS my copy of SAM seems to
have come with... and that copy of SAM seems to have come with a
different assembler.

>I also have the original 6502 Instruction Set Summary cheat sheet, but
>it definitely looks copyrighted.

Don't need it.

>The syntax for ENTER from the docs is:
>
>usage: ENTER #filespec [(,M) (,A)]
>
>ENTER will cause the Editor to get ASCII text from the specified
>storage device. ENTER will clear the text area before entering from
>the filespec.
>
>The parameter "M" will cause MAC/65 to NOT clear the text area before
>entering from the file.
>
>The parameter "A" allows the user to enter un-numbered text from the
>specified device. The "A" option will always clear the text area
>before entering the filespec.

Thanks. Any little tidbits and extra things I can learn about the
assembler will be to my advantage.

Is there a limit to what memory I can use with it?

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

313. Re: Ali Baba

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4rt46l$3gr@nnrp1.news.primenet.com>
Source record: 82356

In article <01bb6d5c.6cdc0d00$7bb2a1ce@icode.erols.com>,
Sir Gawain <Gawain@icode.com> wrote:
>Does anyone have the original Ali Baba on disk? I've been waiting for it
>for the past 13 years for it, and now I finally have the chance now that
>I'm on the Internet. I will BUY it!! I used to have it, but I
>accidentally spilled Pepsi over it. Please e-mail personally. I would

Did you try cutting open the disk, taking out the magnetic core, rinsing
it off with water and slipping it into another disk casing?

Works better than you think.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

314. M*U*L*E* Url

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: "David L. Tucker" <dtucker@pop.ma.ultranet.com>
Message-ID: <4rtfkt$us2@decius.ultra.net>
Source record: 82357

```
that url is www.ultranet.com/~dtucker
```

315. APE/sio2pc for linux (was Re: APE/SIO2PC imact on hardware vendors and MARS-8)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: "Craig P. Forbes" <craig@mccabe.com>
Message-ID: <31E287B1.167EB0E7@mccabe.com>
Source record: 82358

Rob Funk wrote:
>
> In article <E/U4xMezGKyF090yn@kenton.com>,
> Ryan 'Gozar' Collins <gozar@kenton.com> wrote:
> >The operating system for the PC would preferably be Linux, since it is
> >free, can multitask, and has very good performance with less than
> >high-performance hardware.
>
> That reminds me... in case anyone is feeling really adventurous, we
> need an equivalent to APE/SIO2PC for Linux; something (probably a
> kernel module) to handle a 1050 connected via Xformer cable would also
> be extremely useful.

Here, Here! I was considering working a Linux version, but I have too many other projects going on now. If anyone is interested in working on a Linux/FreeBSD version of sio2pc/APE I would be willing to assist.

Craig

--
Craig P. Forbes McCabe & Associates
5501 Twin Knolls Road, Suite 111
craig@mccabe.com Columbia, MD 21045

316. Atari 8-Bit Relax (R) Biofeedback Program

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4rtnrb$4sb@zorak.acns.carleton.edu>
Source record: 82359

-From: "DON HERINGTON" <herringt@durian.usc.edu.ph>
-Date: Tue, 9 Jul 1996 06:35:11 +0800

Hoy Atari Folks,

My ISP here in the Philippines has a problem with the news server, so my first contact with the news group, and subsequent ones, at least until the server is fixed, must be e-mail.

I have used the Atari 8 bit Relax program for years now, treating hypertension and other stress related diseases in Africa and other places where medicine is too expensive or unavailable for the local people. The program has crashed, and maybe the disk drive too. I can't get anything to work except the 130xl or is it xe? The 1050 looks good, sounds good, but does not work.

This fantastic program was sold for around $100 in 1987 in Antic or Analog by Synapse. Synapse was sold to BrOderbund a few years ago, but they know nothing of the Relax program. I contacted them by mail. I also advertised in the American Journal of Biofeedback Professionals, with no responses.

The disk is a 5 1/4 inch low(very low) density disk for the 1050. I need someone to rebuild and test it for me. I probably need my 1050 fixed too. I have two tape machines, the old and new versions, and a tape. Both the tape and the diskette are flippys, i.e. they have Atari on one side and Commodore on the other. The hardware that comes with it consist of a headband with electromyograph sensors and a box that plugs into joystick one on the Atari (or joystick port two, for Commodore). The program won't run on a Commodore either, now.

I need this program to get back into my "Quack Doctor" role I played in Africa when I was in the Peace Corps there. If there is anyone out there in Atari land who can help me, advise me, etc., please E-MAIL me. Remember, I have no news server.

Thank you for your time and attention and excuse me for barging into your group.

--
Don A. Herrington herringt@durian.usc.edu.ph
Box 1247 Cebu Main P. O.
6000 Cebu City, Philippines
Tel: 063 032 254 6853

Kitemasters/Internet Marketing

317. Re: 800 replace power supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4rttg3$e7k@blackice.winternet.com>
Source record: 82360

> jbiggar@firstnethou.com writes:
> I need a power supply for an Atari 800 that I picked up. Can someone give the
> specs I need for the replacemen?
>
>>>>
You need a 9 Volt, AC power supply with about 1.5 Amps. Look closely,
it MUST be AC, NOT DC. I beleive it's rated at 31 VA (Volt Amps).

Rich Mier

318. Does Gorf work on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: ccoffin@slate.Mines.EDU
Message-ID: <4rtvbb$rla@magma.Mines.EDU>
Source record: 82361

I recently got a cheap Gorf catridge, but all I get is a black
screen when I try the game. Was this game compatible with the 800XL?

ccoffin@mines.edu

319. ATR-8000 FS!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: lwright@wintermute.awinc.com
Message-ID: <4ruar3$686@kryten.awinc.com>
Source record: 82362

I found a new ATR-8000 in a box in the garage the other day. I have no docs, no disks, nothing. AFAIK it works, at least it did when last we used it in our store many moons ago.

Any offers?

L.

320. Atari 5200 ROM dumps on the Net?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-0907960949400001@news.northcoast.com>
Source record: 82363
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,comp.emulators.misc

I've seen this question posted a few times, but I haven't found the answer:

Is there an Internet site featuring Atari 5200 ROMs (for use with Rainbow, etc?)

If not, I can host the site if someone cares to email me some ROM images.
I don't have enough carts (or a cart dumper) but I do have FTP and Web
space.

E-mail replies to me & I'll follow up.

--Kevin Savetz

321. Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-09 00:00:00 UTC
From: Rowan Colwell <rcolwell@bright.net>
Message-ID: <4ru5cs$2t8@cletus.bright.net>
Source record: 82364

My wife is threatening to put several boxes of Atari 8bit hardware and software out for the trash. The stuff all worked a couple of years ago when I put it in the boxes. Anybody interested in the stuff?

Atari 130XE
Atari 800 48K
Commodore 1702
Zenith amber monitor
2 Atari 1050 disk drives
2 Percom disk dirves
Atari 1020
Atari 850
Atari 410
Atari CX85
Atari XM301
Atari 1030
3 joysticks

Software
SynCalk
Basic XE
Basic XL
2 Atari basic cart.
Print Shop
2 Print shop Library disks
Letter Perfect
Spell Perfect
Data Perfect
Paper Clip
a collection of game software both cartrage and disk most with manuals

I can be reached at rcolwell@bright.net but I am not online frequently so be patient.

322. Re: WANTED: Spindizzy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e332cf.481988@news.superlink.net>
Source record: 82230

On Tue, 09 Jul 1996 22:48:13 GMT, mead@dlg1.ceh.servtech.com wrote:

-On Tue, 09 Jul 96 04:16:03 GMT, sydtech@skypoint.com (Scott Butler)
-wrote:
-
->Looking for this game. The copy I've got refuses to boot....
->
->Thanks.
-
-The one in "Justines" site boots ok. The one in yogi's wont.

That's a neat trick, since the one I got came from justin's site!
Everyone please make a list of software in mine that doesn't work so I
can fix it...

323. Re: Heeeeeellllllllp!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e33318.555243@news.superlink.net>
Source record: 82231

```
-
-This program needs to run (in a reasonable amount of time) on any of
the
-following platfroms...
-an Atari 8-bit (wow now THAT's novel)
-a PC running DOS
-a PC running Windows 3.1 or Windows for Workgroups 3.11
-a Mac (68030)
-
-Now is this possible or should I just take all the .ATR files I got
from
-Yogi's and dump them? Please help!
-
What's wrong with the DCM directory in the site??
```

324. MPP modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rvim4$m77@login.freenet.columbus.oh.us>
Source record: 82232

I have a MPP 400 baud modem that I haven't used in a long time.
So I forget whether it used a normal (800,810,1050 etc.) power supply or
something special.HELP!

325. MPP modem power supply needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4rviuk$mdd@login.freenet.columbus.oh.us>
Source record: 82233

I need to know if the MPP (400 baud) modems use the normal Atari power supply or something special.

326. Hardware for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: bearboy@netcom.com
Message-ID: <bearboyDuBIxB.7v6@netcom.com>
Source record: 82234

```
Misc. For Sale
--------------

This is a list of some items that I'm looking to sell as they are
cluttering up my storage space below my apartment. I'm open to bids and
will be checking my email sporatically. I figure that I'll be taking
bids for about two weeks for each item (please note the posted date that
I'm putting next to each item.). If you have any questions, feel free to
email them to me and I'll be more than happy to answer them. Remember
that I'm posting asking prices and that I am somewhat flexible. Note
also that this list will be growing & shrinking as time goes by as I am
going through boxes in my storage unit. Thanks in advance to all who
respond! :D

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

7/10 Apple Monitor ][ (monochrome green on black composite with tilt
screen). Doing ok, but not definately not new.....................$45
7/10 Amdek monochrome green on black composite monitor..........$55
7/10 ***the name escapes me*** monochrome amber on black monitor......$55
7/10 Apple Monitor /// (monochrome white on black composite
anti-glare).......$55

-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-

This is just the beginning. Note that all the monitors work with
Atari, Apple, Commodore (c=64, Amiga, etc.), even your VCR or Sony
Playstation. Thanks all!!!!
```

327. Re: XL-it! 0.14 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31E383E6.41C6@htw.uni-sb.de>
Source record: 82235
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Kenneth C. Brown wrote:

> I was looking for a utility to read my atari disks on the PC. I
> saw some file names in the FAQ but couldn't figure out where

Take a look at APE:

"http://seka.nacs.net/~classics/"

I never used is at my own but everyone say that it's a great
program.

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

328. 8Bit Games For Auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4rv288$agr@news.cc.utah.edu>
Source record: 82236

```
-------------------------------------------
ATARI 400/800-LOOSE GAMES
-------------------------------------------

-Ant Eater: Romox $5.00 pal
$3.00 bschultz
-Asteroids
-Atariwriter
-Basic;
-Bug Huunt (XE); $3.00 min
-Centipede;
-Defender;
-Deluxe Invaders: Roklan $3.00 bschultz
-Donkey Kong
-Donkey Kong Jr
-Ducks Ahoy: CBS $5.00 pal
$3.00 bschultz
-Educational Systems Master Cartridge
-Fast Eddie: Fox $3.00 slapdash
-Flight Simulator (XE) $3.00 min
-Galaxian
-Joust
-Kids on Keys: Spinnaker $2.00 min
-K-Razy Kritters: CBS $3.00 min
-Miner 2049er $5.00 pal
-Missle Command;
-Pac-Man;
-Q*Bert: Parker Brothers $3.00 mdoerty
-Qix;
-Realsports Football
```

329. wtb pong ****

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: disciple@brutus.bright.net
Message-ID: <4s02n8$at6@cletus.bright.net>
Source record: 82237

Anyone have this email me please

330. Re: WANTED: Spindizzy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: Kay-Uwe Loebel <loebel@e-technik.tu-chemnitz.de>
Message-ID: <31E397A2.7476@e-technik.tu-chemnitz.de>
Source record: 82238

Yogi wrote:

> Everyone please make a list of software in mine that doesn't work so I
> can fix it...

Thanx for your nice archive. I found several programs too that doesn't
work on my 130XE (with boot menu). Here is the list:

axisassa
crosswor
cryptseg
davidmid
drelbs
ghostbst
maxwellm
ontrackr

Some games have no start address in the file, others have errors in
the load address range.

Perhaps you can repair it.
Good luck!

Kay-Uwe Loebel
TU Chemnitz-Zwickau
email: loebel@e-technik.tu-chemnitz.de
http://www.infotech.tu-chemnitz.de/~loebel/loebel.html

331. 800 programs on XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: pmills@ceco.ceco.com
Message-ID: <DuBzEr.51K@ceco.ceco.com>
Source record: 82239

I am an Atari 400 owner and I have been able to run most of my programs & games on PC Xformer using 800 emulation. I got XL-IT yesterday and wanted to try it out, but I had trouble getting many programs to work (specificaly MULE). Is there any way to run 400/800 programs on the XL? What is the compatability between the 800 and the XL? Do games such as MULE have different versions for the XL?

Thanks.

Paul M. Mills
Chicago, IL
email: pmills@ceco.ceco.com

332. Re: MPP modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31E3DB29.7472@inil.com>
Source record: 82240

Connie Clevinger wrote:
>
> I have a MPP 400 baud modem that I haven't used in a long time.
> So I forget whether it used a normal (800,810,1050 etc.) power supply or
> something special.HELP!

Be save and use a DC adapter unless you can open the modem and see if
there are rectifier diodes and Power supply circuitry... I would try
5vdc then 9vdc and last resort 12-15vdc (I would think 9v would do
it..)

333. Suggested addendum to Newbie/Emulator FAQ (SPANISH)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: mmercado@valdivia.uca.uach.cl
Message-ID: <31e35b8a.6627525@204.30.237.53XXnews.zippo.com>
Source record: 82241

```
NEW_AN15.ADS
ADDENDUM sugerido para NEW_AN15.SPA
revisado 09/JUL/96

mmercado@valdivia.uac.uach.cl
-----------------------------------------------------------------

* QUE SIGNIFICA LA EXTENSION DE ARCHIVO .???
En general los Sistemas Operativos de Disco de Atari 8-bit no
interpretan la extension de los ficheros. (SpartaDos si lo hace).

Por convencion algunas extensiones estan reservadas para
determinados
tipos de ficheros. No son obligatorias.

En particular, a los usuarios de emuladores en PC. Hay que tener
cuidado de no confundir programas ejecutables del PC (codigo x86)
con
ficheros ejecutables del Atari (6502). Evidentemente no correran en
plataformas diferentes, aunque las extensiones puedan ser similares.

Algunos ejemplos de extension:

.ACT = Listado fuente de Action! (lenguaje de Atari)
.ARC = Archivo comprimido (en Atari) con ARC.COM. Compatible con
PKarc.
.ASM = Listado fuente de lenguaje ensamblador {assembler}.
.ASP = ???
.ATR = Disco virtual, imagen de un disquete originado con SIO2PC.
.BAS = Programa Basic "tokenizado". Grabado con "SAVE".
.BIN = Programa binario (ejecutable)
.C65 = listado Fuente de C65. Compilador C.
.COM = Programa binario (ejecutable)
.CTB = Modulo de Turbo BASIC compilado. Requiere el uso de
RUNTIME.EXE
.DCM = disco virtual originado con DSKCOM32 (especifico de Atari)
.EXE = Programa binario (ejecutable)
.FNT = set de caracteres (fuente) {font}
.LST = Un listado AtASCII (ASCII) de BASIC o Turbo BASIC. Grabado con
"LIST"
.M65 = Listado fuente de MAC65, otro ensamblador {assembler}
.OBJ = En Atari, binario ejecutable. En PC reservado para modulo
intermedio.
.PRO = Disco virtual mejorado. Acepta metodos de proteccion.
APE/SIO2PC.
.SET = Puede a referirse a datos, sets de caracteres (fonts), etc
```

.SHR = Archivo comprimido con SHRUNK (compresor de Atari)
.TBS = Programa Turbo BASIC "tokenizado", no compilado. Grabado con
"SAVE".
.XFD = Disco virtual creado por XFormer (el emulador)
.XMO = Fichero binario para XMODEM (desaconsejable)

---

* PARA PARTIR:
Como existe una gran variedad de programas para atari y emuladores,
me
parece util sugerir un paquete para empezar. Con estos programas
podras leer, decomprimir, ordenar, transfer archivos procedentes de
Internet.

- PC-XFormer - Un emulador de Atari 8-bit (o XL-It!)
- MyDOS53 - DOS 2.5 compatible (o Atari DOS 2.5)
- PKARC - Descompresor de archivos .ARC
- DCMtoATR - Convertidor de formato .DCM -> .ATR
- IMAGEMAN 0.3 - Gestor de discos 'imagen' o 'virtuales'.
Permite crear discos virtuales .ATR,
extraer/agregar ficheros individuales en el
disco virtual.
- TT 1.03 - Text translator (PC <--> Atari)
- ADIR 1.1 - Lista directorio de .ATR o .XFD. Puede
extraer
fichero individual.
- Turbo BASIC XL 1.5 - Un excelente Basic compatible con ATARI
BASIC

---

* QUE SISTEMA OPERATIVO DEBO USAR?
Es recomendable tener:

* Atari DOS 2.5: Es el estandar oficial (Hay que tenerlo)
* MyDOS 4.53 : Muy bueno. Compatible con Atari DOS. Tiene muchas
funciones agregadas sobre el DOS estandar.
* SpartaDOS 3.2: Muy similar al DOS para PC. Es muy bueno, puede
trabajar con discos formateados con otros DOS.
Incluso puede crear discos en formato DOS estandar.
Pero los otros DOS no pueden leer discos de
SpartaDOS.

Existen varios otros Sistemas Operativos para Disco. Sugiero elegir
uno de los DOS descritos precedentemente.

Otros D.O.S. para Atari 8-bit:
* Atari DOS 2.0: Version mas antigua y menos potente del DOS 2.5
* Atari DOS 3.0: Predecesor del DOS 2.5 (si, es correcto):
INCOMPATIBLE con casi todo! (No lo uses)
* Mach DOS
* DOS 2.5+

* DOS 4.0

(More work needed here ...)

Atte

---

marcos mercado o. mmercado@valdivia.uca.uach.cl

334. New user and emulator FAQ v.1.5 (SPANISH)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: mmercado@valdivia.uca.uach.cl
Message-ID: <31e35c68.6848103@204.30.237.53XXnews.zippo.com>
Source record: 82242

```
|NEW_AN15.SPA
|Atari New User Spanish FAQ
|revisado el: 09/JUL/96

|traduccion, adiciones y algunos cambios: mmercado@valdivia.uca.uach.cl
|*==================================================================*
|* *
|* The Unofficial Atari 8-bit New User, Emulator Help FAQ *
|* Revision 1.5, Jul 07, 1996 *
|* By Bill Kendrick *
|* *
|*==================================================================*
```

Bienvenido a la version en Espa&#65533;ol "NO AUTORIZADA" de:
Lista No Oficial de Respuestas a Preguntas Frecuentes para:
El nuevo usuario de Atari 8-bit y Ayuda del Emulador.

```
+-------------------------+

(*NT*) Notas del T.

1.- Corresponde a la version en ingles de este documento que se
| encontraba el 8/JUL/96 en:
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
```

2.- Tratare de evitar el uso de caracteres mayores que 127 ASCII
(sacrificare los acentos, pero no pienso eliminar la &#65533; &#65533; !)

```
|3.- En JUL/96 Bill Kendrick se hizo cargo de la dministracion de la
| coleccion de Atari 8-bit en la Universidad de Michigan (UMICH). Al
| reestructurar los directorios muchas de las referencias de la
| version anterior de este FAQ han cambiado.

|4.- Las adiciones y modificaciones estan marcadas con el caracter | en
| la primera columna de la linea.

|5.- GLOSARIO:
| URL: Localizador Uniforme de Recuros {Uniform Resource Locator}
PC: IBM-PC o compatibles
FTP: Protocolo de transferencia de archivos {File
Transfer
Protocol}.
FAQ: (lista de) Respuestas a Preguntas Frecuentes
OS : Sistema Operativo (SO)
DOS: Sistema Operativo de Disco {Diskette Operative
System}
RTFM: {Read The F* Manual} (F*: puede ser FAQ, free,
```

fine, fresh,
foul, fake, famous, fancy, feature, fantastic, f...
;)
File: (fichero), programa o archivo de datos individual.
Archive: (archivo), coleccion de programas comprimidos
juntos.
disk image: Disco virtual.
drive: Disquetera.
command: En castellano es mas correcto decir "ordenes"
string: Cadena de caracteres
array: Matriz o arreglo
AtASCII: conjunto ASCII con caracteres semigraficos de Atari
[xxxx] : Los corchetes representan una tecla con su nombre en
el interior. [ESC] escape, [RETURN] tecla de
ingreso, etc.
{xxxx}: Texto en ingles. Generalmente se usan las palabras
en
ingles en la jerga computacional.

Para ayuda en general {hardware, magazines, etc}, revisa la lista
oficial de preguntas frecuentes de Atari-8bit {Official Atari 8-bit
FAQ} en:

* Atari 8-bit FAQ:

http://www.cis.ohio-state.edu/hypertext/faq/usenet/Atari-8-bit/faq/
faq.html

* Tambien puedes pedir una copia a Michael Current que mantiene la
lista: mcurrent@carleton.edu

Si quieres obtener la ultima copia (en ingles) de este FAQ:

* Unofficial Atari 8-bit New User and Emulator Help FAQ:
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

* Tambien puedes pedirle una copia a Bill Kendrick, quien es el que
mantiene este FAQ.: kendrick@zippy.sonoma.edu

* Este archivo es publicado en formato de texto en los primeros dias
de cada mes en los newsgroups:

comp.sys.Atari.8bit
comp.emulators.misc

* Si quieres obtener la ultima copia (en castellano) de este FAQ
escribe a Marcos Mercado: mmercado@valdivia.uca.uach.cl

CAMBIOS RECIENTES:

| * Desde v.1.4 (Mayo 13, 1996): Correccion de direcciones URL y puesta
| al dia de los punteros al Atari Archive.

* Sobre la v.1.3 (Abril 16, 1996): Correccion de los numeros de
telefono de Micro Discount, se agrego informacion sobre "ACE".

* Sobre la v.1.2 (Abril 2, 1996): Se corrigio la URL de APE y se
agrego mas informacion (oficial) sobre XFSIO. Ahora hay punteros
hacia FAQ Atari 8-bit mas actualizado.

* Sobre la v.1.1 (Marzo 5, 1996): Se agrego informacion sobre XL-It!
y
XFSIO.

* Sobre la v.1.0c (Enero 17, 1996): Se actualizo y agrego numerosos
enlaces a Web, direcciones correo electronico {e-mail} y a
programas.

Por favor, tambien consulta los documentos relacionados con:
- MyDOS 4.5x, SIO2PC, XFormer, y el Atari 8-bit F.A.Q.

RESUMEN DE Atari 8-BIT Y DE LOS EMULADORES DE Atari 8-BIT:

Los computadores Atari 8-bit se produjeron entre 1979 y 1987. Los
principales modelos estrenados son:

400 - 8K-16K, 400/800 OS, con graficos CTIA o GTIA
(segun fecha de fabricacion)
800 - 8K-16K-48K, 400/800 OS, con graficos CTIA o GTIA
(segun fecha de fabricacion)
1200XL - 64K, 1200XL OS, con graficos GTIA
600XL - 16K, XL OS, con graficos GTIA
800XL - 64K, XL OS, con graficos GTIA
65XE - 64K, XL OS, con graficos GTIA
130XE - 128K, XL OS, con graficos GTIA
XEGS (Game System) - 64K, XEGS OS, con graficos GTIA
(con Missile Command
incorporado)

Todos los XL, excepto el 1200XL, tienen BASIC en ROM. Se podia
comprar un cartdridge BASIC para los modelos 400/800/1200XL.
---

* EMULADORES Atari:

* En PC/compatibles:
* PC Xformer 2.x. Demostrativo, limitado, de dominio publico
(sin codigo fuente).
* PC Xformer 3.0x. Poderosa version comercial
| * PC Xformer 3.5. Poderosa version comercial
(*NT*) el demo v.3.3 es genial!, sin sonido

* XL-It! Poderosa version de dominio publico.
(sin codigo fuente, todavia).
* ACE Sin terminar. dominio publico, VACE para
SVGA.
(incluye codigo fuente).

(*NT*) * AT800XL Otro emulador para PC, documentacion en
aleman.
(no he logrado pasar de la pantalla de
inicio).
Archivo AT800XL.ZIP

* En Apple Macintosh:
* Rainbow. Demostrativo de dominio publico, limitado.
(sin codigo fuente).

* Rainbow. Poderosa version de shareware registrado.
(sin codigo fuente).

* En Atari ST, TT, y Falcon:
* ST Xformer 2.x. Limitado, de dominio publico (antes era
comercial)
(incluye codigo fuente (creo)).

(*NT*) * ST Xformer 3.0. Limitado, de dominio publico (antes era
comercial)
(incluye codigo fuente).

* En UNIX y X Window: (incluso PC y Amiga)
* Atari 800 Poderosa version de Dominio Publico.
* XL-It! Poderosa version de Dominio Publico.
* ACE Sin terminar. Dominio Publico, XACE para
X-Window
(incluye codigo fuente).

CAPACIDADES DE UN ATARI DE 8-BITS:

GRAFICOS:

* Los Atari-8bit tienen una resolucion maxima de 320 x 192
(pantallas
estandar, sin sobre-barrido {non-overscaned} x 2 colores. Tambien
apoyan los graficos de 160 x 192 x 4, 160 x 192 x 2, 160 x 96 x 4,
160 x 96 x 2, 80 x 48 x 4, 80 x 48 x 2, 40 x 48 x 4. Pantallas de
40
x 24 x 256-caracteres (128 normal, 128 inverso, dispone de
indireccion de set de caracteres). El modo de texto es estandar (2
colores).

* Disponen de modos de pantalla de: 40 x 24 x 128 caracteres
multicolores (se permite 4 colores por caracter, los otros 128
caracteres tienen cambiado el 4 en un color 5). Y modo de
pantalla
de 40 x 12 x 128 caracteres multicolores.

* Los graficos GTIA apoyan modos de pantalla de 80 x 192 x 16 tonos
unicos y de 80 x 192 x 16 matices unicos.

* Se dispone de modos de pantalla: Normal (con un borde), estrecho
con

sub-barrido {underscanned} y ancho con sobre-barrido
{overscanned}.

* Los modos de pantalla pueden mezclarse (por lineas) en la pantalla
usando la Lista de Despliegue (un programa que ejecuta el chip de
graficos ANTIC en cada refresco de pantalla (60 veces por segundo
en
los verdaderos Ataris NTSC))

* Se puede habilitar deslizamiento fino {fine scrolling} vertical y
horizontal en cada linea de pantalla.

* Todos los otros atributos de pantalla (color, posicion horizontal
de
{player/missile}, prioridad de campo de {player/misile}, etc.) se
pueden ajustar en cualquier punto de la pantalla mediante una
"Interrupcion de Lista de Despliegue" {Display List Interrupt o
DLI}.

* Se dispone de cuatro {"players"} de 8 bits de ancho por 128 o 256
bytes de alto de color unico; y de 4 {"missiles"} de 2 bits de
ancho
por 128 o 256 bytes de alto de un solo color. Tambien se dispone
de
un modo de combinacion de 4 {"missiles"} para formar un 5
{"player"} de 8 bits de ancho, como un modo de hacer un XOR o de
apagar los colores cuando se superponen los {"players"} (una buena
forma de crear 3 colores a partir de 2 {"players"}!). Se puede
ajustar la prioridad y la deteccion de colision de los {"players"}
y
{"missiles"} (los programas PC XFormer 2.0, 2.5 y ST XFormer no lo
apoyan).

SONIDO:

* Se puede producir cuatro voces con resolucion de tonos {pitch} de
8
bits, 4 bits de resolucion de volumen, y 8 bits de distorsion. Se
puede combinar 2 voces para crear tonos con 16 bits de resolucion.
Tambien se puede habilitar modos exclusivos de control de volumen
de
4 bits para reproducir sonidos muestreados digitalmente.

* Una quinta "voz" se produce por el parlante interno en los Atari
400/800 (para el ruido de los teclazos y el zumbador).
Afortunadamente, en los XL/XE esto fue redirigido a traves de la
salida de audio normal, asi el sonido de las teclas {keyclick}
puede
eliminarse.

* Existen algunas actualizaciones de hardware stereo (como "Gumby")
que duplican el numero de voces.

PROPOSITO DE ESTE ARCHIVO:

Al momento de la publicacion (del original de este articulo) a
mediados de 1994, en el grupo comp.sys.Atari.8bit de Usenet, se
habia producido mucha discusion sobre el PC XFormer 2.0 (XF2 para
simpilificar) el emulador de Atari 8-bit basado en computadoras
IBM
/ MSDOS. Muchos en la comunidad de 8 bits estaban "hasta la
coronilla" con las preguntas sobre XF2 pero que no pertenecian a
ese
grupo, o por las preguntas realmente simples que se repetian de
cuando en cuando, lo cual fastdiaba a los lectores habituales de
comp.sys.Atari.8bit y a los subscriptores de los resumenes
{digest}.

Se creo este archivo FAQ para reducir el numero de preguntas de
"novatos" relacionadas con XF2. Ahora ha llegado a ser una
referencia bastante buena (y le permitio a su autor obtener el
trabajo de escribir la documentacion para la version comercial
3.0!)

Este FAQ respondera a preguntas tan simples como "Como puedo
excluir
el BASIC?" (Por supuesto, una buena respuesta a eso es RTFM (lee
el
"famoso" manual)) y "como obtener un directorio de un disco?" (lo
cual es menos obvio en los Atari 8 bits, err... en la MAYORIA de
los
8bits <sonrisa>.

Tambien dirigira a las personas que no saben de la gran cantidad
de
apoyo para los Atari 8bit (NO NECESARIAMENTE RELACIONADO CON EL
EMULADOR) y talvez se convierta en complemento de muchos archivos
oficiales y no oficiales que hay en la red (como el FAQ oficial,
La
lista de Vendedores y desarrolladores, la lista de Quien es Quien,
etc)

Desde la revision 0.4 de este archivo, el PC XFormer 2.5,
reemplazo
a la version 2.0 y se libero la primera edicion comercial 3.0. Se
presume que el lector tiene la ultima version de PC XFormer (3.3 o
3.5), aunque si tienes la version 3.0, debo decir que esa
documentacion es estupenda!.

(*NT*) (Si no captaste el chiste, mira el nombre del autor del manual
de XF3 y mira el nombre del autor de este documento en ingles)

-- Preguntas y Respuestas: --

* QUE SIGNIFICA "READY"?

Este es el indicador de espera de comandos del Atari Basic
{prompt}
Vea mas adelante sugerencias sobre Atari BASIC.

* POR QUE ESTE PROGRAMA NO CARGA?

Puede que el programa no trabaje con el Sistema Operativo Atari
800.
Talvez requiera el Sistema Operativo XL/XE. Asegurate que estes en
el modo 800XL o en el modo 130XL. (Nota: No todos (las versiones
de)
los emuladores apoyan los modos XL/XE!)

Puede que no trabaje bajo el Sistema Operativo XL/XE (caso poco
frecuente). Cambiar a modo 800.

Asegurate de haber eliminado el BASIC antes de intentar cargar el
programa, si no corre con el BASIC presente.

Puede tratarse de un programa BASIC!. Asegurate que estas en BASIC
y
usa los comandos BASIC "RUN" o "LOAD" (y luego "RUN"). Tambien
debes
estar seguro de que trabaja con la version del BASIC que tu
tienes.
Algunos programas solo corren con BASIC XL o XE (ambos son BASIC
contenidos en {"cartridges"} que no son de facil acceso para un
emulador), y algunos corren con TurboBASIC XL (basado en disco).

O simplemente puede que se rehuse a correr en el emulador.

* COMO ELIMINAR (EXCLUIR) EL BASIC?

Para intercambiar (ON/OFF) el BASIC en:
PC Xformer, press [SHIFT]-[F10].
Rainbow, ???.
Atari800, ???.
XL-It!, ???.
ST Xformer, ???.
|(*NT*)ST XFormer [F5] y buscar en el menu "Built-in BASIC: In/Out"
ACE, ???.

* POR QUE ESTE JUEGO O PROGRAMA NO SE EJECUTA CORRECTAMENTE?

Puede que use deteccion de colison de {"player/missile"}, lo cual
no
es apoyado en algunas versiones de los emuladores

Ver "Por que este programa no carga?", un poco mas arriba.

* COMO SALGO DEL EMULADOR?

* PC Xformer, presiona [F5]. Nota: Esto no es una salida temporal
a
o un salto al MSDOS. Se termina el emulador.
(*NT*) En la version 3.3 demo, funciona con [SHIFT] [F5]

* Rainbow, presiona [Apple]-[Q] o selecciona "Exit" en el "Apple
Menu".

* Atari 800, ??? o cierra la ventana (en X Window).

* XL-It!, ??? o cierra la ventana (en X Window).
(*NT*) salida definitiva [F8]

* ST Xformer, ???.
(*NT*) presionar [F5] y en el menu elegir "Exit"

* ACE, ??? o cierra la ventana (en X Window).

* Como salgo al Atari DOS?
(Asegurate que tengas una imagen de disco de autocarga
("bootable")
instalada en el drive 1 ("D1:"))

Escribe "DOS" bajo el indicador de espera de comandos del Atari
Basic ("READY")

Hace un "reboot" eliminando el BASIC.

* COMO USO ARCHIVOS QUE NO ESTAN EN IMAGENES DE DISCO (DISCO VIRTUAL)
DENTRO DE UN EMULADOR?

Para instalar ficheros en el PC XFormer como si se tratara de
discos
simplemente agrega los archivos a la linea de comando y usalos
como
si cada uno estuviera en su disquetera respectiva. (Asegurate que
el
primer disco virtual sea la imagen de un disco booteable con DOS)

Ejemplo: XFORMER MYDOS45.ATR filename.ext

Para usar un fichero de Mac en Rainbow, asegurate que el disco
virtual en la disquetera 1 tenga suficiente espacio para el
fichero
y selecciona ???. El archivo sera agragado a ese disco virtual.

Para usar ficheros Unix en Atari800, usa la disquetera H. ???.

Para usar ficheros MSDOS Unix en XL-It!, ???.

Para usar ficheros MSDOS o Unix en ACE, ???.

Usa el programa MSDOS, S2PC que te permite acceder a los ficheros
en
el interior de un disco virtual .ATR compatible con MyDOS. S2PC te
permite leer, escribir, borrar,cambiar directorio y ver el

directorio de un disco virtual compatible con MyDOS. Pude usarse desde la linea de comandos de MSDOS, o desde un menu.

Usa el programa MSDOS, AtariMG que es muy parecido a S2PC pero tiene
una interfase mas agradable, mas grafica (menos dirigida por menues). (Desafortunadamente, este no corre en todos los PC)

Usa el programa para Mac, Virtual Disk Editor ???.

* Y QUE SON LOS ARCHIVOS .ATR Y .XFD?

Refierase a los manuales de XFormer y SIO2PC para conocer detalles sobre aquellos archivos.

Puesto en forma simple, se trata de discos (virtuales) Atari,
almacenados como archivos del tamao del disco que representan (una
imagen de disco de 88Kb usara 88Kb en el IBM). Los archivos .ATR se
usan por SIO2PC y APE (ver mas adelante) lo mismo que la mayoria de
los emuladores de Atari. ST XFormer y PC XFormer usan los archivos .XFD.

* QUE SON SIO2PC y APE?

Revisa los manuales de SIO2PC para detalles sobre este programa.

Para detalles sobre APE revisa el manual de APE y el manual de hardware de SIO2PC.

Estos son programas que corren en IBM/compatibles bajo MSDOS. (APE tambien funciona bien bajo "dosemu" en IBM/compatibles corriendo Linux). Usando un cable simple (y relativamente barato), el software
hace que el IBM actue como si se tratara de varios perifericos de Atari.

SIO2PC emula hasta 4 disqueteras (permite cualquier identificacion de
disquetera entre 1 y 8) y una impresora.

APE emula hasta 8 disketeras, una impresora y un modem (RS232).

Usan archivos de imagen de discos (.ATR) y permiten el acceso al Atari
a archivos unicos de IBM. SIO2PC lo hace de forma muy parecida a PC
XFormer, asignando su propio disco (virtual) al archivo.

APE permite navegar en las disqueteras del PC a traves de una disketera Atari. La emulacion de la impresora de esos programas redirige lo escrito hacia "P:" de Atari a la impresora del PC.

SIO2PC tambien puede dirigir la salida haci ala pantalla o a un archivo en la maquina IBM. Se dispone de distintas conversiones o traducciones de texto. (APE permite macros de teclado, redefinicion
de ordenes del teclado, la capacidad de guardar la disquetera actual/etc. la configuracion y cargarla despues como un bloque, y la
capacidad de emular discos con proteccion de copia (con su propia extension al formato ".ATR", el formato ".PRO" (el cual, se espera que sea usado en versiones futruras de los emuladores Atari)) y crea
imagenes de disco a partir de discos protegidos de copia (con un cable especial). Puede que pronto SIO2PC tambien tenga esta habilidad, pues durante un tiempo la documentacion ha dicho que esto
esta planeado.

* QUE ES XFSIO?

Refierase al manual de XFSIO para detalles de como usar este programa.

XFSIO es un shell para PC Xformer, XLiT!, APE y SIO2PC que permite establecer los parametros para los programas antes mencionados. Tambien permite agregar un comentario de hasta 132 caracteres a cada
'disco virtual' y puede revisar la base de datos en busca de un disco con un titulo especifico.

-- MANEJANDO EL ATARI: DOS y OS --

Nota: Esta seccion simplemente discutira el Atari BASIC, el SO Atari,
el Atari DOS 2.5 y el MyDOS 4.5x (pues estos topicos parecen ser
los de mas relevancia para los usuarios de Atari de 8 bits con
menos conocimiento o experiencia).

* REFERENCIA RAPIDA DE AtariDOS y MyDOS:

* MyDOS (4.50 y 4.53) presenta los siguientes comandos:

* [*] Directorio actual del disco (como "dir *.*" en MSDOS)

* [1]-[9] Directorio de la disquetera correpondiente (como "dir a:*.*" hasta "dir i:*.*")

* [A] Directory: Directorio del disco (como "dir " con destino de salida optativo)

* [B] Run Cartridge: Termina y sale al "cartridge".

* [C] Copy file(s): Copia archivos(s) ("(fuente),(destino)" copia
desde un lugar o disco a otro. Al tipear solo "(fuente)"
copia
desde un lugar en un disco en una disquetera al mismo lugar
en
otro disco en la misma disquetera (pide intercambio de
diskettes).

* [D] Delete file(s): Borra archivo(s) (agregar "/N" para borrar
sin
que solicite confirmacion) (agregar ">*.*" o ":*.*" despues
del nombre de un subdirectorio para borrar los archivos en
el.
Solo el nombre de un subdirectorio borrara el subdirectorio
(si esta vacio y desprotegido {unlocked})). (Actua como
"del"
y "rd" en MSDOS.)

* [E] Rename file: Cambiar el nombre de archivo(s) (se permite
renombrar multiples archivos, pero se debe ahcer con
cuidado).
(como "ren (antiguo) (nuevo)" en MSDOS - con MyDOS, usar ","
entre el "antiguo" y el "nuevo".)

* [F] Lock files: protege archivo(s) contra sobre ecritura,
borrado
y apendizado (igual que "attrib +r (mascara)" en MSDOS.)

* [G] Unlock files: Desprotege archivos(s) (los deja en su estado
por omision).

* [H] Write DOS files: Escribe los archivos del DOS en un disco
(crea un disco que de auto-carga con la version de MyDOSdisk
que se esta usando y que tambien tiene archivo menu
"DUP.SYS")
(Esto es como "sys"? en MSDOS)

* [I] Format: Formatea un disco (agregar "/N" despues del numero
de
drive para hacer un reformateo rapido de un diskette
previamente formateado (esto es, solo un rapido "delete
.")

* [J] Dup disk: Duplica un disco (copia un disco completo, incluso
el sector de carga (boot). Pero, al usar XFormer, es mucho
mas
rapido copiar directamente un .XFD o .ATR a otro).

* [K] Make binary file: (Crear archivo binario) guarda un area de
memoria y la deja cargable en forma binaria. Ver [L]

* [L] Load binary file: (Carga archivo binario) Carga un programa
compilado. (como "(archivo)" en MSDOS. pero requiere
escribir

la extension ".EXE", ".COM", ".OBJ", etc.)

* [M] Run at address: Ejecutar desde una direccion de memoria
Dirigido a usiarios avanzados. Reboot es "E477", reset es
"E474" (estos son los valores hexadecimales de las
direcciones
en donde se encuentran las rutinas de reboot y reset.)

* [N] MEM.SAV: Cuando esta opcion esta puesta, aunque salgas al
DOS
(desde el BASIC, por ejemplo) se escribira lo que esta en
memoria al archivo "MEM.SAV" de tal manera que cuando se
carga
el DUP.SYS (el menu), no se pierde esa informacion. Cuando
sales del DUP.SYS con el comando "B: Run Cartdridge" se
vuelve
a cargar el contenido de MEM.SAV y el entorno deberia estar
como cuando lo habias dejado. Probablemente, es mucho mas
rapido y simple grabar "SAVE" tus programas, (si estas en
algun lenguaje) lo cual, pues generalmete nunca son tan
grandes como toda la memoria que se graba al archivo
MEM.SAV.

* [O] Options: (Opciones) presenta al usuario this presents the
user
algunas opciones. Principalmente para usuarios avanzados o
para configuraciones especiales. Ver detalles en la
documentacion de MyDOS.

* [P] Set density. Establece la densidad. Fuerza el reconocimiento
de una determinada densidad en una disquetera si el MyDOS no
lo puede reconocer por si mismo (??)

* [Q] Make a subdirectory. Cre aun subdirectorio (comoe "md" o
"mkdir" en MSDOS).

* [R] Set default directory. Establece el directorio por omision
(como "cd" en MSDOS y "cwd" en SpartaDOS) TEsto hace que al
referirse a "D:" sea lo mismo que un subdirectorio u otro
drive. Por ejemplo, si ponemos "D2:" por omision todas los
accesos o llamadas a "D:" se haran como si hubieramos puesto
"D2:" Algunos programas, al solicitar nombres de archivos
no
agregan el prefijo "D:" si este no se ha puesto
explicitamente. Estos agregan "D1:" Si no confias que un
programa busque "D:" en lugar de "D1:" y deseas que busque
en
otro lugar distinto de "D1:" (es decir, donde "D:" apunta a
lo
que pudiera ser una larga lista de subdirectorios {path}),
solo pon "D:" al comienzo. Ademas, algunos programas ni
siquiera ponen "D:" si no viene con el nombre que tu le has

dado. Esto puden producir errores (por ejemplo, 138:
dispositivo ausente, si por ejemplo, anotaste
"TESTFILE.DAT"
el sistema puede creer que pides el dispositivo "T:" en
lugar
de "D:TESTFILE.DAT").

* [S] Set ramdisk number. Asigna un numero al ramdisk. Esto
tambien
esta incluido en [O]ptions.

* [V] Verify writes. Verificacion de escritura. Tambien se
encuentra bajo el menu [O]ptions. Cuando Verify esta puesto
(ON), la escritura sera mas lenta pero 100% confiable. Si
esta deshabilitada (OFF), la escritura sera mucho mas
rapidaw
pero posiblemente no tan confiable (en discos malos o
defectuosos, por ejemplo). por omision esta deshabilitada
(OFF).

* AtariDOS presenta al usuario los siguientes comandos, que son
identicos a las ordenes de MyDOS: A, B, C (sin intercambio), D, E,
F, G, H, I(algunas densidades), J, K, L, M, N

* El AtariDOS 2.5 tambien tiene los siguientes comandos qe no se
encuentran en MyDOS o no tienen el mismo significado:

* [O] Duplicate file. Duplicar archivo. Se usa para copiar un
arhivo desde un disco a otro usando solo una disquetera. (en
MyDOS, al anotar solo el origen, [C]opy se comportara como
Duplicate de DOS 2.5)

* [P] Format Single. Formatear en densidad simple. En DOS 2.5, se
usa para formaear discos de 88 Kb (densidad simple) Para
formatear
en densidad mejorada {Enhanced Density} (127 Kb), solo usa [I].
En
DOS 2.0, [I] es al unica opcion de formateo y solo maneja 88 Kb.
(Puedo estar equivocado, pero nunca tuve una disquetera de doble
densidad corriendo bajo Atari DOS 2.0 o 2.5!)
---

* PREGUNTAS GENERALES SOBRE DOS y OS:

* COMO PUEDO ACCEDER A LAS DISQUETERAS?

Primero, necesitas haber arrancado {"booted"} con DOS. Todos los DOS
vienen en disquetes, con excepcion del SpartaDOS X que viene en un
cartdrige. Cuando enciendes el Atari, este hace algunas
"operaciones
de inicializacion" {boot-up}. Entre ellas, busca si hay una
disquetera
conectada, que este encendida y que ademas este dispuesta como

disquetera #1 ("D1:"). Si es asi, entonces comienza a cargar desde el
sector de arranque del disquete {"boot sector"}. Si no hay sector de arranque o hay un grave error en el disco, recibes el aviso de "BOOT ERROR" hasta que lo hayas corregido.

Para finalizar la disgresion, la repuesta a "como accesar las disqueteras" comienza con "necesitas haber arrancado ("booteado") con
DOS." Revisa el "8-bit FAQ" o en las colecciones de UMICH u otros sitios de FTP buscando la lista de los DOS disponibles para Atari; pero los mas usados son el Atari DOS (compatible con casi todo el software antiguo); el MyDOS (de alta calidad y compatible con Atari DOS); y el SpartaDOS (un DOS de muy alta calidad que se asemeja mucho
al MS-DOS del PC pero que desafortunadamente no puede correr todo el software que se ejecuta bien con Atari DOS o con MyDOS.) Nota: El SpartaDOS NO corre en Atari 400 u 800 (exceptuando las versiones en cartdridge y creo que la version 1.1 en disco).

Ahora que tienes un DOS cargado, el Atari reconocera el dispostivo "D:" (ver mas adelante, los dispositivos Atari). Como puede existir mas de una disquetera, debes poder llamarla a cada una por separado. Cuando el Atari tiene a su disposicion mas de un dispositivo del mismo
tipo, usa numeros para diferenciarlos. Asi, "D1:" es la disquetera 1,
"D2:" es la disquetera 2, "D3:" es la disquetera 3, ... etc.!

Luego del nombre de dispositivo "D:" viene el nombre de archivo. De entre los DOS mas usados solamente el MyDOS acepta letras minusculas en los nombres de archivo, pero como la mayor parte de los programas fuerza a usar nombres de archivo en mayuscula, realmente nadie parece
usar nombres en minusculas.

* COMO COPIO COSAS DE UN LUGAR A OTRO?

Tanto el Atari DOS y MyDOS te ofrecen el comando "C" en el menu de su
interface.

Para copiar mas de un archivo a la vez, cuando el DOS solicita "origen" {source} y "destino" {destination} puedes usar comodines (* y
? como en la mayoria de otros DOSes). Tambien puedes no anotar el "destino", asi puedes copiar un archivo desde un disco de la disquetera 1 hacia otro disco en la misma disquetera. El DOS te indicara cuando insertar cada disco.

* QUE SON LOS SUBDIRECTORIOS?

Los subdirectorios son lugares en donde van los ficheros igual que en
un directorio (raiz) normal. Excepto que aqui los ficheros van DENTRO
del directorio normal, incluso dentro de otro subdirectorio. Por
ejemplo, puedes haber dividido tu disco en ficheros de "JUEGOS",
ficheros "GRAFICOS" y en ficheros de "SONIDOS". Un directorio del
disco (el {root}, raiz, base, tronco, o principal) simplemente
mostrara los nombres de los subdirectorios "JUEGOS", "GRAFICOS" y
"SONIDOS". Luego si solicitas un directorio del subdirectorio
"JUEGOS", veras los ficheros que estan DENTRO de el (y talvez otros
subdirectorios). Imaginalo como un diagrama de arbol. Para la gente
familiarizada con Macintosh, las "carpetas" {Folders} son simples
subdirectorios. La ventana que aparece cuando abres un icono "Disk" es
el directorio raiz, y todas las "carpetas" dentro de el tienen mas
ventanas que a su vez tienen iconos de ficheros y de carpetas dentro
de ellas.

(*NT*) Creo que esto fue muy enredado y no clarifica mucho. Pero, trate
de mantener la fidelidad al original. Por lo demas el esquema de
directorio raiz o principal y subdirectorios es exactamente el que usa
el MS DOS.

He aqui una comparacion del uso de subdirectorios en diferentes DOS:

raiz 'JUEGOS' 'ESPACIO' dentro de 'JUEGOS'
AtariDOS D: n/d n/d
MyDOS D: D:JUEGOS: D:JUEGOS:ESPACIO:
SpartaDOS D: D:JUEGOS> D:JUEGOS>ESPACIO>
MSDOS (IBM) \ \JUEGOS\ \JUEGOS\ESPACIO\

Nota: solo el Atari DOS podria estar usando la disquetera 1. Todos los
otros DOS no necesariamente usan la disquetera 1. Incluso MyDOS y
SpartaDOS podrian estar ya ubicados "dentro" de un subdirectorio.

En MyDOS y SpartaDOS (tambien en MSDOS de un PC), puedes ubicar el
directorio "actual" {current} o "por omision" {default} en un lugar
diferente (disquetera o un subdirectorio) del directorio raiz. Asi,
"D:" puede significar "D1:" (como lo hace siempre el AtariDOS) o
"D2:JUEGOS:ESPACIO:"! POR FAVOR, LEE LA DOCUMENTACION DE MYDOS O
SPARTADOS PARA VER DETALLES SOBRE ESTO!

* QUE SIGNIFICA "P:", "E:", "K:", etc.?

Como se dijo antes, el Atari tiene "dispositivos" {devices}. Cuando se
ha leido un disco de carga automatica (booteable) desde una
disquetera, se dispone de "D:". Existen tambien otros dispositivos:

* C: Cassette
Lectura y esritura, ficheros sin nombres.

* D: Disk Drive (disquetera)
Lectura, escritura, acceso aleatorio, directorio, ficheros, multiples dispositivos (hasta 9 en MyDOS y en el SpartaDOS mas nuevo, 8 en el AtariDOS)

* E: Editor
Lectura, escritura. Esta es la manera en que normalmente se maneja el ingreso por teclado y la salida a pantalla. Si deseas "tipear" a mano directamente un peque&#65533;o fichero y enviarlo a la impresora o hacia un archivo en el disco, usa "E:" como el origen {source}.

* G: Graphics Printer (impresora grafica)
Escritura. Este dispositivo no esta incorporado en el Sistema Operativo sino que debe cargarse. Es un controlador de impresora compatible con Epson que facilita el vaciado de graficos.

* K: Keyboard (teclado)
Lectura. Este es el teclado. El ingreso a traves de el no es transmitido {echoed} a la pantalla como con "E:" (el editor)

* M: "Multi-Mouse"
Lectura, escritura?. Este dispositivo no esta incorporado en el Sistema Operativo sino que debe cargarse. Es un controlador que corre escondido (background) y acepta entradas ya sea desde el "mouse", un "joystick" o un tablero de dibujo {"touch-tablet"} y despliega un puntero de mouse en la pantalla.

* M: "Multiplexer"
Lectura, escritura. Para Ataris conectados entre si via una red de area local "Multiplexer" {Multiplexer local area network}. El sistema operativo "MUX" proporciona un controlador de dispositivo "M:" para comunicacion de computador a computador.

* P: Printer (Impresora)
Escritura. Envia datos a este dispositivo y parareceran en la impresora. Puedes imprimir ficheros (documentos, etc) usando "P:" como destino. Los Sisemas Operatisvos de Atari XL/XE aceptan "P1:" y "P2", aunque creo que este uso es poco comun.

* R: RS232 (COM port)
Lectura, escritura, modo concurrente. No esta dentro del Sisbtema
operativo, pero se puede cargar. Apoya los modems. La interface Atari 850 tiene su controlador "R:" {"R: handler"} incorporado lo cual significa que Atari tambien busca una 850 (u otra interface compatible) y recibe el codigo de "R: handler" de ella. Otras interfaces y los modems de coneccion directa de Atari requieren la carga de un fichero que ontenga el codigo "R:". Tambien se acepta el uso de "R1:" y "R2:" pero su uso es escaso.

* W: Windowing (pantallas)
Lectura, escritura. Este es un controlador de ventanas graficas

en modo grafico 8 (dasfortunadamente, se usa muy poco). Por supuesto tambien debe cargarse.

* Z: RTime8 Real-time Clock (reloj de tiempo real)
Lectura, escritura. Tampoco es parte del sistema operativo. Se carga desde el disco y permite al usuario acceder a "RTime8" un reloj de tiempo real respaldado por baterias, en un Atari de 8 bits. (Este es un dispositivo que viene en un cartdridge).

(*NT*) (Aqui Bill Kendrick dice: "No conozco ningun clono de "Z:" que permita ajustar el reloj interno del Atari (no respaldado por baterias,
ni tiempo real) si uno no tiene un RTime8, aunque me gustaria ver uno. (indirecta!!)".
Al menos en el Sparta 3.2 que usaba, el controlador es parte del sistema
operativo, tiene un par de funciones acompa&#65533;antes DATE y TIME que usadas
dentro de un archivo "STARTUP.BAT" permiten fijar la fecha y la hora al
encender al Atari. Con esto el SpartaDOS graba los archivos con fecha y
hora correctas. Lo mejor de todo es que usando el comando "TDLINE" obtienes una linea adicional en lo alto de la pantalla que indica estos
datos actualizados. Y todo esto sin el famoso cartdridge (me hubiera gustado tenerlo). Por lo tanto no es necesario tener un controlador especial.

* COMO IMPRIMO ALGO DESDE EL DOS?

Como se establecio antes, solo usa la orden "C" {copy}, luego anotas el fichero que deseas imprimir como la fuente {source}, y "P:" como el
destino {destination}. Ejemplo: "D1:DOCUMENT.TXT,P:"

-- MANEJANDO EL ATARI: BASIC --

* QUE SIGNIFICA "READY"?

De nuevo, este es el indicador de espera de comandos {prompt} del Atari Basic (de la mayor parte de los BASIC mas antiguos). Se muestra
al usuario cuando se esta en el modo "inmediato".

* Al ingresar una orden esta se ejecutara inmediatamente.

* Al ingresar un numero de linea y a continuacion una orden, esa linea
pasara a formar parte del programa en memoria.

* Al ingresar un numero de linea sin nada a continuacion, se borrara esa linea del programa en memoria.

* Para ejecutar un programa, usar la orden "RUN".

* Para borra un programa, usar la orden "NEW".

* Para limpiar o liberar las variables, las cadenas (strings) y las matrices {arrays}, usa la orden "CLR".

* Para cargar un programa, usa la orden "LOAD" seguida por un nombre de fichero (ver mas adelante). Para cargar y ejecutar un programa, usa la orden "RUN" seguida de un nombre de fichero.

* Para grabar un programa, usa la orden "SAVE" seguida de un nombre de
fichero.

* Para sacar un listad de un programa, usa la orden "LIST" seguida eventualmente por un dispositivo de destino ("D:ARCHIVO.LST", "P:")
y opcionalmente de un rango de numero de lineas separada(s) por coma(s).

* DONDE PUEDO APRENDER ATARI BASIC?

Se creara un (grupo de) fichero(s) para explicar todas las ordenes y su modo de uso del Atari BASIC y del Turbo BASIC. (Podria prepararse un archivo mas grande que estaria basado en ejemplos proporcionados en
el Manual de Referencia del Atari BASIC). (Siendo 1 de Agosto de 1995,
no existen estos ficheros especificos)

(*NT*) El Turbo BASIC XL v.1.5, disponible en algunas colecciones, tiene
un pequeo manual con la descripcion de las ordenes. (Ver subdirectorio
"Languages" de UMICH o en sus {"mirrors"})

* COMO SALGO DEL BASIC?

* Escribe "DOS" para abandonar el BASIC y pasar al DOS.

* Escribe "BYE" para salir del BASIC y salir hacia las rutinas "bye" del Sistema Operativo (Atari Memo PAD en los 400/800, el logo Atari
en los 1200XL, y al auto-test en los otros XL/XE. (Nota: en los 1200XL, para ir al auto-test usa [HELP] cuando aparece el logo Atari.

* Para deshabilitar el BASIC, re-inicializa manteniendo presionada la
tecla [OPTION]. (Para los ususarios de emulador, recuerden que hay formas de desabilitar totalmente el BASIC.)

* POR QUE LAS CADENAS DE CARACTERES {STRING} NO FUNCIONAN?

Las cadenas {strings} deben "dimensionarse" al igual que las matrices
en Atari BASIC. Las cadenas son arreglos especiales de caracteres. Ver
los ficheros "BASIC usage/etc." mencionados en la respuesta a la
pregunta 2. Dicho simplemente, para crear una cadena que acepte hasta
"n" caracteres, usa: DIM nombre$(n). Ejemplo: DIM A$(10) - Ahora A$
puede contener entre 0 y 10 caracteres.

* COMO PUEDO CREAR GRAFICOS?

Usa la orden "GRAPHICS" para cambiar a los siguientes modos de
pantalla: (Nota: Todos los modos, excepto 0, 9, 10 y 11 tienen 4
lineas de texto en una ventana de 40 x 24 x 2 que se ubica en la parte
inferior de la pantalla. Si le sumas "16" al numero de modo eliminas
esa ventana (pero no podras hacer "PRINT" o "PUT" a la salida
estandar, si lo haces solo obtendras una pantalla en modo grafico 0
(GRAPHICS 0).

(Nota: Sumar "32" al numero de modo para evitar que la pantalla se
limpie de inmediato. Sin embargo, hay un problema, las pantallas se
superponen una sobre otra y, a menos que uses ciertos modos en
momentos determinados, partes de algunas pantallas tendran "basura"
grafica.)

Numero de MODO	Descripcion
0	texto 40 x 24 x 2
1	texto 20 x 24 x 5
2	texto 20 x 12 x 5
3	grafico 40 x 24 x 4
4	grafico 80 x 48 x 2
5	grafico 80 x 48 x 4
6	grafico 160 x 96 x 2
7	grafico 160 x 96 x 4
8	grafico 320 x 192 x 4
9	grafico 80 x 192 x 16 luminancias {luminance}
10	grafico 80 x 192 x 9
11	grafico 80 x 192 x 16 matices {hue}
12	texto 40 x 24 x 4 colores
13	texto 40 x 12 x 4 colores
14	grafico 160 x 192 x 2
15	grafico 160 x 192 x 4

* ORDENES DEL Atari BASIC PARA LA MANIPULACION DE GRAFICOS SIMPLES:

* PLOT x,y
Pinta un pixel en las coordenada x,y (solamente en los modos
graficos 3 al 8)

* POSITION x,y
Pone el cursor en la ubicacion x,y de pantalla.

* COLOR c
Define un color para dibujar con "PLOT" y "DRAWTO" (c=color o
valor
de caracter)

* DRAWTO x,y
Dibuja una linea desde donde estaba el cursor (puesto con
"POSITION", "PLOT", "DRAWTO" o "LOCATE") hasta las coordenadas
x,y.

* LOCATE x,y,r
Lee la informacion grafica del pixel de las coordenadas x,y.
Almacena el resultado en la variable aritmetica "r"

* SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Escoge un matiz {hue} "h" y una luminancia "l" que se almacenara
en
el registro de color "c".
c =registro de color (0 a 4 segun el modo grafico)
h =numero de matiz de color (0 a 15)
l =luminancia del color (numero par entre 0 y 14)

Colores:
Nota: los colores de la orden COLOR no son identicos a los colores de
la orden SETCOLOR:

* COLOR 0 dibuja usando el color de fondo, puesto con la sentencia
SETCOLOR 4,hue,lum

* COLOR 1 dibuja usando el color "0", puesto con la sentencia
SETCOLOR 0,hue,lum

* COLOR 2 dibuja usando el color "1", puesto con la sentencia
SETCOLOR 1,hue,lum

* COLOR 3 dibuja usando el color "2", puesto con la sentencia
SETCOLOR 2,hue,lum

Lo enterior tiene su excepcion en el modo "GRAPHICS 10", donde "COLOR"
0, 1, 2 y 3 deben ser "POKE-ados" en las localizaciones de memoria
704,
705, 706, y 707 (la ubicaciones de color de los graficos {player/
missile}). Se presentaran ejemplos de esto en los archivos de uso del
BASIC (Sorry)

* COMO PUEDO CREAR SONIDOS EN ATARI?

Recuerda, XFormer 2.5 no permite sonido!. (XF3.0 si lo hace). De
todas
maneras, en Atari BASIC es:

SOUND c,p,d,v

* c=channel (0-3) (canal)
* p=pitch (0-255) (tono)
* d=distortion (0,2,4,6,8,10,12 or 14) (distorsion)
* v=volume (0-15) (volumen)

El caracter de "chicharra" es CHR$(253) o bien [CONTROL]+[2] (NO ES
[CONTROL]+[G])

* COMO MUEVO EL CURSOR Y EDITO?

El dispositivo "E:" de Atari (de entrada/salida estandar, es el
"Editor") permite editar usando los siguientes "teclas de edicion":

Tecla: AtASCII: Uso:
---------- --------

Atari ninguno Video inverso on/off (teclados Atari
400/800)
Inverso [Triangulo] ninguno Video inverso on/off (teclados Atari
XL/XE)
CAPS ninguno Pone minusculas (400/800 OS)
CAPS ninguno Intercambia minusculas/mayusculas
(XL/XE)
Sh-CAPS ninguno Pone modo texto maysuculas (todos los
OS)
Ct-CAPS ninguno Pone caracteres semigraficos
[Control]-[Lock] (Todos)
Up ([^-]) 28 Mueve el cursor hacia arriba
Down ([^=]) 29 Mueve el cursor hacia abajo
Left ([^+]) 30 Mueve el cursor hacia la izquierda
Right ([^*]) 31 Mueve el cursor hacia la derecha
Espacio 32 Escribe un caracter "espacio" avanza 1
a der.
BackSpace 126 Borra 1 caracter y retrocede 1 espacio
Delete ([ShBkspc]) 156 Borra una linea logica (puede tener
entre
1 y 3 lineas fisicas de pantalla)
Insert ([Sh>]) 157 Inserta una linea fisica
Ct-Delete ([^Bksp]) 254 Borra el caracter bajo el cursor y
"tira"
el resto de la linea hacia la
izquierda.
Ct-Insert ([^>]) 255 Inserta un espacio bajo el cursor,
empuja el resto de la linea hacia la
derecha.
ClearScn ([^<]) 125 Limpia la pantalla
Bell ([^2]) 253 Toca la chicharra
TAB 127 Mueve el cursor hasta la proxima marca
de
tabulacion
ClrTAB ([^TAB]) 158 Borra cualquiera marca de tabulacion
que

exista en donde se encuentra el
cursor.
SetTAB ([ShTAB]) 159 Pone una marca de tabulacion donde esta
el cursor.
ESC 27 Pone ESCape (si precede a un caracter
de
edicion lo muestra sin ejecutarlo
(como
si fuera un caracter normal))
RETURN 155 Pone un Fin de Linea. Termina una
entrada
"input" (mueve el cursor al comienzo
de
la proxima linea,

Nota: Los caracteres en video inverso tienen el mismo valor AtASCII
que los caracteres normales mas 128. (El unico caracter inverso
invisible es el Esc-inverso, o lo que podria ser la combinacion de
[Esc][RETURN]. El caractere existe , pero debe ser puesto a mano en
la
RAM de pantalla. Y bien, al menos aun dispones de 255 caracteres
facilmente visibles! (sonrisa))

* COMO HAGO QUE APAREZCAN LOS CARACTERES CORREPONDIENTES A LAS "TECLAS
DE
EDICION"?

Como se dijo antes, debes haber mandado previamente un caracter de
ESCape a la pantalla.

* Cuando solo estas ingresando un texto, presiona [ESC] y luego la
tecla de edicion que deseas, en pantalla deberia aparecer el
caracter para esa tecla.

* Si estas ingresando un texto que requiera mostrar un "caracter de
edicion" dentro de una sentencia "PRINT", antes debes haber
mandado
un caracter ESC. Para eso presiona [ESC][ESC] para hacer que
aparezca el caracter de ESCape; luego nuevamente presionas [ESC]
seguido de la tecla de edicion que deseas representar. En pantalla
aparecera el "caracter de edicion" correspondiente. Cuando se
ejecuta la sentencia PRINT, el primer ESCape (que escribiste como
2
[ESC]) forzara al editor a desplegar en pantalla el siguiente
caracter (aunque este sea un "caracter de edicion").

Esto hace dificil alinear en pantalla un grupo de sentencias PRINT
que crean un dibujo de varias lineas o un menu que muestre
caracteres de edicion. Probablemente sea mejor crear todas las
lineas con sentencias PRINT que puedan caber en la porcion visible
de la pantalla, y entonces editarlas (sin poner ningun caracter de
ESCape, luego cuando la imagen de pantalla luce como tu deseas,

mueves el cursor por encima de cada caracter de edicion y
presionas
[CONTROL][>] (Control-Insert juntas). Deberia aparecer un espacio
en
blanco bajo el cursor y el resto de la linea desplazarse hacia la
derecha. Ahora, presionando [ESC][ESC][ESC] mas un "caracter de
edicion" habras colocado ese caracter donde estaba el espacio en
blanco. Una vez que hayas finalizado la edicion de cada una de las
lineas con PRINT, ASEGURATE DE INGRESAR LAS LINEAS MODIFICADAS AL
PROGRAMA, PRESIONANDO [RETURN] SOBRE CADA UNA DE LAS LINEAS
EDITADAS! Whew!

(*NT*) Muy interesante! pero IMHO, creo que Bill se volo un poco en el
parrafo anterior. Esta informacion NO ES para principiantes.
(Sorry, Bill :)

* Puedes poner un "1" en la localizacion "766" de la memoria con la
orden "POKE 766,1" para pasar al modo de "no-edicion" (Con
excepcion
del fin de linea (EOL), se veran todos los caracteres, incluso el
de
limpiado de pantalla!). Cuando quieras volver al modo de edicion
normal, pones un "0" en la misma ubicacion con "POKE 766,0".

* POR QUE LOS COLORES DE PANTALLA VAN CAMBIANDO?

ESTE FUE EL PRIMER "PROTECTOR DE PANTALLA" {screeen saver} QUE
EXISTIO!. Se le llamo "modo Attract" y se usaba en el Atari 2600 y
en
las series 400/800/XL/XE (y probablemente en el 5200 y el 7800, pero
no puedo confirmar esto). Si transcurrian 7 o 9 minutos (dependiendo
del SO, el modelo, etc) sin que se hubiera presionado una tecla, los
colores de la pantalla comenzaban a cambiar. Esto protegia al TV o
al
monitor de da&#65533;ar la pantalla por mantener una imagen fija por mucho
tiempo.

* Para inactivar este "modo", presiona una tecla, o desde dentro de
un
programa, usa la orden "POKE 77,0" al menos una vez cada varios
minutos (Si la pantalla esta activa, de otra manera deshabilitarla
podria ser un tanto inutil)

* Para activarlo, espera 7 o 9 minutos sin presionar una tecla
siempre
que la localizacion de memoria "77" este puesta en "0", o pone un
"128" en la localizacion "77" con "POKE 77,128", Voila! modo
attract
instantaneo!

* COMO PUEDO TENER ACCESO A LOS "DISPOSITIVOS" DEL ATARI?

Dispones de las siguientes ordenes en el Atari BASIC (tambien hay
variaciones de las mismas en la mayoria de los otros lenguajes
Atari!):

* OPEN #a,b,c,d$
Abre el canal 'a' para comunicarse con 'd$' en modo 'b' con el
modo
auxiliar 'c'. El canal 'a' debe estar libre si no obtendras un
"error
129" ("Canal ya abierto").
Para explicar los diferentes 'modos' he aqui algunos ejemplos
simples:

* OPEN #1,4,0,"K:"
Ingreso desde el teclado.

* OPEN #2,8,0,"P:"
Salida hacia la impresora.

* OPEN #3,12,0,"D:FILE"
Abre un archivo de acceso aleatorio en el disco.

* OPEN #4,9,0,"D:DATA"
Abre un archivo para agregar datos al final de el ("apendizar")
en
el disco.

* OPEN #5,13,0,"R:"
Abre el controlador de interface serial RS232 en modo
concurrente
(modem)

* OPEN #6,6,0,"D:*.TXT"
Lee el directorio del disco (usa una plantilla para leer solo
los
ficheros con extension .TXT)

* CLOSE #a
Cierra el canal 'a' (liberandolo para uso posterior)

* GET #a,b
Lee un byte desde el canal 'a' y lo almacena en la variable 'b'

* PUT #a,b
Pone el byte 'b' en el canal 'a'

* INPUT #a,b$
Lee una cadena de caracteres (hasta 255 bytes y un caracter 155
(fin
de linea) OBLIGATORIO, desde el canal 'a' y lo almacena en 'b$'.

(*NT*) Habria que revisar lo anterior. De lo que yo sabia el
AtariBASIC
tiene la particularidad de permitir cadenas de caracteres que ocupen
hasta la TOTALIDAD de la memoria disponible (No esta limitado a

{"strings"} de 255 caracteres!). Aunque no permite directamente
arreglos de cadena, el manejo de los {strings} en AtariBasic (Turbo
BASIC tambien) es sumamente flexible pudiendo simular arreglos,
almacenar grandes bloques de memoria, manejar rutinas en lenguaje de
maquina, etc).

* INPUT #a,b
Lee una cadena de hasta 255 caracteres (con un "fin de linea"
(chr$(155)) desde el canal 'a' y almacena el valor numerico en 'b'

* PRINT #a,(lo-que-sea)
Igual que la sentencia BASIC normal PRINT, pero envia la
informacion
al canal 'a' (por supuesto, se permite punto y coma, comas, y
tipos
mixtos)

* STATUS #a,b
Lee el codigo de error 'status' del canal 'a' y lo almacena en la
variable 'b'

* XIO a,#b,c,d,e$
Llamada generica de entrada/salida (input/output I/O). Esta es un
poquito complicada y puede que se expanda en una futura revision.
Solo ten en cuenta lo siguiente:

* a - orden
* b - canal a usar (en general debe estar libre)
* c - modo auxiliar 1
* d - modo auxiliar 2
* e$ - fichero o dispositivo sobre el que se va actuar.

Ejemplos:

* XIO 32,#1,0,0,"D:FILE,OLDFILE" cambia el nombre a un archivo.

* XIO 33,#1,0,0,"D:OLDFILE" borra un archivo.

* XIO 34,#1,0,0,"D:GAMES" crea un directorio en MyDOS y en
Sparta-DOS

* XIO 35,#1,0,0,"D:NEWFILE" bloquea un fichero protegiendolo
contra
la sobre-escritura o el borrado.

* XIO 36,#1,0,0,"D:NEWFILE" DESbloquea un archivo bloqueado.

* XIO 40,#1,4,0,"D:PROG.OBJ" carga y ejecuta un archivo binario
(como "L" en AtariDOS y en MyDOS)

* XIO 40,#1,5,0,"D:PROG.OBJ" carga un archivo binario (como "L" en
AtariDOS y MyDOS con la opcion "/N")

* XIO 41,#1,0,0,"D:GAMES" cambia el directorio por omision a esa
disquetera/subdirectorio.(Todas las

llamadas a "D:" se haran desde ahora a
esa
disquetera/subdirectorio)

* XIO 254,#1,0,0,"D2:" Inicializa (format) un disquette En Atari
DOS
2.5 crea formato "mejorado" {enhanced}.
Para
"formatear" en densidad simple, usar XIO
253)

MyDOS es exactamente al reves. XIO 254= formato simple,
XIO 253= formato "mejorado"

* XIO 253,#(channel),1,0,"D(drive):" formatear un disco una
disquetera en modo "mejorado"
{enhanced}.

NOTA: XIO 39 y XIO 40 son lo mismo. Tambien fijate en el uso de
el parametro AUX1 en el ejemplo de "XIO 40"

-- PONIENDO FICHEROS Atari EN UN PC: --

* COMO PUEDO LEER DISQUETES Atari EN MI PC?

Nota: Por favor, que alguien me de mas detalles o correciones aqui!
Gracias!

Si tienes discos Atari de doble densidad, usando el programa UTIL
(MyUTIL) en PC, puede leer discos Atari de doble densidad. Para
mayor detalle, revisa el "Atari 8-bit FAQ", por favor.

Si tienes una disquetera Atari 1050, puedes usar el programa MULE
para
copiar ficheros, uno a la vez, en partes de 20 Kb cada vez, desde el
Atari al PC. Primero debes formatear (en el PC) un disco con
180 Kb, luego ejecutar MULE.COM en el Atari para trasladar el
fichero
hacia ese disco especialmente formateado. Luego en el PC corres
MULE.EXE y lees el disco con el fichero. Tedioso, no es cierto?.
MULE
no pretendia ser un programa completamente funcional, solo un
demostrativo para demostrar que este metodo era factible.

Si tienes la fortuna de tener una interface "Black Box" en tu Atari,
puedes poner una disquetera PC externa junto al accesorio Black
Box, la tarjeta para disquetes {Floppy-Board}. Luego , simplemente
copias el contenido de tus discos Atari (incluso un disco duro)
hacia
disqueetes PC a traves del "floppy-board". Finalmente ya puedes
leer los disquetes directamente en el PC.

* OK, YO NO PUEDO HACER NADA DE ESO, y AHORA QUE? !

* Puedes usar SIO2PC. Este es un programa que transforma al PC en un
conjunto de disqueteras Atari. Necesitas un cable SIO2PC (que
puedes
comprarlo, armado o por partes, o comprar partes sueltas y
construirlo tu mismo) y el software SIO2PC (disponible en UMICH).
Conecta el PC al Atari, carga el programa SIO2PC en el PC, y en el
Atari corres el programa FILE2PC para transferir ficheros
directamente hacia el disco duro del PC. O crear "imagenes de
disco"
(discos virtuales) con SIO2PC y copiar archivos desde un disco (un
disquette Atari "real") hacia otro (una "imagen" SIO2PC) con la
orden "C"opy de AtariDOS o el MyDOS. Si quieres extraer
individuales
ficheros desde in disco virtual SIO2PC y almacenarlos en el disco
duro de tu PC on disquetes, usa de nuevo FILE2PC o bien "S2PC", un
programa para PC que puede extraer o agregar ficheros desde
"discos
virtuales" de SIO2PC compatibles con MyDOS.

* Puedes usar dos modems (uno en el PC y el otro en el Atari) para
transferir {download} ficheros desde el Atari 8-bits.

* Si no necesariamente quieres archivos que ya tengas en tu Atari,
puedes "bajar" {download} hacia tu PC, archivos desde la enorme
coleccion disponible en sitios de FTP y en los BBS {Bulletin Board
Systems} que apoyan a Atari 8-bit.

* Si solo tienes 1 modem, por lo tanto no puedes conectar el Atari
con
el PC via modem. Pero lo puedes hacer a traves de un modem nulo, o
puedes enviar {upload} ficheros desde tu Atari hacia un BBS, o a
alguna cuenta a la que tengas acceso. Para luego hacer el proceso
inverso, esta vez usando el modem con el PC.

* EXISTE ALGUNA MANERA MAS SENCILLA DE TRANSFERIR ENTRE "DISCOS
VIRTUALES" generados con Disk Communicator (formato .DCM)) y los
generados con SIO2PC o con PC/ST XFormer (formato .XFD) que el usar
el Disk Communicator 3.2 en mi Atari?
Quiero decir, si ambos son "discos virtuales"! y ambos estan dentro
del disco duro de mi PC (snif!)
(y nota: de todas maneras, DiskComm no se comporta como SIO2PC la
mayor parte del tiempo).

SI!. Existe un programa para PC llamado "DCM2DSK". (Por que "DSK" y
no "ATR"?. Para evitar que la gente se confunda con ATR-8000(?))
Tambien esta el codigo fuente en C de un programa muy similar
llamado
"DCMTOATR" que trabaja en un PC y en Unix y probablemente cualquier
otro sistema que ciente con un buen compilador de C (En el archivo
viene una version ejecutable para PC)

*** Donde conseguir o FTP'ar los ficheros mencionados en este FAQ: ***

* PC Xformer 2.0 y 2.5, lo puedes "bajar" desde:
| * gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/Computer/
* Branch Always Software's Home Page
(http://www.halcyon.com/brasoft/)

* PC Xformer 3.3 demo puedes obtenerlo desde:
* Branch Always Software's Home Page
(http://www.halcyon.com/brasoft/)

* PC Xformer 3.3 se puede comprar por US$29.95 (los precios pueden
variar) en:

* EEUU:

* American Technavisions
510-352-3787, fax 510-352-9227

* B & C Computervisions
408-986-9960, fax 408-986-9968

* Mid Cities Computers
310-867-0626, fax 310-920-8933

* Rising Star Computers
800-252-2787, fax 513-254-7970

* Toad Computers
800-448-8623, fax 410-544-1329

* Alemania:

* Atari Bit Byter User Club
+49 02366-39623 (same for fax)

* KE-Soft
+49 06181 87539, fax: +49 06181 83436

* Reino Unido:

* Micro Discount
+44 0121 353 5730, fax: +44 0121 352 1669

* o directamente en Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
E-mail: brasoft@halcyon.com
WWW: http://www.halcyon.com/brasoft/

* Rainbow puede obtenerse via FTP en:

* Chris Lam:
E-mail: lamcw@helios.aston.ac.uk
| WWW: http://www.cityscape.co.uk/users/jx91/rainbow.html

* Atari800 se puede obtener via FTP desde:

* David Firth:
E-mail: david@signus.demon.co.uk
WWW: ???

* XL-It! esta en:

* Markus Gietzen:
E-mail: magi@stud.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen/Atari/xl-it.html

* ACE lo puedes conseguir en:

* Frank Barrus

* E-mail: feb6399@osfmail.isc.rit.edu
WWW: http://www.csh.rit.edu/~shaggy/software.html

* ST Xformer se puede obtener via FTP en:

* Branch Always Software: (USA)
14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.
1-206-369-5513, fax 1-206-885-5893
E-mail: brasoft@halcyon.com
WWW: http://www.halcyon.com/brasoft/

* Los siguientes programas estan disponibles via FTP o Gopher en
Internet:

| * SIO2PC:
| gopher://gopher.archive.umich.edu:7055/11/atari/8bit/Emulators/
| Peripherals/

* APE: http://www.nacs.net/~classics/

* Mule:
| gopher://gopher.archive.umich.edu:7055/59/atari/8bit/Diskutils/Transfer/
| mule.arc (Atari)
| gopher://gopher.archive.umich.edu:7055/59/atari/8bit/Diskutils/Transfer/
| mule.exe (IBM)
| gopher://gopher.archive.umich.edu:7055/00/atari/8bit/Diskutils/Transfer/
| mule.txt (Documentation)

| * Util:
| gopher://gopher.archive.umich.edu:7055/59/atari/8bit/Diskutils/Transfer/
| myutil.zip

* S2PC: Atari/8bit/??? (IBM)

* Virtual Disk Editor: Atari/8bit/??? (Mac)

* DCM2ATR: ? (IBM/Unix)

* DCM2DSK:
| gopher://gopher.archive.umich.edu:7055/59/atari/8bit/Diskutils/Transfer/
| dcm2dsk2.zip (IBM)
| gopher://gopher.archive.umich.edu:7055/00/atari/8bit/Diskutils/Transfer/

| dcm2dsk2.txt (Documentation)

* ATR2Unix: (IBM/Unix)

* XFSIO: http://www.insight-media.co.uk/idrun/

De nuevo, POR FAVOR REVISA ESTOS OTROS ARCHIVOS:

* Atari 8-BIT FAQ

* PC XFORMER DOCUMENTS

* RAINBOW DOCUMENTS

* Atari800 DOCUMENTS

* XL-IT! DOCUMENTS

* MYDOS DOCUMENTS

* SIO2PC DOCUMENTS

* APE DOCUMENTS

Gracias!

Contactos:

* Bill Kendrick puede ser ubicado en:
* kendrick@zippy.sonoma.edu,
* New Breed Software, 1530 Armstrong Ave. #47, Novato, CA
94945-2574 USA.

* Darek Mihocka, autor de PC Xformer y ST Xformer puede contactarse
en:
* brasoft@halcyon.com,
* Branch Always Software, 14150 N.E. 20th Street, Ste 302,
Belleuve, WA
98007 USA.

* Micheal Current, conservador de los archivos FAQ de Atari 8-bit
puede contactarse en:
* mcurrent@carleton.edu,

* Chris Lam, autor de Rainbow pude encontrarse en:
* LamCW@helios.aston.ac.uk

* David Firth, autor de Atari800 se puede ubicar en:
* David@signus.demon.co.uk

Todas estas personas pueden ubicarse a traves del grupos de noticias
comp.sys.Atari.8bit y varios tambien en comp.emulators.misc

Por favor, envien preguntas e informen de cualquier error o {bug}, tan pronto sea posible a kendrick@zippy.sonoma.edu, Gracias!

---
marcos mercado o. mmercado@valdivia.uca.uach.cl

335. Backing up old disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4s0s7m$3dr@uwm.edu>
Source record: 82243

I've had my Atari 8-bit for 15 years now, and some of my disks are getting up there in terms of age. I'm considering re-formatting my disks and then recopying my files back onto them. Do disks themselves go bad with age, or is it just the magnetic pattern on the disk? Does a reformat refresh a disk so that it is ready for another 5 to 10 years of life?

I have other options, but they currently aren't all viable.

1) Transfer the files to my PC hard drive.
This may be my best bet. Currently that would invlove uploading at 2400 baud to my Unix account, and then downloading to my PC. Ugh! I don't have the PC interface cable, and my PC isn't anywhere close to my Atari. I might be able to scrunch it next to my PC for a few days to do a data transfer.

2) Get an Atari hard drive.
I'd love to, but no one seems to be selling. Anyone have any leads?

3) Rely on the archive sites
I'm sure more and more will pop up, and they'll get bigger and bigger. In time they should have everything I have.

How are others coping with the eventual bit-rot we'll all experience?
--
===
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =

336. Suggested Addendum to Newbie/emulator FAQ (ENGLISH)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: mmercado@valdivia.uca.uach.cl
Message-ID: <31e35bd9.6705189@204.30.237.53XXnews.zippo.com>
Source record: 82244

```
NEW_AN15.ADE
suggested ADDENDUM to the NEW_AN15.SPA
reviewed 09/JUL/96

mmercado@valdivia.uac.uach.cl
------------------------------------------------------------

* WHAT IS THE MEANING OF THE EXTENSION .???
In general, Atari 8-bit Disc Operating Systems do not process file
extensions (SpartaDOS does it).

By general agreement some extensions are reserved to certain kind of
files and archives. These are not mandatory.

In particular to the emulator users in the PC. Beware of confusing
PC
executables (x86 code) from Atari executables (6502 code).
Obviously,
even they do have similar extensions, if you exchange platform it
will
not run and you could get a computer hangup.

Some extension examples:

.ACT = Action! source code listing (Atari language)
.ARC = ARC.COM compressed archive (Atari). PKarc compatible (PC).
.ASM = Assembler source code listing.
.ASP = ???
.ATR = SIO2PC generated virtual disk, or image disk.
.BAS = Tokenized BASIC program. "SAVED"
.BIN = Executable binary program.
.C65 = C65 source code listing (a 6502 C compiler).
.COM = Executable binary program.
.CTB = Compiled Turbo BASIC module. RUNTIME.EXE needed.
.DCM = DSKCOM32 generated virtual disk. (Atari specific)
.EXE = Executable binary program.
.FNT = Font set file.
.LST = AtASCII (ASCII) BASIC listing. Program "LIST"ed
.M65 = MAC65 assembler source code listing.
.OBJ = Executable binary (Atari). Pre-compilated object module (PC).
.PRO = APE/SIO2PC enhanced virtual disc. Supports protection schemes.
.SET = It can be data, fonts, etc.
.SHR = SHRUNK compressed archive. (Atari specific compressor).
.TBS = "Tokenized" Turbo BASIC program ("SAVE"d not "LIST"ed)
.XFD = XFormer Virtual image disk.
.XMO = XMODEM binary file or archive (discouraged).
```

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* GETTING STARTED:
Since there are a lot of Atari/emulator related programs. Here is a
very personal starter-kit suggestion. By using these files you can
read, decompress, arrange, transfer archives and files taken from
Internet:

- PC-XFormer - An Atari 8-bit emulator (or XL-It!)
- MyDOS53 - DOS 2.5 compatible (or Atari DOS 2.5)
- PKARC - Archive de/compressor .ARC (PC)
- DCMtoATR - .DCM -> .ATR format converter.
- IMAGEMAN 0.3 - Image or virtual disk manager. It supports
create image, extract/add files to the
virtual .ATR disks
- TT 1.03 - Text translator (PC <--> Atari)
- ADIR 1.1 - .ATR/.XFD directory lister. It can extract
individual files from an image disk.
- Turbo BASIC XL 1.5 - An superb Basic compatible with ATARI BASIC

---

* WHICH DOS DO I HAVE TO USE?

* Atari DOS 2.5: The Official standard (A must).
* MyDOS 4.53 : Very good. Atari DOS compatible. It has many added
functions over the standard Atari DOS.
* SpartaDOS 3.2: PC-DOS resemble Atari DOS. Very very good. It can
work with disks formated with other DOS. It can
even
create standard Atari DOS formated disks. But,
SpartaDOS disks cannot be read by other DOS.

There are several other DOS. I suggest you choose one of the
precedent
described DOS.

Other Atari 8-bit DOSes:
* Atari DOS 2.0: Older and less powerful than DOS 2.5
* Atari DOS 3.0: DOS 2.5 predecessor (yes, this is right).
INCOMPATIBLE with almost anyhing! (Do not use it)

* Mach DOS
* DOS 2.5+
* DOS 4.0

(More work needed here ...)

---
marcos mercado o. mmercado@valdivia.uca.uach.cl

337. RS232 Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31e4537c@pianosa.demon.co.uk>
Source record: 82245

Whilst reading the usual rubbish I find here, Damian John Gick wrote something
interesting to All about RS232 Modems:

Hello Damian,

DJG> to my Atari 130XE either using my external RS232 modem, or a null modem
DJG> cable. What is the best way to hook up a normal external modem to an

An 850 or equivalent ar the only way to go, then.

DJG> Atari 8-bit? I read the serial ports on the 850 aren't standard, so a
DJG> 9-pin adapter won't work.

It's true that the 850's pinout isn't the same as PC's. But since the RS232
"standard" is for a 25 way coonector, the PC ain't standard, either.
:-)

DJG> I have an Amiga, so the PC transfer utils aren't possible (though as a
DJG> last resort I'm sure I can steal some time away on one).

I take it that it's the Amiga that's connected? I have the same set-up here.
I've got a data switch box which allows me to change the connection from the
Amiga to either them modem or my 850. BTW, it's okay to switch from one to the
other, whilst the Amiga is powered up. *So* *long* *as* the data switcher is a
break before make, type. Which they all should be, anyhow.

The serial port gets connected to the 850 using a null-modem cable, and I just
use NComm (Amiga) and DeTerm (Atari) to do the transfer.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... It's Myra Hyndley on the cover, your very own sweet anti-mother.
Mother-Earth; Crass

338. Re: Backing up old disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4s16sg$j9f@blackice.winternet.com>
Source record: 82246

> krieg@miller.cs.uwm.edu (Andrew Krieg) writes:
> I've had my Atari 8-bit for 15 years now, and some of my disks are getting up

(SNIP)

> 2) Get an Atari hard drive.
> I'd love to, but no one seems to be selling. Anyone have any leads?

Huh? Bob Klaas posted only a day or so ago that he could setup
anyone with a complete hard drive system or any parts there of. He also had
a EMail address. Take a look back a few days, it's there.

(SNIP)

Rich Mier

339. Re: Backing up old disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e4429e.759295@news.superlink.net>
Source record: 82247

It's the disk itself that goes bad, so dont use the same ones over
again. The magnetic coating wears off (just like on cassette and video
tape). This can create bit errors (maybe able to fix by re-reading
sector over and over) or hard errors (kiss that stuff goodbye)

As previously posted, I would be happy to convert any and all's disks
over to pc/mac format for nothing, I will even pay return postage.
Just send blank ibm disks (14 atari disks=1 pc disk).
Of course, the software on them gets put in the archive!

340. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e44193.493071@news.superlink.net>
Source record: 82248

On 09 Jul 96 19:37:30 GMT, Brad Rogers <brad@pianosa.demon.co.uk>
wrote:

-Whilst reading the usual rubbish I find here, Yogi wrote something
interesting
-to All about Looking for software, and a few questions...:
-
-Hello Yogi,
-
- Y> Actually, you are correct. Technically, Atari dos is copyrighted,
but
- Y> Atari gave it away for free, so it's considered freeware also. At
any
-
-Correct, *freeware*. Remember that freeware is *not* the same as
public
-domain. If someone puts something in the public domain, and I alter
it, there
-is absolutely _nothing_ they can do about it. With freeware, they
have legal
-recourse against me.
-
Actually, that went on all the time and Atari did nothing about it! In
fact, they kind of encourarged it by releasing the source code. Can
you imagine what would happen if Microsoft made available for a minor
copying fee the source code to Win95 or Ms Dos??

341. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960710192204.3189B-100000@moose.erie.net>
Source record: 82249

On 9 Jul 1996, Brad Rogers wrote:

> Y> Actually, you are correct. Technically, Atari dos is copyrighted, but
> Y> Atari gave it away for free, so it's considered freeware also. At any
>
> Correct, *freeware*. Remember that freeware is *not* the same as public
> domain. If someone puts something in the public domain, and I alter it, there
> is absolutely _nothing_ they can do about it. With freeware, they have legal
> recourse against me.

.....ONLY if you distribute the modified software. You can
modify it freely for your own use.

342. Re: Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E44249.4EC9@ccm.jf.intel.com>
Source record: 82250

Connie Clevinger wrote:
>
> : I have an XF551 ... I have an $100 offer on the table ...
>
> I dunno,a $100 just so I don't have to flip the disk over when I want to
> access the back side???

Or so you can store files that are larger than a SSDD disk can hold - important if you maintain databases on the 8-bit.

> I think I'll manage with SSDD drives for now.Plus the XF551 doesn't report
> "sector not found" messages corectly thus preventing some games from working.

Games? Games? We don' need no steenking games! <G> Besides, get an 810 for games.

> Also:You can't format the back of a disk.
> (except,of course,that the back gets formatted when formatting double sided)

That's incorrect, I used to format the flippies on my XF551, lo, these many years ago. Don't recall the trick I used to do it, but it can be done.

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

343. Re: Hardware & Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: Kit Kimes <kimes@iexist.att.com>
Message-ID: <31E3F86D.6506@iexist.att.com>
Source record: 82251

Rowan Colwell wrote:
>
> My wife is threatening to put several boxes of Atari 8bit
> hardware and software out for the trash. The stuff all worked a
> couple of years ago when I put it in the boxes. Anybody
> interested in the stuff?

Boy, does that sound familiar! That is why I'll be at Mistfest
in Indianapolis this Saturday. Hopefully, I'll find a good home
for a lot of the stuff. What I don't sell, I'll post here. The
less shipping I have to do the better.

Hope to see you there.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.att.com or KitKimes@AOL.COM

344. Re: M*U*L*E* Url

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: Kit Kimes <kimes@iexist.att.com>
Message-ID: <31E3F790.37D9@iexist.att.com>
Source record: 82252

David L. Tucker wrote:
>
> that url is www.ultranet.com/~dtucker

Thanks, Dave. If you put an http in front of the url,
then people like me that are running Netscape can jump
directly there. So for everybody's benefit, the url is:
http://www.ultranet.com/~dtucker

(Hope it works, I haven't actually tried it yet)

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.att.com or KitKimes@AOL.COM

345. 8-bit goo wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: kmiller467@aol.com
Message-ID: <4s1ln1$8oq@newsbf02.news.aol.com>
Source record: 82253

Hi,

I need 8-bit stuff, especially stuff to help me get my honkin' 300 baud
65xe up and going on the local BBSs. Anyone who can help please do.

thanks.

klmiller@ouray.cudenver.edu

346. Re: MPP modem power supply needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-10 00:00:00 UTC
From: "Waiting at Sudwerks"@bullwinkle.ucdavis.edu
Message-ID: <4s0qjm$mh1@mark.ucdavis.edu>
Source record: 82254

400 baud???!

Just imagine if the boys in marketing had come up with a plan to step up modem speed increases by 100s with each new product release...

Alf

347. Re: MPP modem power supply needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960711093346.3160B-100000@moose.erie.net>
Source record: 82167

On 10 Jul 1996 Waiting@.MISSING-HOST-NAME. wrote:

> 400 baud???!
>
>
> Just imagine if the boys in marketing had come up with a plan to step up
> modem speed increases by 100s with each new product release...

The MPP modems supported a 450 bps transfer rate, as did
CompuServe. It doesn't sound like a big deal now, but it is a 50%
increase over the 300 bps that was standard and on-line time was much
more expensive back then.

348. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1107961004360001@news.cnct.com>
Source record: 82168

In article <31e45f75.1546303@news.servtech.com>,
mead@dlg1.ceh.servtech.com wrote:
>My favorite game is Ball Blazer.
>The Smooth 3D graphics always amazed me.

I don't think that qualifies as "underrated", though; it was one of the best selling (and probably most pirated) titles for its time. Kinda like saying "Archon" or "Zork" were underrated titles. For me, there was a game called "Painter" (I think) which didn't sell well, but was infinately playable. You controled this little house painter guy that ran around a house painting the walls, while avoiding a host of bad guys. A classical music score (The Nutcracker Suite, I think) played in the background.

Sidebar...I heard that some company has created an updated Ballblazer (w/weapons, multiple players, different fields, etc) which will run on Saturn and PlayStation, though I can't remember the name of the company or the name of the game. :-/

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
---

349. Re: Does Gorf work on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1107961006120001@news.cnct.com>
Source record: 82169

In article <4ru3u6$m6n@mark.ucdavis.edu>, Waiting at
Sudwerks@boris.ucdavis.edu (Alf) wrote:
>No. Most, if not all of the CBS/Fox Game carts for the ATARI computers
>only work on the original 400/800.

Dunno about the carts, but the converted-to-disk-file versions of Gorf and
Wizard of Wor (another CBS/Fox title) work fine on an 800XL, though the
Translator may be needed.

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
----

350. Re: MPP modem power supply needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4s36ce$756@nnrp1.news.primenet.com>
Source record: 82170

In article <Pine.LNX.3.91.960711093346.3160B-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> wrote:
>On 10 Jul 1996 Waiting@.MISSING-HOST-NAME. wrote:
>
>> 400 baud???!
>>
>>
>> Just imagine if the boys in marketing had come up with a plan to step up
>> modem speed increases by 100s with each new product release...
>
>
> The MPP modems supported a 450 bps transfer rate, as did
>CompuServe. It doesn't sound like a big deal now, but it is a 50%
>increase over the 300 bps that was standard and on-line time was much
>more expensive back then.

The Color64 BBS software for the C64 also supported a 450 baud mode, and
virtually any 300 baud modem could handle it.

It was easier to get 450 baud between two different modems back then than
it is today to get a USR and non-USR 14.4 to talk to each other.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

351. Re: Atari 5200 ROM dumps on the Net?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1107961818190001@cisjx91.demon.co.uk>
Source record: 82171
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,comp.emulators.misc

In article <4s1ld9$ard@netaxs.com>, heller@cdnow.com wrote:

> rainbow?

See http://www.cityscape.co.uk/users/jx91/emulators.html

Chris Lam,
Rainbow Keeper.

352. Re: WANTED: Spindizzy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31e4e8df.1670543@news.servtech.com>
Source record: 82172

On Wed, 10 Jul 1996 04:52:41 GMT, scharles@superlink.net (Yogi) wrote:

>-
>-The one in "Justines" site boots ok. The one in yogi's wont.
>
>That's a neat trick, since the one I got came from justin's site!
>Everyone please make a list of software in mine that doesn't work so I
>can fix it...
>

I suggest you download it from Justin's again, maybe it's been
changed. It does boot and it runs fine.

Honest, I wouldn't lie, I've got my reputation to think of...
HEY! Did I hear sombody laugh?

Dave

FTP site:
ftp://ftp.servtech.com/pub/users/mead/atari8

A little bit of everything.
All files are pre-tested!

Please send requests/contributions/praises/flames:
mead@servtech.com
---

353. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4s3ngq$nbm@news.wco.com>
Source record: 82173

In article <steveg-1107961004360001@news.cnct.com>, steveg@cnct.com (Just Steve) wrote:
>I don't think that qualifies as "underrated", though; it was one of the
>best selling (and probably most pirated) titles for its time. Kinda like
>saying "Archon" or "Zork" were underrated titles. For me, there was a game
>called "Painter" (I think) which didn't sell well, but was infinately
>playable. You controled this little house painter guy that ran around a
>house painting the walls, while avoiding a host of bad guys. A classical
>music score (The Nutcracker Suite, I think) played in the background.

That was "Bristles" from First Star Software (Boulder Dash, Spy vs. Spy).
Very difficult for many, one review called it frustrating IIRC. It was
also covered in a 'cheap game roundup', where some computer games joined
the video game crash. At $3.99 (TRU price) it was a good value.

"Flip and Flop" was another First Star sleeper.

354. Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E550DA.261E@ccm.jf.intel.com>
Source record: 82174
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

The proposed group would serve as a place to exchange small patches, release small shareware packages and updates to existing packages, post items that have been requested in one of the other comp.sys.atari.* newsgroups, and so forth. There has been some discussion of how to handle Atari binaries since the closing of
comp.sys.binaries.atari.moderated
and the general consensus in c.s.a.s has been that a dedicated newsgroup is needed; it is inappropriate to post large binaries (>16k) in any of the existing groups, and if this proposal is approved, it will then be possible for those users who do not wish to download binaries to simply not subscribe; at present, someone will post a binary from time to time and users who must pay for on-line time, and who do not want the binary, complain (quite reasonably so).

Comments welcome. Flames to dev/null, thanks.

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

355. Re: Backing up old disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: nlshipp@dictator.uwaterloo.ca
Message-ID: <DuDtys.927@novice.uwaterloo.ca>
Source record: 82175

In article <31e4429e.759295@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>It's the disk itself that goes bad, so dont use the same ones over
>again. The magnetic coating wears off (just like on cassette and video
>tape). This can create bit errors (maybe able to fix by re-reading
>sector over and over) or hard errors (kiss that stuff goodbye)

I have first hand experience with this. I built the ape cable about a
month ago to back up my 14 year old atari disks. About 2/3 of the
disks backed up fine to my PC. Most of the rest had read errors, so I
had to do a file by file copy to figure out which files were trashed.

The worst problem was that 5 of the disks had degraded to the point
where the head of the disk drive scraped the oxide right off the
disk leaving concentric rings where the mylar disk was visible. I'm
not getting that data back, I tell you. I had to keep the cover off
the drive and clean the heads with head cleaner and a q-tip.

So: the upshot is, build a cable and back it up onto your IBM. Then
toss the old disks into the garbage.

--
Neil Shipp -- nlshipp@dictator.uwaterloo.ca
"Nothin' says lovin' like a keg of Molson's" -Ashok Swaminathan regarding
a wedding present.

356. Re: rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E554C5.7348@ccm.jf.intel.com>
Source record: 82176

Connie Clevinger wrote:
> Xformer is faster than XL-it.But artefacting graphics don't work.
> Nor does P/M colission.Nor sound.Still fast,though.
> (on my machine,faster than the original,which I have)

Hmmm, I ran the Balldemo on both PC Xformer and XL-it! just a day or two ago, on a 486DX2/66; XL-it! is definitely both faster and smoother, and has better graphics (the colors are "truer"). Mind you, I'm glad that Darek wrote PC Xformer, but I think XL-it! is advancing at a much faster rate.

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

357. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E551CD.43CE@ccm.jf.intel.com>
Source record: 82177

```
Mark Steele wrote:
>
> With this in mind, I am looking for some software and perhaps someone
> out there can help me.
>
> Fort Apocolypse
> Mac65 Assembler
> SpartaDos (latest version ?)

ICD is still in business and AFAIK still owns the copyright to SpartaDOS.
Why not send them email (I think it's support@icd.com but it's possible they still
deal through GEnie) and ask about it?

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
```

358. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E55234.266@ccm.jf.intel.com>
Source record: 82178

```
Yogi wrote:
>
> Can you imagine what would happen if Microsoft made available ...
> the source code to Win95 or Ms Dos??

Erhm... The 2000+ known bugs in Win95 might actually get fixed?

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
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| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
```

359. Re: rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E5617E.3BBD@ccm.jf.intel.com>
Source record: 82179

```
Rich Tietjens wrote:
>
> Hmmm, I ran the Balldemo on both PC Xformer and XL-it! just a day or
> two ago, on a 486DX2/66; XL-it! is definitely both faster and smoother,
> and has better graphics (the colors are "truer"). Mind you, I'm glad
> that Darek wrote PC Xformer, but I think XL-it! is advancing at a much
> faster rate.

Update: I just tried both on my "new" office system, a Pentium 90. XL-it! is
still faster (looks like an 800XL on speed!), but it won't load MyDOS; PC Xformer
does, and it supports sound through the PC squeaker, so no sound card is needed.
For a low-end PC, Xformer would be a better choice - and if you MUST have MyDOS,
XL-it! still can't do what you need (but give him time...).

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
```

360. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.837124755@manatee>
Source record: 82180

steveg@cnct.com (Just Steve) writes:

>In article <31e45f75.1546303@news.servtech.com>,
>mead@dlg1.ceh.servtech.com wrote:
>>My favorite game is Ball Blazer.
>>The Smooth 3D graphics always amazed me.

>I don't think that qualifies as "underrated", though; it was one of the
>best selling (and probably most pirated) titles for its time. Kinda like
>saying "Archon" or "Zork" were underrated titles. For me, there was a game
>called "Painter" (I think) which didn't sell well, but was infinately
>playable. You controled this little house painter guy that ran around a
>house painting the walls, while avoiding a host of bad guys. A classical
>music score (The Nutcracker Suite, I think) played in the background.

>Sidebar...I heard that some company has created an updated Ballblazer
>(w/weapons, multiple players, different fields, etc) which will run on
>Saturn and PlayStation, though I can't remember the name of the company or
>the name of the game. :-/

LucasArts is doing it. Check out their web site

http://www.lucasarts.com/menu.html

Mario

```
*********************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ( oo ) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Woo Woo *
* 9am to 6pm Central Time Woo *
* (Anagram of my name: "aroma is soiled") *
*********************************************************
```

361. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4s3kvm$nud@nut.ucsb.edu>
Source record: 82181

steveg@cnct.com (Just Steve) writes:

>saying "Archon" or "Zork" were underrated titles. For me, there was a game
>called "Painter" (I think) which didn't sell well, but was infinately
>playable. You controled this little house painter guy that ran around a
>house painting the walls, while avoiding a host of bad guys. A classical
>music score (The Nutcracker Suite, I think) played in the background.

That was Bristles, by First Star Software (of Astro Chase fame) and
designed by Fernando Herrera (wonder what he's up to now...)

>Sidebar...I heard that some company has created an updated Ballblazer
>(w/weapons, multiple players, different fields, etc) which will run on
>Saturn and PlayStation, though I can't remember the name of the company or
>the name of the game. :-/

Hey, I'm just the fountain of information today.
You're thinking of Battlesport by Studio 3DO for the 3DO system.
Acclaim is porting all of the Studio 3DO titles (arguably, the very cream
of the crop) to Playstation and Saturn.
WiReD put in a brief review of Battlesport in issue 4.07 and spent half
of the column (small column) talking about Ballblazer.

Battlesport is a very very very good and fun game (since it's related
pretty closely to Ballblazer). You've got a ball and goals (I think they
rotate instead of translate along the end of the field) and you're in an
arena w/ ramps and obstacles and you've got all sorts of weapons and
power-ups and tricks up your sleeve and different vehicles to choose
from. Kinda like CyberSled and Ballblazer's bastard son.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

362. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960711220029.19482A-100000@ganesh.lm.com>
Source record: 82182
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

I believe that a alt.binaries.atari or alt.binaries.atari.st is badly
needed since our moderated binary group has lost it's moderator and been
expunged!

On Thu, 11 Jul 1996, Rich Tietjens wrote:

> The proposed group would serve as a place to exchange small patches, release small
> shareware packages and updates to existing packages, post items that have been requested
> in one of the other comp.sys.atari.* newsgroups, and so forth. There has been some
> discussion of how to handle Atari binaries since the closing of
comp.sys.binaries.atari.moderated
> and the general consensus in c.s.a.s has been that a dedicated newsgroup is needed; it is
> inappropriate to post large binaries (>16k) in any of the existing groups, and if this
> proposal is approved, it will then be possible for those users who do not wish to
download
> binaries to simply not subscribe; at present, someone will post a binary from time to
time
> and users who must pay for on-line time, and who do not want the binary, complain (quite
reasonably so).
>
> Comments welcome. Flames to dev/null, thanks.
>
> --
> See us at http://www.3rdplanet.com/~starship
> +---+
> | Opinions expressed herein are those of the writer and |
> | probably diametrically opposed to those of his employer. |
> +---+
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

363. "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1107962152410001@news.cnct.com>
Source record: 82183

I would advise everyone who doesn't want to be pestered by a little mosquito of a little boy to avoid any and all attempts at trasactions with the user going under the name of "Admiral Nuguru" (current email: admiral.nuguru@fantasy.com). While I'm sure his ego will get the better of him and I'll see no end of his rantings here and on other newsgroups, I believe it's in the best interest of everyone interested in purchasing equipment that they know my story with him.

A couple of weeks ago I had been looking for some Atari hardware. Nuguru had posted an ad for some hardware I was interested in -- I believe it was an ATR and a 1050 floppy drive. I replied to his ad with an offer; he replied a little while later with a counteroffer. I replied again with a counter-counteroffer that was exactly in between our mutual offers.

Then, I hadn't heard from him in almost a week. The following Friday I received another mail from him repeating his initial counteroffer, though it was worded a little strongly -- "YOU HAVE FAILED TO REPLY" and "REPLY NOW" (his caps, not mine) were among the key phrases that got to me, and the entire message just reeked of attitude. During that week, though, I wasn't idle; I found a few more people selling equipment that I was interested in. I replied to him, telling him that I did indeed send a response (I even quoted the entire response I made) and had been awaiting his counteroffer ever since. I had also told him that I really didn't appreciate the strong phrasing and, because of that and the fact I had found other people, I was no longer interested in his equipment -- "thanks but no thanks".

The next message I get from him is COMPLETELY out of line. He's STILL telling me that I want to buy his stuff, that it's MY fault he didn't read the response I mailed him, and that I'm now somehow obligated to complete the transaction at the price which he just now agreed upon -- LONG AFTER I told him I was no longer interested! By this time, three other people had emailed me (responding to a question I had posted asking about this Nuguru guy) telling me to be wary of Nuguru for various reasons, mostly relating to questionable and/or incomplete transactions and/or flat-out scams. That, coupled with the juvenile attitude that was being laid on me by Nuguru almost from the outset, convinced me to just do away with the entire ordeal. I told him as much in my next reply to him. PLEASE NOTE that throughout all of this, I was NOTHING BUT POLITE!

His next response to me was just plain stupid, and he STILL hadn't accepted that I was NOT INTERESTED in his equipment. He was now DEMANDING that I send him money for this equipment which I no longer needed, and his attitude hadn't changed for the better one miniscule bit. Now thoroughly annoyed, I became rude and told him point-blank what he could do with his

equipment. I also told him that he was now on my bad side, and I was considering sending a few thousand random emails to him just for the hell of it. (Having an ISDN line is really good sometimes, y'know?)

What follows is his latest response to me:

To: steveg@cnct.com
Subject: Re: ATARI Equipment, MUST SELL!!
From: admiral.nuguru@fantasy.com (Admiral Nuguru)
Date: Wed, 10 Jul 1996 15:17:00 +0000
Organization: Fantasy Land BBS * 217-535-1005

YOU ARE IN VIOLATION OF FEDERAL LAW!!!

You owe me $15,000.00 minimum for that harassing mail!!!

YOU WERE INTERESTED, YOU MADE AN OFFER, DEMANDED I REPLY BEFORE THE WEEKEND WAS UP, I DID!!!!

I have that in WRITING FROM YOU...

Then YOU READ LIES posted by my COMPETITORS, and people who have neve4r done business with me, and you ALSO POST YOPUR LIBEL TO ME!@!!!

That's a $250,000.00 fine right there!!

Consider yourself reported to the NET POLICE, and I AM notifying the Police of your continued harassment...

YOU BROUGHT IT ALL ON YOURSELF!!!

YOU sent me the harassing mail saying I refused to respond to a mesage you say you sent, but I never received, I told you to check your server, and then you continue to harass me!!!

DO NOT REPLY AGAIN, if you do, you'll be sued for another $15,000.00, you IGNORANT PERSON (if I can even call you a person....)

Internet: admiral.nuguru@fantasy.com (Admiral Nuguru)
This message was processed by NetXpress from Merlin Systems Inc.

I've notified root@fantasy.com, admin@fantasy.com, postmaster@fantasy.com, and sysop@fantasy.com (just in case) of this guy's behaviour, and a copy of this message is also going to him. I *WILL* mail bomb this guy if he sends me another message of ANY type; he knows this.

So that's that. With this in mind, I *STRONGLY* advise the net community to avoid this guy at all costs, and/or mail bomb him at your earliest convenience. :-)

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html

Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
---

364. Re: Atari 5200 ROM dumps on the Net?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: ez040416@boris.ucdavis.edu
Message-ID: <4s2eo8$ckq@mark.ucdavis.edu>
Source record: 82184
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,comp.emulators.misc

Rainbow is an Atari 400/800 emulator for the Macinotsh. Recently 5200
support was added because it has architecture similiar to the 400/800 series.

--
EricW

365. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960711222239.813B-100000@moose.erie.net>
Source record: 82185

On Thu, 11 Jul 1996, Rich Tietjens wrote:

> Mark Steele wrote:
> >
> > With this in mind, I am looking for some software and perhaps someone
> > out there can help me.
> >
> > Fort Apocolypse
> > Mac65 Assembler
> > SpartaDos (latest version ?)
>
> ICD is still in business and AFAIK still owns the copyright to SpartaDOS.
> Why not send them email (I think it's support@icd.com but it's possible they still
> deal through GEnie) and ask about it?

ICD is still in business, but they sold the rights to SpartaDos
and all of the OSS stuff to Fine Tooned Engineering. Unfortunately, Mike
Hohman of Fine Tooned seems to be temporarily incommunicando.

366. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4s4fig$c3q@newsbf02.news.aol.com>
Source record: 82186

>"Flip and Flop" was another First Star sleeper.

I also enjoyed that game for what is was worth, but playing the upside-down portion was a headache. I always got killed because my coordinations didn't concur with my joystick manuevers. <g>

367. WTB PONG for Atari 2600 ****

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: disciple@brutus.bright.net
Message-ID: <4s3nnt$qvm@cletus.bright.net>
Source record: 82187

Anyone have this email me please

368. Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: <>
Message-ID: <116_9607120106@pandabbs.com>
Source record: 82188

```
Y> As previously posted, I would be happy to convert any and all's disks
Y> over to pc/mac format for nothing, I will even pay return postage.
Y> Just send blank ibm disks (14 atari disks=1 pc disk).
Y> Of course, the software on them gets put in the archive!

Can you transfer Pharoh's Curse over for me? The disk also has sub
commander, shamus, and pole position on it.
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com
```

369. Stella 96 Version 0.3 released

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: bwmott@unity.ncsu.edu
Message-ID: <4s3j2a$6ta@taco.cc.ncsu.edu>
Source record: 82189

```
================================================================================

SSS t ll ll 999 666
S S t l l 9 9 6
S ttttt eee l l aaa 9 9 6
SSS t e e l l a 9999 6666
S t eeeee l l aaaa 9 6 6
S S t e l l a a 9 6 6
SSS tt eeee lll lll aaaa 999 666

Version 0.3 for Linux, MS-DOS, Power Macintoshes, Unix and Windows

================================================================================
A Bradford W. Mott production in association with Aaron Giles,
Seunghee Lee, Jeff Miller and Keith Wilkins
================================================================================

Stella 96 is a portable emulator of the old Atari 2600 video-game console
written in C++. It is a work-in-progress and should be consider BETA
level software. However, you can play most Atari 2600 games with this
release. There are five distributions:

* Binary distribution for Linux (stella-0.3-linux.tgz)

* Binary distribution for MS-DOS (stella03.exe)

* Binary distribution for Power Macintosh (stella-0.3-mac.hqx)

* Binary distribution for Windows 95 & NT (stella-0.3-win32.exe)

* Source code distribution for Unix (stella-0.3-src.tgz)

None of these distributions contain any 2600 ROMs and please don't write
asking for ROMs because they're copyrighted! If you own any of the
Atari 2600 Action Packs by Activision you can use those ROM images with
Stella 96.

New in this Version
===================

* Keyboard joystick support is much better

* Paddles are now supported via the mouse

* Many portability issues have been resolved

Supported Systems
=================
```

The following systems are currently supported:

* Linux (SVGALIB, X-Windows)

* MS-DOS

* Power Macintosh

* Unix (HP/UX, Solaris, SunOS, etc...)

* Windows 95 & NT

Distribution Site
=================

The Stella 96 distributions can be obtained from the Stella 96 home page at:

http://www4.ncsu.edu/~bwmott/www/2600

If for some reason you are unable to connect to this page please try again
later. Sometimes the AFS sever goes down and the HTTP sever can't access
my home directory :-)

Acknowledgements
================

The following people have had a big part in bringing Stella 96 version 0.3
to you:

Aaron Giles - Maintained the Power Macintosh version
Daniel Marks - Provided code for the new keyboard joystick support
Jeff Miller - Maintained the Windows version
Bradford Mott - Maintained the core code, Linux SVGA version and X version
Keith Wilkins - Maintained the MS-DOS version

Contacts
========

If you have any questions regarding Stella send mail to:

bwmott@eos.ncsu.edu

--

Bradford W. Mott bwmott@eos.ncsu.edu
Computer Science Department http://www4.ncsu.edu/~bwmott/www
North Carolina State University

370. Re: rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4s4e5j$5mp@nnrp1.news.primenet.com>
Source record: 82190

In article <31E554C5.7348@ccm.jf.intel.com>,
Rich Tietjens <starship@3rdplanet.com> wrote:
>Connie Clevinger wrote:
>> Xformer is faster than XL-it.But artefacting graphics don't work.
>> Nor does P/M colission.Nor sound.Still fast,though.
>> (on my machine,faster than the original,which I have)
>
>Hmmm, I ran the Balldemo on both PC Xformer and XL-it! just a day or
>two ago, on a 486DX2/66; XL-it! is definitely both faster and smoother,
>and has better graphics (the colors are "truer"). Mind you, I'm glad
>that Darek wrote PC Xformer, but I think XL-it! is advancing at a much
>faster rate.

What, he finally put assembly optimizations in it? I did not know that.

But it may interest you to know that Xformer 2.5 is the latest
commercially-available emulator, and it does not have player collisions
or any of that. Xformer 3.0 or later costs some money and is supposed to
have all that stuff fixed.

But I have an 800xl that emulates an 800xl perfectly anyway. Whoever
designed it was a genius of copy-protection, as I haven't seen one
pirated copy of it on the Internet, either. I'll bet the XF people are
pissed.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

371. Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31e5bec0@pianosa.demon.co.uk>
Source record: 82191

Whilst reading the usual rubbish I find here, Dennis McGuire wrote something
interesting to All about Looking for software, and a few questions...:

Hello Dennis,

>> there is absolutely _nothing_ they can do about it. With freeware, they
>> have legal recourse against me.
DM> ......ONLY if you distribute the modified software. You can
DM> modify it freely for your own use.

Damn! I thought I had it covered. :-(

I'll think a wee bit longer, next time. :-)

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... I am an anti-christ, I am an anarchist. Don't know what I want, but I
know how to get it. - Anarchy In The U.K.; Sex Pistols

372. Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31e5bf64@pianosa.demon.co.uk>
Source record: 82192

Whilst reading the usual rubbish I find here, Yogi wrote something interesting
to All about Looking for software, and a few questions...:

Hello Yogi,

Y> -is absolutely _nothing_ they can do about it. With freeware, they have
Y> legal recourse against me.
Y> Actually, that went on all the time and Atari did nothing about it! In
Y> fact, they kind of encourarged it by releasing the source code. Can you

True, but back then, even the big companies had a rather (naive) altruistic
attitude. Steve Jobs, Nolan Bushnell, etc, etc, all thought about things like
"the good of the community".

Y> imagine what would happen if Microsoft made available for a minor copying
Y> fee the source code to Win95 or Ms Dos??

I don't think I could handle reading about 75% of the code, it would be too
boring. All those NOP's. :-))

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... I get up around seven, get out of bed around nine.
Mr. Brownstone; Guns 'N' Roses

373. Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <31e45f75.1546303@news.servtech.com>
Source record: 82255

```
My favorite game is Ball Blazer.
The Smooth 3D graphics always amazed me.

Does anyone have a Working copy of DigDug 5200?

------------------------------------------
FTP site:
ftp://ftp.servtech.com/pub/users/mead/atari8
------------------------------------------
A little bit of everything.
All files are pre-tested!
-------------------------------------------------
Please send requests/contributions/praises/flames:
mead@servtech.com
-------------------------------------------------
```

374. Re: Atari 5200 ROM dumps on the Net?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: heller@cdnow.com
Message-ID: <4s1ld9$ard@netaxs.com>
Source record: 82256
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,comp.emulators.misc

Kevin Savetz (savetz@northcoast.com) wrote:
: I've seen this question posted a few times, but I haven't found the answer:
:
: Is there an Internet site featuring Atari 5200 ROMs (for use with Rainbow, etc?)
:
: If not, I can host the site if someone cares to email me some ROM images.
: I don't have enough carts (or a cart dumper) but I do have FTP and Web
: space.
:
: E-mail replies to me & I'll follow up.
:
: --Kevin Savetz

rainbow?

--
A. Karl Heller - Making the world safe once again. heller@cdnow.com
---
Blow Your Mind

Smoke Dynamite

375. Old programs from Atari m

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: pirog@netcom.com
Message-ID: <pirogDuCsxw.70B@netcom.com>
Source record: 82257

Can anyone tell me if there are any sites carrying the programs for
8-bit Ataris that were published in magazines like Compute, Antic,
Analog, etc.?

Or even whether it's legal for those to be available to the public.

Thanks,

Lou Pirog
pirog@netcom.com

 KWQ/2 1.2i "640K ought to be enough for anybody." - Bill Gates, 1981

376. NO B.S. Auction - update #12

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4s1jgv$eh8@news1.t1.usa.pipeline.com>
Source record: 82258
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,alt.atari.2600vcs,alt.atari.2600,alt.games.video.classic,comp.sys.atari.8bit

```
Big John's "NO BULLSHIT" Auction

UPDATE # 12 7/ 10/ 96

We're into the going ONCE, TWICE mode now, with all
items currently going ONCE. If an item doesn't receive a
bid by midnight tonight (Weds.) it will then be going
TWICE.

Remember, if you send in a bid and don't get a
response from me, it means I probably didn't get it.
I acknowledge all bids, so if you don't hear from me,
please re-send your bid.

Standard rules are listed at the end of the auction. Please
read them before bidding. If you have any questions,
please feel free to e-mail me.

On to the goodies. Enjoy!
------------------------------------------------------

- Cosmic Swarm (Atari 2600) $40 Bruner
(by Commavid, New in Box, ONCE
Mint Condition)

- Super Cobra (Intellivision) $70 francois
(by Parker Bros., New in Box, ONCE
Shrinkwrapped)

- RCA Studio 2 system $22 Rikard
w/ Blackjack cartridge ONCE
(untested, no power supply/switchbox)

- Prototype Moon Patrol cart $25 Bruner
(Atarisoft for the C=64) ONCE
label reads: Commodore 64
Moon Patrol
Atari Inc. Proprietary
Serial No. 92
1983 Atari, Inc. All Rights Reserved

- Intellivision ECS Computer $30 fenris
Keyboard (rare, brown version. PAL, ONCE
220V. Complete.)
```

- Emerson Arcadia 2001 w/ $24 arton
2 carts (Missile War & Alien ONCE
Invaders) Complete.

- Atari 2800 Cookie Monster $55 mercury
Munch (New in Box, Shrink- ONCE
wrapped). This is a beauty. All Japanese writing
and Atari 2800 logo. I've only seen two of these
and I'm keeping the other one.

- Amiga Joyboard (2600) $15 DaveT
(compatible with Mogul Maniac, ONCE
Surf's Up, and Off Your Rocker)

- Demond Attack (2600) $20 JeffGamer
(NTSC, unknown origin) ONCE
Not a mistake on my part, there is a "D" at the
end of Demon. Completely different artwork than
the Imagic release.

- Tutankham (Intellivision) $65 fenris
(by Parker Bros., New in Box, ONCE
Shrinkwrapped)

- Prototype Swordquest: $25 WDV
Earthworld cart (Atari) ONCE
Standard loaner cart label.
Cart reads: Adventure II, which is crossed out
and has Swordquest written beneath it.

- Frankenstein's Monster (2600) $35 Calypso
(Prototype/New Release cart) ONCE
Cart has red label w/ Data Age logo and serial
no. 0123. Also has copyright info and "Please
return to Data Age" text. Cart has slight wear
and screwholes.

RULES
****

1. Auction runs until July 9, at which time it will
change to a Once, Twice, Sold format.

2. Minimum bid increments are as follows:
-- $1 on items up to $20
-- $2 on items over $20
-- $5 on items over $100

3. In case of a tie, the first bid that I receive will
be designated as the high bid.

4. Payment is to be by personal check or money
order. Shipping will be based on what you win.
I will send shipping info with your winning total.
If you have questions about shipping, please

e-mail me.

5. I reserve the right to stop this auction, alter the rules, withdraw items for trade, or make any other changes for any reason.

6. Send bids or requests to be added to the mailing list to jhardie@usa.pipeline.com

Thanks for reading and good luck!

COMING SOON: ATARI VIDEO MUSIC & 1090XL EXPANSION UNIT

377. Atari Stuff For Sale (HARD DISK, etc)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: dovereem@brutus.acs.ohio-state.edu
Message-ID: <4s267m$h8e@charm.magnus.acs.ohio-state.edu>
Source record: 82259

Hello. I posted a large quantity of items for sale some time ago. I was
an atari 8bit developer and had a great response to my ad. Unfortunately,
one of my deals fell through due to international shipping costs.
Although I did some parting out before, I do not have time to do it again.
I would like to offer everything left as a single lot:

Atari 130XE
Atari Hard Disk System w/adaptec 4000a controller, MIO and drive
(the drive is a 10 meg but any MFM pc drive will do, really)
Atari 800 with OMNIMON modifications
2 Indus GT drives
Happy 810
Happy 1050 (dead as a doornail)
Atari 850 adapter
Some other printer adapter that I have never even used
Maybe some other junk I can't remember I packed
hundreds of games on disk and cartridge
BASIC XE, BASIC XL, MAC/65 Assembler, ACTION!, and more...
A huge pile of books including the popular "mapping the atari"
Atari FACTORY SERVICE MANUALS for most items
Oh, and a monochrome monitor
All cables, power supplies, and such...

All this weighs in at 150 some pounds for shipping.
Continental US shipping will be between 100-200 but you are welcome to
price and pick any shipping you desire.

I am asking 350 dollars for the lot.
Please email if interested to "overeem.1@osu.edu"

Thanks, and have a great day :-)

Long live the 8bits! (and NEXTMAIL is always welcome!)

378. Re: Old programs from Atari m

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31E4C072.6ADE@owl.co.uk>
Source record: 82260

```
lou pirog wrote:
>
> Can anyone tell me if there are any sites carrying the programs for
> 8-bit Ataris that were published in magazines like Compute, Antic,
> Analog, etc.?
>
> Or even whether it's legal for those to be available to the public.
>
> Thanks,
>
> Lou Pirog
> pirog@netcom.com
>
> ---
> ï¿½ KWQ/2 1.2i ï¿½ "640K ought to be enough for anybody." - Bill Gates, 1981
>

ftp://ftp.clark.net/pub/atari/
```

379. Re: RS232 Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31e4e25a.1298133@netnews.netaxs.com>
Source record: 82261

I have an Atari 850 I am looking to sell. If it is what you need let
me know.

Jay

On 8 Jul 1996 06:43:30 GMT, dgick@sun1.iusb.edu (Damian John Gick)
wrote:

>I've read the articles on the Atari 850, but I'm still not sure
>if it is what I am looking for. What I want to do is download files
>directly to my Atari 130XE either using my external RS232 modem,
>or a null modem cable. What is the best way to hook up a normal
>external modem to an Atari 8-bit? I read the serial ports on the
>850 aren't standard, so a 9-pin adapter won't work.
>
>I have an Amiga, so the PC transfer utils aren't possible (though
>as a last resort I'm sure I can steal some time away on one).
>
>Thanks!
>
>
>Damian Gick
>dgick@sun1.iusb.edu
>

380. For Sale: Atari Hardware and Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31e4e353.1546872@netnews.netaxs.com>
Source record: 82262

Have the follwing Atari items available:

EQUIPMENT:

AF551 Disk Drive, power supply, manual, DOS 2.5

130XE Computer (doen't work-something wrong), Good Power Supply,
Manual and cover

300AT Modem by Supra with software

Atari 850 Interface, Power Supply and printer cable.

JOYSTICKS

2- 500 XJ EPYX Joysticks - hand grip really nice
(offer pending on these)

2- Atari joysticks

2- Driving/Knob Joysticks

1 - Suncom Tac 5 joystick

SOFTWARE/CARTRIDGES:
Robotron 2084 RX8033(THIS IS SOLD)
Star Raiders CXL4011
Qix CXL 4027
Antic Magazine Software Disks from May 87 to June/July 1990

I have a lot of software available also: Print Shop, NewsRoom, Games

---

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

$5.00 & S&H for all three

Nothing is guaranteed (sorry)

COD or personal check (with stuff being sent out when check clears).

Buyer pays shipping.

Make offers including shipping.

Jay

381. Re: ATASCII movies

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4s2o84$r0k@news.xmission.com>
Source record: 82263

Nick S Bensema (nickb@Primenet.Com) wrote:

: Anyone have lots and ltos of ATASCII movies?
:
: On archives, I've seen everything but those.... so how about it?

I do.. just so happened to have a ton on my BBS when it was up.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

382. Re: Does Gorf work on 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4s2oac$r0k@news.xmission.com>
Source record: 82264

3032799202 (ccoffin@slate.Mines.EDU) wrote:
: I recently got a cheap Gorf catridge, but all I get is a black
: screen when I try the game. Was this game compatible with the 800XL?
:

I too have that Gorf cart and it will only work on a 400 or 800.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

383. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-11 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4s2or6$f3t@sjx-ixn5.ix.netcom.com>
Source record: 82265

In <31e44193.493071@news.superlink.net> scharles@superlink.net (Yogi) writes:

.....>snip<.....

>Actually, that went on all the time and Atari did nothing about it! In
>fact, they kind of encourarged it by releasing the source code. Can
>you imagine what would happen if Microsoft made available for a minor
>copying fee the source code to Win95 or Ms Dos??
>
Actually, I'd like to see the source code to AmigaDOS, Amiga
Workbench and Windows NT. Something descent might come of it.

rely@ix.netcom.com

384. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: stosser@airtime.co.uk
Message-ID: <31e63cc1.4940730@news.airtime.co.uk>
Source record: 82117
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

On Fri, 12 Jul 96 08:31:04 GMT, Brian {Hamilton Kelly} <bhk@dsl.co.uk>
wrote:

>According to my active list, there *is* a comp.binaries.atari.st, which
>is indeed moderated. Was it perhaps this group that you and Rich meant?

That is the one in question, it doesn't seem possible to get anything
in there,
I would like to add my support for either a new binaries group for
the ATARI platform or making the existing one none moderated? if that
is an option?

Cheers.............!ynoT
Tony Greenwood (STOSSER Software) stosser@airtime.co.uk
irc #ATARI <stosser> http://www.airtime.co.uk/users/stosser
ATARI Programmer 50+TITLES,HERO,Island Strike,+more in progress
Keeper of the STOS.FAQ,Founder/Programmer of STOSSER Diskzine..

385. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E675EA.7B9B@ccm.jf.intel.com>
Source record: 82118
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

```
Just Steve wrote:
>
> I would advise everyone who doesn't want to be pestered by a little
> mosquito of a little boy to avoid any and all attempts at trasactions with
> the user going under the name of "Admiral Nuguru" (current email:
> admiral.nuguru@fantasy.com).
<SNIP>
> What follows is his latest response to me:
> -----
> To: steveg@cnct.com
> Subject: Re: ATARI Equipment, MUST SELL!!
> From: admiral.nuguru@fantasy.com (Admiral Nuguru)
> Date: Wed, 10 Jul 1996 15:17:00 +0000
> Organization: Fantasy Land BBS * 217-535-1005
>

<MORE SNIPPAGE>

> Consider yourself reported to the NET POLICE, and I AM notifying the
> Police of your continued harassment...

<DELETIA>
> So that's that. With this in mind, I *STRONGLY* advise the net community
> to avoid this guy at all costs, and/or mail bomb him at your earliest
> convenience. :-)

There are no "Net Police" (unless you're an AOL subscriber, they have a history of
"cooperating" with the FBI to entrap otherwise law-abiding citzens).

Mail bombing is always inexcusable. Very tempting, sometimes, but still inexcusable.

However...

At one time I began writing a cancelbot becasue of idiots like your "Admiral." It wouldn't
be difficult
to finish it. I'd release the source code. A corollary program is the BounceBot, that
simply bounces
unwanted email back to the originator. This has the (desirable?) side effect of
automatically mailbombing
anyone who mailbombs you, if you know it's likely to happen.

Anyone interested in the code?

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
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| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-------------------------------------------------------+
```

386. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e6770a.490869@news.superlink.net>
Source record: 82119

On 11 Jul 96 18:33:00 ,
Chris.Friend@Chris.Friend@*user@*site.*domain.com.com (Chris Friend)
wrote:

-
-Y> As previously posted, I would be happy to convert any and all's
disks
-Y> over to pc/mac format for nothing, I will even pay return postage.
-Y> Just send blank ibm disks (14 atari disks=1 pc disk).
-Y> Of course, the software on them gets put in the archive!
-
-Can you transfer Pharoh's Curse over for me? The disk also has sub
-commander, shamus, and pole position on it.

All of those games are currently available in the archive, follow link
from http://mars.superlink.net/scharles to it (They are in the
Binaries subdirectory). Also follow link to Ivan's utilities to insert
them into an ATR image. Or if you're using xformer you can do that
yourself (read the docs).

387. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e677e0.705432@news.superlink.net>
Source record: 82120

Ha Ha Ha!
"You wrote me an email saying you'll buy this stuff now you have to."
Is there no end to stupid people in the world?
I think I saw that message! He was selling only the cases to the
units, as his stupidity had already burned out all components on the
inside.

388. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E67862.7414@ccm.jf.intel.com>
Source record: 82121
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Peter Haworth wrote:
>
> comp.binaries.atari.st would be my choice too, especially as we already
> get the comp hierarchy on our server.

I considered that, and would have preferred it, but when I submitted the
proposal to one of the group mentors, I was informed that, precisely because
the existing moderated group had been killed at the request of the moderator,
it would be extremely unlikely that a new groups would be approved. Alt. groups
are far easier to create (anyone who doubts that should start counting alt.
groups in his NG file <G>), which is the logic behind the current proposal.

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
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+-----------------------------------------------------------+
```

389. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E678F2.610D@ccm.jf.intel.com>
Source record: 82122
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Tony Greenwood wrote:
>
> On Fri, 12 Jul 96 08:31:04 GMT, Brian {Hamilton Kelly} <bhk@dsl.co.uk>
> wrote:
>
> >According to my active list, there *is* a comp.binaries.atari.st, which
> >is indeed moderated. Was it perhaps this group that you and Rich meant?
>
> That is the one in question, it doesn't seem possible to get anything
> in there,
> I would like to add my support for either a new binaries group for
> the ATARI platform or making the existing one none moderated? if that
> is an option?

The "existing" group was removed (rmgroup) in March or April. If your
ISP says otherwise, then they aren't keeping up with changes.

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
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| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
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```

390. Re: Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E67688.5A94@ccm.jf.intel.com>
Source record: 82123

ASharkis wrote:
>
> Rick said he used to format the back side of flippies with an XF551 but
> couldn't remember how to do it. The following three methods come to mind:

That's "Rich." <G>

> 1. Punch an index hole in the disk cover (difficult, but manageable)

That's what I did, sure enough. Don't have any "real" 8-bit hardware any more,
but a friend has promised to unload all of his on me next time he comes into town.

> 3. Use a 1050 <G!>

Yes, well, that wouldn't be using the XF551, now, would it?

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

391. Re: Old programs from Atari m

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E6771E.6DBA@ccm.jf.intel.com>
Source record: 82124

```
lou pirog wrote:
>
> Can anyone tell me if there are any sites carrying the programs for
> 8-bit Ataris that were published in magazines like Compute, Antic,
> Analog, etc.?

They're archived at:
ftp://ftp.clark.net/pub/atari/mag/

I didn't see any Compuke stuff, though.

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
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| probably diametrically opposed to those of his employer. |
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```

392. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E677BA.73C6@ccm.jf.intel.com>
Source record: 82125

Rich Mier wrote:
>
> There already is a ALT.BINARY.COMP.ATARI8BIT just for this purpose. I subscribe to it but
> it has been quite awhile sense anything Atari has been posted in it. Lately all SPAMs.

Spams can be gotten rid of fairly well with a kill file. One line in mine looks like this:

Newsgroups: *,*,*,*,*

This automatically rejects any article posted to more than 4 newsgroups (I'm thinking of increasing that).

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

393. 850 Interface driver

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Peter_Johnson@baseview.com
Message-ID: <31E647D6.39D@baseview.com>
Source record: 82126

I just purchased an old 850 Interface module and the Rainbow Atari 800 emulator for the Mac. However, when I run a BASIC program on my Atari 800 to move files from my Atari 800's 1050 disk drive to my Mac, via the 850 interface, it fails opening the connection. Apparently there is some AUTORUN.SYS file that comes on the DOS 2.0 disks which loads a driver that I need. Unfortunately for me, I no longer have my original DOS disks.

Does anyone know where I can get this AUTORUN.SYS file? Please send me email at peter@baseview.com if you can help! (Thanks in advance.)

--Peter Johnson

Internet | peter@baseview.com
AOL | PeterAJ

394. Re: HELP! Atari 800XL -> 4 Sticks?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: bryede@emi.net
Message-ID: <4s61ut$prm@cambridge.emi.net>
Source record: 82127

In article <4rham8$nvq@usenetw1.news.prodigy.com>, UASZ40A@prodigy.com says...
>
>I hope you get a solution to this, but I have a feeling that the XL or XE
>won't be able to handle the other 2 sticks, since memory management for
>the bank selection schemes in XL and XE computers somehow use what the
>other 2 sticks used to use in the old 400 and 800. Anyone else?
>
>
A circuit could be built that would allow for the 2nd two sticks with the flip
of a switch, but you would have to switch it back to toggle BASIC or manage
extra memory, and the outputs of the PIA to those devices would have to be
latched so they would not change while the joysticks are being used.

-Bry

395. Anyone got any Freddie's for sale?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: bryede@emi.net
Message-ID: <4s61na$prm@cambridge.emi.net>
Source record: 82128

I need one or two freddie chips CO61991 if anyone has any laying around for cheaper than I can mailorder them. Also I could use some 64x1 DRAM. I've scavenged all I can from my parts machines.

-Bry

396. ColecoVision and Atari 2600 setups for auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: rsumner@tnis.net
Message-ID: <31e6671c.7404153@snews.zippo.com>
Source record: 82129
Cross-posted to: abg.atari,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace

These are up for auction. This will be the first of 3
public post. email for a list of rules (If you need them).
I figure shipping to be about $20 for the Coleco and $15
for the 2600. email bids or questions to: rsumner@tnis.net
Updates will be sent out 6:00 PM(Mountain) every night.
On 7/26/96 at 6:00 PM(Mountain) will start the going once
stage. Hopefully on the 28th these will be sold.

ColecoVision Setup

---->ColecoVision console w/manual and
Donkey Kong w/instructions, switchbox, RF cable,
power supply, 2 joysticks w/Co-Sticklers.
---->Roller Controller w/manual and Slither w/instructions.
---->Expansion module #1(2600) w/Venture(Coleco) and
1 Atari Joystick.
---->Expansion Module #2(Driving Controller) w/manual and
Turbo w/instructions.
---->1 super Action Controller w/Super Action Baseball
w/instructions and score pad.

min $30.00

Atari 2600 Setup

---->Atari 2600 console w/manual and warranty card,
Radio Shack switchbox, power supply, 2 joysticks,
1 set of Paddles, Combat(complete in box),
Super Breakout (complete in box),
Space Invaders(w/box, instructions),
Pac-Man(w/box, instructions).
---->1 set of driving controllers w/Indy 500.
---->1 touchpad w/Star Raiders and overlay.
---->Atari Trek-ball(complete in box)
w/Missile Command and instructions.

min $30.00

397. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31E68A02.5FF9@ccm.jf.intel.com>
Source record: 82130
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Tom Lamparty wrote:
>
> Right to the point! You have my vote.
>
> On 12 Jul 1996, Kyle R. Hofmann wrote:
>
> > alt.binaries.atari Binaries for Atari computers
> >
> > Also, is there an official charter? The first section at the top is
> > pretty good, how about something like this?
> >
> > -----8<-----
> > This group is intended for the posting of binaries for Atari
> > computers. Examples of on topic posts include:
> >
> > - Compressed files for the Atari of any type
> > - Patches to existing software for the Atari
> > - New, publically released software for the Atari
> > - Atari software requested by someone in another group
> >
> > Examples of off topic posts include:
> >
> > - Discussions or advocacy of Atari products
> > - Auctions or sales of Atari hardware or software
> > - Commercial software (WaReZ)
> > - MAKE.MONEY.FAST schemes and ECP/EMP
> >
> > Again, this group is *NOT* intended for the posting of commercial
> > software. Commercial software may be posted ONLY if the current holder
> > of the copyright has agreed to allow public distribution of this software.
> > -----8<-----
> >
> > How's that? Is it agreeable to everyone?
> >
> > -Kyle R. Hofmann

I thought posting the charter was a bit premature, but this one is almost perfect.
I suggest we adopt it as the "official" charter.

Again, comments welcome. Flames to root@uni.edu <EVIL GRIN>

--
See us at http://www.3rdplanet.com/~starship
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+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
| "If God had wanted me limited to 640k of RAM, She would |
| never have allowed numbers higher than 1 million to be |
| propagated over the Internet!" ... Zippy the Programmer |
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398. Re: Atari joysticks on a Mac running Rainbow?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4s646n$bbj@no-names.nerdc.ufl.edu>
Source record: 82131

ccleving@freenet.columbus.oh.us (Connie Clevinger) wrote:
>
>So every joystick you use on the Mac has a computer in it?!?
>They should've just've made it like the 800 or else made a
>"joystick interface" that had (at least four) joystick ports on it for
>normal Commodore/Atari joysticks.
>Kind've like the 815 disk drive,share one controller.
>

The reason Mac joysticks are intelligent is because they are ADB (Apple Desktop Bus) devices that sit on the ADB chain along with the keyboard, mouse, drawing tablet, etc. This approach allows you to have as many peripherals as the bus can power, but the downside is that the devices need to be somewhat self-aware. In addition to the increased number of input devices, the other nice thing about ADB is true plug-and-play -- you'll NEVER see a Mac user reconfiguring a mouse driver ;-).

-Michael Ellis

399. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_837207125@rtfm.mit.edu>
Source record: 82132
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 8 days
Last-modified: July 12, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following three Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu
```

400. Re: rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4udho6.47.asmolar@smol.fast.net>
Source record: 82133

On Thu, 11 Jul 1996 12:23:49 -0700, Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
wrote:
>Connie Clevinger wrote:
>> Xformer is faster than XL-it.But artefacting graphics don't work.
>> Nor does P/M colission.Nor sound.Still fast,though.
>> (on my machine,faster than the original,which I have)
>
>Hmmm, I ran the Balldemo on both PC Xformer and XL-it! just a day or
>two ago, on a 486DX2/66; XL-it! is definitely both faster and smoother,
>and has better graphics (the colors are "truer"). Mind you, I'm glad
>that Darek wrote PC Xformer, but I think XL-it! is advancing at a much
>faster rate.

Are you sure? XL-it sometimes barely reaches full speed on my 5x86-133,
but is usually running about 80% of the original, While Xformer can run
about 5-7x faster than the real thing on the same machine.

From my experience XL-it is sluggish on a DX2-66,

XL-it is definatly improving much faster, but it still doesn't come close
to the speed of Xformer.

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

401. Re: need help w/XL-IT and cart images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: brentsg@worldnet.att.net
Message-ID: <4s6hpq$lqv@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 82134

So where can I get dos? Can I pluck it from some other .xfd or something?

When converting the files to atr, what utility should I use? I wasn' t around
pirating stuff in the early days so I don't understand the format.

Thanks for any info...

Brent

I've got tons of this stuff on disk and cart, but my 800xl power supply is dead and
my 1050 drive quit.

In article <31e5c872.13388455@news.superlink.net>, scharles@superlink.net
says...
>
>-
>-or similar, the emulator enters the self-test mode. I've tried the
>nobasic and such
>-with no success. What am I doing wrong?
>-
>
>You have to insert MSPACMAN into a disk image, follow link from my
>page http://mars.superlink.net/scharles to ivan's utilities, it will
>create an ATR image to be used with the emulators. Then boot the
>emulator with the command line atari -nobasic dos.atr mspac.atr
>(hope you have a dos!) of course, mspac.atr will be whatever you name
>the image.
>There are NO, repeat, NO CART IMAGES in that archive! They are Carts
>CONVERTED to binary load files, from the old pirate days of the 80's.
>(This was the only way to get carts pirated then. No emulators!)
>

402. fs: aTARI COMPUTER ITEMS

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C45457.10C100066A.uuout@compudata.com>
Source record: 82135

```
Saturday, July 06, 1996

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $38
Atari 1050 Disk Driver owners guide........... $ 5
Atari 1050 Disk Drive - intro to Atari DOS..... $ 9
Cable & TV Connector for Atari 130XE........... $ 6
Peripheral Cable for Atari computer........... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable......................... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks........... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
NEC Color monitor model JC-1215MA.............. $44
MPS801 Printer for Commodore...(two)........... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • The fecal material has hit the air circulating device.

403. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: szhays@boris.ucdavis.edu
Message-ID: <4s4pmc$10p@mark.ucdavis.edu>
Source record: 82136
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Kyle R. Hofmann (rhofmann@crl.com) wrote:
:
: alt.binaries.atari Binaries for Atari computers
:
: Also, is there an official charter? The first section at the top is
: pretty good, how about something like this?
[snip]

That all sounds good to me.

.....................................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.110.171 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o-------------------------------------------------------+
```

404. 800XL monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Timothy Hayes <timhayes@novia.net>
Message-ID: <31E71B6A.302A@novia.net>
Source record: 82137

I hope a couple of simple questions.

1. What kind of monitor would an Atari 800XL use, besides the connector to a VHF switchbox.

2. Where would one find a checp one in the Omaha, Nebraska area?

405. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: thopman@uoguelph.ca
Message-ID: <4s5vul$6bg@ccshst05.uoguelph.ca>
Source record: 82138
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: [Original article reformatted to fit into 78 columns for clarity]

: In article <31E550DA.261E@ccm.jf.intel.com>, Rich Tietjens wrote:
: : The proposed group would serve as a place to exchange small patches,
: : release small shareware packages and updates to existing packages, post
: : items that have been requested in one of the other comp.sys.atari.*
: : newsgroups, and so forth. There has been some discussion of how to
: : handle Atari binaries since the closing of
: : comp.sys.binaries.atari.moderated and the general consensus in c.s.a.s
: : has been that a dedicated newsgroup is needed; it is inappropriate to
: : post large binaries (>16k) in any of the existing groups, and if this
: : proposal is approved, it will then be possible for those users who do
: : not wish to download binaries to simply not subscribe; at present,
: : someone will post a binary from time to time and users who must pay for
: : on-line time, and who do not want the binary, complain (quite reasonably
: : so).

: : Comments welcome. Flames to dev/null, thanks.

: Is there a tag for this group? For example:

: alt.binaries.atari Binaries for Atari computers

: Also, is there an official charter? The first section at the top is
: pretty good, how about something like this?

: -----8<-----
: This group is intended for the posting of binaries for Atari
: computers. Examples of on topic posts include:

: - Compressed files for the Atari of any type
: - Patches to existing software for the Atari
: - New, publically released software for the Atari
: - Atari software requested by someone in another group

: Examples of off topic posts include:

: - Discussions or advocacy of Atari products
: - Auctions or sales of Atari hardware or software
: - Commercial software (WaReZ)
: - MAKE.MONEY.FAST schemes and ECP/EMP

: Again, this group is *NOT* intended for the posting of commercial
: software. Commercial software may be posted ONLY if the current holder

: of the copyright has agreed to allow public distribution of this software.
: -----8<-----

: How's that? Is it agreeable to everyone?

I'll support both the rationale and the charter...Sounds good to me.

THeo

406. Re: rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4s7dv7$gae@nnrp1.news.primenet.com>
Source record: 82139

In article <slrn4udho6.47.asmolar@smol.fast.net>,
Tony Smolar <asmolar@fast.net> wrote:
>On Thu, 11 Jul 1996 12:23:49 -0700, Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
wrote:
>From my experience XL-it is sluggish on a DX2-66,
>
>XL-it is definatly improving much faster, but it still doesn't come close
>to the speed of Xformer.

The author says in the documentation that he is working on getting in as
much compatibility as possible before working on the speed.

From these reports, it sounds like that's what he's doing too.

I sure hope he can speed the thing up though, having a dx2-66 myself.

For comparison, the Commodore emulator that most people use is completely
compatible and works with a dx2/66. But, it's shareware now, with, I
think, a $60 registration. That's even steeper than Xformer.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" ''''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

407. Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>, T: ")"@mail.demon.net;
Message-ID: <31e700e8@pianosa.demon.co.uk>
Source record: 82140

Whilst reading the usual rubbish I find here, ASharkis wrote something
interesting to All about Looking for a disk drive for the Atari 800XL:

Hello ASharkis,

A> Rick said he used to format the back side of flippies with an XF551 but
A> 2. Use a mod available from CSS (I never did this, but people who

Do you know where i could get details of this mod? Web address, ftp, whatever.

Thanks in advance.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... I'll step on your face, on your mother's grave, never underestimate me
I'm nobody's fool. - Lookin' After No. 1; The Boomtown Rats

408. Rainbow and 5200 carts?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: duguid@ma.interbroad.or.jp
Message-ID: <AE0B67DF966828393@pan.interbroad.or.jp>
Source record: 82193

I have gotten a couple of 5200 carts to try with Rainbow, but they are 12k
and 24k in size, respectively.

When i try to load them into Rainbow, it tells me
"Carts must be either 16k or 32k)

Any idea how I could make them fit?

thanks,
Chris Duguid

409. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e596e9.705610@news.superlink.net>
Source record: 82194

```
-
-I don't think that qualifies as "underrated", though; it was one of
the
-best selling (and probably most pirated) titles for its time. Kinda
like
-saying "Archon" or "Zork" were underrated titles. For me, there was a
game
-called "Painter" (I think) which didn't sell well, but was infinately
-playable. You controled this little house painter guy that ran around
a
-house painting the walls, while avoiding a host of bad guys. A
classical
-music score (The Nutcracker Suite, I think) played in the background.
-

It's called "Bristles" from 1st star software (also one of the most
pirated titles there was)
```

410. Re: this is a test

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: tweeks@millenium.texas.net
Message-ID: <4s4auu$qb1@news2.texas.net>
Source record: 82195
Cross-posted to: alt.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.tandy,comp.sys.ti,or.forsale

```
Perry Tryfonas (dx244b18@phobos.senecac.on.ca) wrote:
: hi there!

--
_____________________________________________________________________________
/ Thomas W. Weeks | Team AMIGA Commodore Amiga 500/030 40MHz \
| A&M EET/Telecom Grad '95 | /// Hacked Into Black Tower Case, |
| Auth. PC Tech: Exper. 7 Yrs. | __ /// 9M RAM, SyQuest 44M, 700M-o-SCSI |
| Expr. w:WinNT/UNIX/DOS/Win95 | \\\/// IBM 286 Hardware Emulator, |
| LAN/WAN/TCP/IP/ISDN/HTML/C++| \XX/ Home Brew Audio A/D, HP48GX |
| Email: tweeks@texas.net | "Amiga, The Computer for the Creative Mind"TM |
| http://www.texas.net/~tweeks | "Macintosh, The Computer for the Rest of Us"TM|
\_____________________________|_____________________________________________/
```

411. need help w/XL-IT and cart images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: brentsg@worldnet.att.net
Message-ID: <4s4bpb$3je@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 82196

Hello-

I'm trying to use XL-IT .14 with a cart image of MS-PacMan or Kangaroo.

I'm taking the images from the FTP server at ftp2.cyberspy.com/pub/atari8/

under yogis site/binaries.

When I type atari -cart mspacman

or similar, the emulator enters the self-test mode. I've tried the nobasic and such with no success. What am I doing wrong?

Thanks!!

Brent
brentsg@worldnet.att.net

412. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4s4dht$qrc@blackice.winternet.com>
Source record: 82197

> Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> writes:
> Mark Steele wrote:
> >
> > With this in mind, I am looking for some software and perhaps someone
> > out there can help me.
> >
> > Fort Apocolypse
> > Mac65 Assembler
> > SpartaDos (latest version ?)
>
> ICD is still in business and AFAIK still owns the copyright to SpartaDOS.
> Why not send them email (I think it's support@icd.com but it's possible they still
> deal through GEnie) and ask about it?
>
>>>>
No, ICD sold off all 8bit products to FineTooned Engineering. I don't
have any address or phone number. Someone speak up - - .

Rich Mier

413. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4s4dvg$qrc@blackice.winternet.com>
Source record: 82198

> Tom Lamparty <lamparty@telerama.lm.com> writes:
> I believe that a alt.binaries.atari or alt.binaries.atari.st is badly
> needed since our moderated binary group has lost it's moderator and been
> expunged!
>
> On Thu, 11 Jul 1996, Rich Tietjens wrote:
>
> > The proposed group would serve as a place to exchange small patches, release small
> > shareware packages and updates to existing packages, post items that have been
requested
> > in one of the other comp.sys.atari.* newsgroups, and so forth. There has been some
> > discussion of how to handle Atari binaries since the closing of
comp.sys.binaries.atari.moderated
> > and the general consensus in c.s.a.s has been that a dedicated newsgroup is needed; it
is
> > inappropriate to post large binaries (>16k) in any of the existing groups, and if this
> > proposal is approved, it will then be possible for those users who do not wish to
download
> > binaries to simply not subscribe; at present, someone will post a binary from time to
time
> > and users who must pay for on-line time, and who do not want the binary, complain
(quite reasonably so).
> >
(SNIP)
>>>>
There already is a ALT.BINARY.COMP.ATARI8BIT just for this purpose. I subscribe to it but it has been quite awhile sense anything Atari has been posted in it. Lately all SPAMs.

Rich Mier

414. Re: MPP modem power supply needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: pulliam@inwave.com
Message-ID: <09960611215047.OUI72.pulliam@inwave.com>
Source record: 82199

Don't know if this helps, as I have forgotten what the MPP modem was. The only two Atari modems I remember were the 830 modem which required connection through the 850 interface. I believe that this was their first modem. It was acoustically coupled, and 300 Baud. It required a 24v ac/150 mA transformer power supply, according to my 850 manual. Their second (I think) modem was the XM301, which was a nifty little gray box that was powered from the computer.

These are the only two Atari modems I know about, as I started buying other (faster) modems after that.

Hope this helps!

--
Ed L. Pulliam pulliam@inwave.com
07/11/96 22:35

Using: OUI PRO 1.5.0.2 from http://www.dvorak.com

415. Re: need help w/XL-IT and cart images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e5c872.13388455@news.superlink.net>
Source record: 82200

-
-or similar, the emulator enters the self-test mode. I've tried the
nobasic and such
-with no success. What am I doing wrong?
-

You have to insert MSPACMAN into a disk image, follow link from my
page http://mars.superlink.net/scharles to ivan's utilities, it will
create an ATR image to be used with the emulators. Then boot the
emulator with the command line atari -nobasic dos.atr mspac.atr
(hope you have a dos!) of course, mspac.atr will be whatever you name
the image.
There are NO, repeat, NO CART IMAGES in that archive! They are Carts
CONVERTED to binary load files, from the old pirate days of the 80's.
(This was the only way to get carts pirated then. No emulators!)

416. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4s4i37$2m6@nntp.crl.com>
Source record: 82201
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

[Original article reformatted to fit into 78 columns for clarity]

In article <31E550DA.261E@ccm.jf.intel.com>, Rich Tietjens wrote:
: The proposed group would serve as a place to exchange small patches,
: release small shareware packages and updates to existing packages, post
: items that have been requested in one of the other comp.sys.atari.*
: newsgroups, and so forth. There has been some discussion of how to
: handle Atari binaries since the closing of
: comp.sys.binaries.atari.moderated and the general consensus in c.s.a.s
: has been that a dedicated newsgroup is needed; it is inappropriate to
: post large binaries (>16k) in any of the existing groups, and if this
: proposal is approved, it will then be possible for those users who do
: not wish to download binaries to simply not subscribe; at present,
: someone will post a binary from time to time and users who must pay for
: on-line time, and who do not want the binary, complain (quite reasonably
: so).

: Comments welcome. Flames to dev/null, thanks.

Is there a tag for this group? For example:

alt.binaries.atari Binaries for Atari computers

Also, is there an official charter? The first section at the top is
pretty good, how about something like this?

-----8<-----
This group is intended for the posting of binaries for Atari
computers. Examples of on topic posts include:

- Compressed files for the Atari of any type
- Patches to existing software for the Atari
- New, publically released software for the Atari
- Atari software requested by someone in another group

Examples of off topic posts include:

- Discussions or advocacy of Atari products
- Auctions or sales of Atari hardware or software
- Commercial software (WaReZ)
- MAKE.MONEY.FAST schemes and ECP/EMP

Again, this group is *NOT* intended for the posting of commercial
software. Commercial software may be posted ONLY if the current holder
of the copyright has agreed to allow public distribution of this software.

-----8<-----

How's that? Is it agreeable to everyone?

-Kyle R. Hofmann

417. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <31e5e030.903227@news.cyberspy.com>
Source record: 82202

farside@value.net (Farside) wrote:

> Is anyone selling an SIO2PC cable or know where to get
>instructions on making one? I'm not too good with soldering and
>assembling parts but I don't have the $60 for the APE cable so any help
>is appreciated!

How about the $3.98 for the Ape cable (make it yersefl!), providing
youve got the SIO already. If you dont Im sure you can bum one offa
someone around here for a buck or two.

See ya, Joe

418. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4s4td2$8oe@crl4.crl.com>
Source record: 82203

Just Steve (steveg@cnct.com) wrote:
: I would advise everyone who doesn't want to be pestered by a little
: mosquito of a little boy to avoid any and all attempts at trasactions with
: the user going under the name of "Admiral Nuguru" (current email:
: admiral.nuguru@fantasy.com). While I'm sure his ego will get the better of

FYI, "Admiral Nuguru" is also known as Terry Ortman, as if we all didn't recognize the details from earlier postings. Thanks for posting the history/transcript of your exchange; it's quite revealing. All this time I'd been thinking he was an adult, heh.

John
jvogel@crl.com

419. Re: MPP modem power supply needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: kevins@hutchtel.net
Message-ID: <4s4n20$klm@cronkite.polaristel.net>
Source record: 82204

ccleving@freenet.columbus.oh.us (Connie Clevinger) wrote:

>I need to know if the MPP (400 baud) modems use the normal Atari power
>supply or something special.

If you're talking about the MPP 1000C modem that plugs into the joystick ports,
then use a 9 v dc 200 mA power supply

Hope that helps...

420. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Brian {Hamilton Kelly} <bhk@dsl.co.uk>
Message-ID: <837160264snz@dsl.co.uk>
Source record: 82205
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <Pine.BSD.3.91.960711220029.19482A-100000@ganesh.lm.com>
lamparty@telerama.lm.com "Tom Lamparty" writes:

> I believe that a alt.binaries.atari or alt.binaries.atari.st is badly
> needed since our moderated binary group has lost it's moderator and been
> expunged!

I'm a little puzzled (not knowing *anything* about the organization of
the Atari groups, or indeed of the Atari itself): Rich's posting refers
to comp.sys.binaries.atari.moderated, yet that appears to have placed
binaries directly into a non-binary hierarchy. Was any such group ever
officially in existence (being Big-8, it would have had to pass a RFD/CFV
process)? I would have thought the most likely reason for the group to
have been, as Tom puts it, "expunged", is that David Lawrence has
conducted some Augean stable-cleaning. I can find *no* signs of any
comp.sys.binaries.* hierarchy, which is the way that I as a newsmaster
would like to see things remain!

According to my active list, there *is* a comp.binaries.atari.st, which
is indeed moderated. Was it perhaps this group that you and Rich meant?
If so, rather than creating a new group in the alt.* hierarchy (which
might take some time to achieve good propagation), why not simply appoint
another moderator, and start using the group again?

(I'd wanted to cc this response to Rich as well as Tom, but the latter
didn't retain the former's address in the attribution.)

> On Thu, 11 Jul 1996, Rich Tietjens wrote:
>
> > The proposed group would serve as a place to exchange small patches, release
> small
> > shareware packages and updates to existing packages, post items that have
> been requested
> > in one of the other comp.sys.atari.* newsgroups, and so forth. There has
> been some
> > discussion of how to handle Atari binaries since the closing of
> comp.sys.binaries.atari.moderated
> > and the general consensus in c.s.a.s has been that a dedicated newsgroup is
> needed; it is
> > inappropriate to post large binaries (>16k) in any of the existing groups,
> and if this
> > proposal is approved, it will then be possible for those users who do not
> wish to download
> > binaries to simply not subscribe; at present, someone will post a binary from

> time to time
> > and users who must pay for on-line time, and who do not want the binary,
> complain (quite reasonably so).

--
Brian {Hamilton Kelly} bhk@dsl.co.uk
Tony Blair's New Labour: The Windows'95 of Political Parties
(c/w Plug'n'Pray and a pretence of offering object-orientation)

421. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: junior@yin.kuai.se
Message-ID: <4s522q$ed4@kaon.kuai.se>
Source record: 82206
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Tom Lamparty (lamparty@telerama.lm.com) wrote:
: I believe that a alt.binaries.atari or alt.binaries.atari.st is badly
: needed since our moderated binary group has lost it's moderator and been
: expunged!

: Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
: 4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
: Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
: North East Ohio ST Atari Group |Support board for Dr. Bobware

YES! I second that
Junior@kuai,se
```

422. 130XE (broke) FOR $10

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31e63970.2900712@netnews.netaxs.com>
Source record: 82207

I have an Atari 130 that doesn't work anymore and I am very close to tossing it. The power supply still works, so I figure that is worth something. Maybe its good for parts (keys etc). I also have the manual.

Looking for $10 + S&H. I will listen to best offers.

Jay

423. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4s5fp0$mep@dfw-ixnews6.ix.netcom.com>
Source record: 82208

In article <4s3kvm$nud@nut.ucsb.edu>, jasonbar@nut.ucsb.edu (Jason D. Bardis) wrote:

>That was Bristles, by First Star Software (of Astro Chase fame) and
>designed by Fernando Herrera (wonder what he's up to now...)

I remember in an article in Antic or Analog about First Star they had
a picture of a game they were working on. I don't remember the name of it,
but they showed a title screen that had a truck going over an exploding
bridge. Or something to that effect. I always wondered what happened to
that game.
l

424. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4s5fa6$780@orm.southern.co.nz>
Source record: 82209
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
<SNIP>

MAKE IT!!!!!! :)

_ Julian Forsythe _
o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

Hey Santa, how much for your list of naughty girls?

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES
---

425. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960712082722.14301A-100000@moose.erie.net>
Source record: 82210

On Thu, 11 Jul 1996, Just Steve wrote:

> From: admiral.nuguru@fantasy.com (Admiral Nuguru)
> Date: Wed, 10 Jul 1996 15:17:00 +0000
> Organization: Fantasy Land BBS * 217-535-1005
>
> YOU ARE IN VIOLATION OF FEDERAL LAW!!!
>
> You owe me $15,000.00 minimum for that harassing mail!!!
>
> YOU WERE INTERESTED, YOU MADE AN OFFER, DEMANDED I REPLY BEFORE THE
> WEEKEND WAS UP, I DID!!!!
>
> I have that in WRITING FROM YOU...
>
> Then YOU READ LIES posted by my COMPETITORS, and people who have neve4r
> done business with me, and you ALSO POST YOPUR LIBEL TO ME!@!!!
>
> That's a $250,000.00 fine right there!!
>
> Consider yourself reported to the NET POLICE, and I AM notifying the
> Police of your continued harassment...
>
> YOU BROUGHT IT ALL ON YOURSELF!!!
>
> YOU sent me the harassing mail saying I refused to respond to a mesage
> you say you sent, but I never received, I told you to check your server,
> and then you continue to harass me!!!
>
> DO NOT REPLY AGAIN, if you do, you'll be sued for another $15,000.00,
> you IGNORANT PERSON (if I can even call you a person....)

Sounds like Admiral Nuguru is really Terry Ortmann!!!

426. Re: MPP modem power supply needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.91.960712083145.14301B-100000@moose.erie.net>
Source record: 82211

On 12 Jul 1996, Ed L. Pulliam wrote:

> Don't know if this helps, as I have forgotten what the MPP modem was.
> The only two Atari modems I remember were the 830 modem which required
> connection through the 850 interface. I believe that this was their
> first modem. It was acoustically coupled, and 300 Baud. It required a
> 24v ac/150 mA transformer power supply, according to my 850 manual.
> Their second (I think) modem was the XM301, which was a nifty little
> gray box that was powered from the computer.

> These are the only two Atari modems I know about, as I started buying
> other (faster) modems after that.

Atari also produced the 835 modem (300 bps, direct connect, beige
800-style case), the 1030 (300 bps, direct connect, ROM-based T: handler,
1050-style case), and the SX212 (1200bps, SIO/RS232 ports, XE-style case).

427. Re: Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4s5ied$nac@newsbf02.news.aol.com>
Source record: 82212

Rick said he used to format the back side of flippies with an XF551 but
couldn't remember how to do it. The following three methods come to mind:

1. Punch an index hole in the disk cover (difficult, but manageable)

2. Use a mod available from CSS (I never did this, but people who did
say it's
a good way to go

3. Use a 1050 <G!>

Alan

428. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Neil Jones-Rodway <neil@pool.informatik.rwth-aachen.de>
Message-ID: <Pine.HPP.3.93.960712144508.4833B-100000@clustrol.informatik.rwth-aachen.de>
Source record: 82213
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
On Thu, 11 Jul 1996, Rich Tietjens wrote:
> The proposed group would serve as a place to exchange small patches,
> release small shareware packages and updates to existing packages, post
> items that have been requested in one of the other comp.sys.atari.*
> newsgroups, and so forth............
[deletia]

I support the creation of an alt.binaries.atari newsgroup.

Neil.
--------------------------------------------------------------------------------
Neil Jones-Rodway RWTH-Aachen
E-Mail: nj1@ukc.ac.uk
Web Pages: http://www-users.informatik.rwth-aachen.de/~neil/
```

429. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Peter Haworth <pmh@edison.ioppublishing.com>
Message-ID: <31E645B2.7CF2@edison.ioppublishing.com>
Source record: 82214
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Brian Hamilton Kelly <bhk@dsl.co.uk> wrote:
: In article <Pine.BSD.3.91.960711220029.19482A-100000@ganesh.lm.com>
: lamparty@telerama.lm.com "Tom Lamparty" writes:
: > I believe that a alt.binaries.atari or alt.binaries.atari.st is
badly
: > needed since our moderated binary group has lost it's moderator and
been
: > expunged!
: According to my active list, there *is* a comp.binaries.atari.st,
which
: is indeed moderated. Was it perhaps this group that you and Rich
meant?
: If so, rather than creating a new group in the alt.* hierarchy (which
: might take some time to achieve good propagation), why not simply
appoint
: another moderator, and start using the group again?

comp.binaries.atari.st would be my choice too, especially as we already
get the comp hierarchy on our server.

the H

430. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960712091516.25502A-100000@ganesh.lm.com>
Source record: 82215
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Right to the point! You have my vote.

On 12 Jul 1996, Kyle R. Hofmann wrote:

>
> Is there a tag for this group? For example:
>
> alt.binaries.atari Binaries for Atari computers
>
> Also, is there an official charter? The first section at the top is
> pretty good, how about something like this?
>
> -----8<-----
> This group is intended for the posting of binaries for Atari
> computers. Examples of on topic posts include:
>
> - Compressed files for the Atari of any type
> - Patches to existing software for the Atari
> - New, publically released software for the Atari
> - Atari software requested by someone in another group
>
> Examples of off topic posts include:
>
> - Discussions or advocacy of Atari products
> - Auctions or sales of Atari hardware or software
> - Commercial software (WaReZ)
> - MAKE.MONEY.FAST schemes and ECP/EMP
>
> Again, this group is *NOT* intended for the posting of commercial
> software. Commercial software may be posted ONLY if the current holder
> of the copyright has agreed to allow public distribution of this software.
> -----8<-----
>
> How's that? Is it agreeable to everyone?
>
> -Kyle R. Hofmann
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

431. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-12 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4s5ppn$i25@madeline.INS.CWRU.Edu>
Source record: 82216
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Somebody already pointed this out, but I'm going to repeat it
because I think it makes this thread moot.
There already is an alt.binaries.comp.atari8bit.
```

432. Questios□ns: Drive format/disk communication

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: jphindin@atlantis.actrix.gen.nz
Message-ID: <4s5j4b$2na@atlantis.atlantis.actrix.gen.nz>
Source record: 82141

```
UW PICO(tm) 2.3 File: /u/jphindin/.article Modified

I'm a newbie to the 8-bit Atari scene, but damn interested and I have few
questions....

Where can I get XFSIO? Lawrence Stavelys link is mucked up and he hasn't
answered my EMails.

What programmes are there around to read Atari formatted disks in a PC
drive? I've tried AnaDisk but the damn thing doesn't dump for some reason
- it just leaves an empty file.

Also, where can I find the format of how an Atari disk is written? I've
tried the Reference Manual (E-Manual ver) but can't see anything on Disk
formatting itself, I suppose that comes under the OS version...anyway,
any help would be much appreciated...

THANX, JP

^G Get Help ^O WriteOut ^R Read File ^Y Prev Pg ^K Cut Text ^C Cur Pos
^X Exit ^J Justify ^W Where is ^V Next Pg ^U UnCut Text^T To Spell
Help F1 Option Menu F2 Connect: 00:13:48
--
JP Hindin Hindin Incorporated jphindin@actrix.gen.nz

"The old-age believe everything, the middle-age suspect everything and
the teenage know everything." - Oscar Wilde (1854-1900)
```

433. Re: ColecoVision and Atari 2600 setups for auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4s6spd$1c0@madeline.INS.CWRU.Edu>
Source record: 82142
Cross-posted to: alt.atari.2600vcs,alt.atari.2600vcs,alt.games.video.classic,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace

I'm counter-cross-posting most of the 'Advertising on Usenet- How to
do it, how not to do it.

I don't think auctioneers will actually pay any attention to it.
I just think there are 'netiquette' rules on Usenet and
these cross-posted auctions violate the primary principles of Usenet.

The people who do these auctions, I don't remember seeing in the
group I frequent, csa8, they just show up to sell their junk.

KEEP IT UP, AUCTIONEERS, AND YOU WILL LOOSE THE STEEENKING AUDIENCE
YOU ARE TRYING TO MONOPOLIZE ON!

From: jfurr@acpub.duke.edu (Joel K. Furr)
Subject: Advertising on Usenet: How To Do It, How Not To Do It
>Newsgroups: news.announce.newusers,news.admin.misc,misc.entrepreneurs,news.admin.
net-abuse.misc,news.misc,misc.answers,news.answers
Reply-To: jfurr@acpub.duke.edu
Followup-To: news.admin.misc
Approved: netannounce@deshaw.com (Mark Moraes)
Lines: 460

Original-author: jfurr@acpub.duke.edu (Joel K. Furr)
Archive-name: usenet/advertising/how-to/part1
Last-change: 13 Nov 1995 by jfurr@acpub.duke.edu (Joel Furr)
Changes-posted-to: news.misc

Introduction

Advertising on Usenet is a frequently misunderstood subject. The purpose
of this message is to explain some Usenet conventions regarding
advertising to new users and, hopefully, spare everyone involved a lot of
needless worry.

This FAQ does not attempt to describe in detail all the various ways in
which one can conduct commercial activity over the Internet and attempts
simply to explain the issues involved in advertising in Usenet newsgroups.

The philosophy of Usenet

Usenet started out in 1980 as a UNIX network linking sites which needed to
talk about and receive prompt updates on UNIX system configuration and
other UNIX questions. Message traffic started out at a few messages per

week, but the system was so useful that traffic quickly boomed and Usenet almost immediately expanded to include forums on science fiction, humans and computers, and other subjects.

In the beginning, Usenet was largely confined to educational institutions such as universities and colleges, and to research companies and other commercial enterprises with UNIX machines on-site. It has now grown to include millions of users at commercial sites such as America Online and at companies around the world involved in every sort of business imaginable. Nevertheless, many of the customs found on Usenet today have their origins in the days when Usenet was very small and most Usenet sites were universities.

That these customs and traditions began when Usenet was much smaller and quite different in nature in no way lessens the anger many users feel when these customs and traditions are violated.

One such custom is the tradition and belief that it is rude to advertise for profit in Usenet newsgroups.

Advertising is widely seen as an 'off-topic' intrusion into the discussions of any particular newsgroup (newsgroup is the Usenet word for discussion group or bulletin board). Each newsgroup has a specific set of subjects it is intended to cover, and in order for newsgroups to function as effective discussion forums, it is important that people stay 'on-topic'. If everyone disregarded the particular topics each newsgroup is intended to cover and simply posted whatever they wanted wherever they want, the entire system would break down.

Due to the decentralized nature of Usenet, there is no one person or body which can "enforce" the custom of staying on-topic. It falls on each user to help preserve the culture of open discussion and free speech that Usenet has come to embody by not posting off-topic material.

This, of course, includes advertising. Advertising is by far the most pervasive form of off-topic posting, and therefore, gets most of the heat.

An analogy

If an analogy will help you to visualize the situation, imagine a meeting at your workplace or school.

At this meeting, people are discussing a certain issue -- for example, getting new sidewalks installed downtown or getting new schoolbooks for the elementary school, or what to do about the new product your company is planning on introducing.

In the midst of the discussions on the new sidewalks or textbooks or product, someone walks into the room, interrupts everyone, then reads an advertisement for a local restaurant. He or she then leaves without waiting for comment.

Now imagine if this happened over and over again each time your group tried to hold a meeting. Every time someone tried to make a point, in walks some other stranger who reads an ad for some business that has nothing to do with the subject of the meeting.

It would soon become rather difficult to hold effective meetings, wouldn't it?

Similarly, it's very difficult to keep Usenet newsgroups interesting and useful when people deluge newsgroups with advertisements.

The hidden cost

One of the things that attracts some people to the idea of advertising via Usenet is that it costs so little to do it. You pay $20 or $30 per month for an Internet account, and you can post literally *millions* of advertisements at no additional cost.

But there *is* a cost. Each message you post takes up disk space on each site around the world where it lands. People don't much mind paying for disk space to hold Usenet discussions since they know that people like taking part in those discussions and since they know that it's sort of like mutual backscratching: "I let your messages reside on my site for free, and you let the messages I post reside on your site for free." Everyone benefits from interesting, informative, or amusing discussions, so no one really minds paying for the space.

But there's only one person who benefits from advertising: the advertiser. Sure, you can say that the people who see the ad benefit from the product or service advertised, but when you balance that against what they lose when their favorite discussion group is taken over by non-stop advertising, it's a poor trade.

No one wants to give their disk space for free to someone who selfishly posts a copy of an advertisement to every newsgroup on Usenet.

How to advertise on Usenet

There *are* acceptable ways to advertise in Usenet newsgroups.

1. The on-topic notice

If you have a product or a message that is specifically related to a particular Usenet newsgroup, and you want to let people know about it, it's *usually* all right to post *one* notice about it.

Note the word "notice." A notice is a brief mention of the product with information about how interested persons can find out more. It's not a sales pitch. It's not an advertisement. It's not a "BUY BUY BUY" sort of message. It's a notice.

You are encouraged to make such postings one-time-only. When your polite informational notice starts getting posted every week, people are going to

start getting irked at you.

You are also *strongly* encouraged to keep such postings hype-free. What often works very well is to post information about your services or product and include a contact address, World Wide Web site, or phone number for people to use to get more information.

For example, if you want to post a notice about your immigration law services, you could post a message to alt.visa.us or the various misc.immigration.* newsgroups, where you'd find a large population of people interested in that or related subjects. Posting the same ad to rec.sport.football.college would *not* be appropriate because rec.sport.football.college has nothing to do with immigration law, visas, or becoming a citizen of another country.

One way to tell if a post is appropriate is to look at a newsgroup's charter. The charter is the formal declaration of what is on topic and what is not, and was generated at the time the group was created if the group was created in the so-called Big 7 hierarchies of comp.*, soc.*, rec.*, talk.*, misc.*, news.*, sci.*, and humanities.*. Some other groups have charters as well, but not all -- and if they do, they're often one or two lines in length. Where can you find a charter? Well, in some cases the charter is regularly posted to the newsgroup or is contained in the newsgroup's Frequently Asked Questions files. In other cases, the charter has been all but forgotten. Charters can occasionally be difficult to locate, so you may have to use your best judgment and/or ask someone who's been reading the group for a while if a particular message would be appropriate.

This is not to say that on-topic notices will always be welcome; the proliferation of inappropriate advertisements (ads posted in the wrong way to the wrong place) has resulted in *all* ads, even informational notices posted to appropriate newsgroups, tending to get a cold shoulder. You can help by limiting your ads to *informational* postings posted *only* *where* *appropriate*, and abiding by any local restrictions a given newsgroup's readers have placed on advertising.

2. *.forsale and *.marketplace newsgroups

There are many newsgroups directly involved in selling. You can generally spot them by the word "forsale" or "marketplace" in their names.

For example, rec.games.board.marketplace is a newsgroup where people post for-sale and want-to-buy notices about board games they want to buy or sell.

Similarly, the misc.forsale.* hierarchy is full of newsgroups for buying and selling various computers, monitors, printers, devices, and so forth, as well as misc.forsale.non-computer.*, for selling stuff that's not computer-related. However, the misc.forsale.* policy is rather resistant to *commercial* ads -- the hierarchy is intended as a place to post classified-style ads.

Many parts of the Net have local hierarchies as well where you can post for-sale and want-to-buy ads.

For example, in central North Carolina, the triangle.* hierarchy has triangle.forsale and triangle.wanted, where classified-style advertisements are the rule of the day.

It's generally considered rude, though, to crosspost a notice about your product to every forsale newsgroup, even ones on the opposite side of the country or world. Post your notice only to your *local* forsale newsgroup, if one exists.

3. comp.newprod

If and only if you are with a computer company which is releasing a new product and you want to make word of this new product known to the computing community, you can post a notice to the moderated newsgroup comp.newprod. The moderator of comp.newprod requires submissions to be informative and hype-free so people will use comp.newprod as a reliable way of gaining information.

4. biz.*

There is a hierarchy of newsgroups called "biz.*" which exists mainly for announcement from companies of new products, fixes and enhancements, postings of demo software, and so forth. If your site carries biz.*, and you feel that a biz.* hierarchy group would suit your purposes, go to biz.config and ask for it.

Be warned, though, that if your goal is to create a biz.* newsgroup for posting hype-filled advertisements, no one would read such a newsgroup. People only want to read newsgroups that are of benefit to them; they're not about to subscribe to a newsgroup that's nothing but ads for Bob's Bait and Tackle.

There are a few dozen biz.* newsgroups, some of which get used regularly and some of which are essentially defunct. If your site carries biz.*, you can find out more about the hierarchy by asking in biz.config, biz.general, and biz.misc.

How *not* to advertise on Usenet

Unfortunately, there are just about as many *inappropriate* ways to advertise on Usenet as there are appropriate ways.

1. Posting off-topic messages in unrelated newsgroups

Each message you post to Usenet, regardless of its content, should only be posted to related newsgroups.

For example, you run a rug company. You want to sell lots of rugs. So, you post an advertisement about your rugs in sci.physics. Not surprisingly, a lot of people send you email telling you what a jerk you are.

Why'd they do this, you ask? It's simple: sci.physics has nothing to do with selling rugs. Your ad was as off-topic as if someone had tried to get a discussion going there about the upcoming football season or started posting a lot of messages about their recent vacation.

Suppose you own that rug company, and you regularly read rec.crafts.textiles.weaving. Would you like it if someone started coming in and posting a lot of ads to the newsgroup about ginseng tablets, and then someone else came in and started trying to sell magazine subscriptions, and before you knew it, it became hard to find any actual discussion of weaving going on?

Try to look at it from the other person's point of view. If you'd resent someone posting an ad for *their* product to *your* favorite newsgroup, why would you post an ad for *your* product to thousands of other people's favorite newsgroups?

Remember the Golden Rule: "Do unto others as you would have them do unto you."

2. Spamming

Spamming is defined as posting identical or nearly-identical messages (not just ads, although ads are usually what spammers post) to a lot of newsgroups, one right after the other. Since it's really not that difficult to write a program that will post the same advertisement to dozens, if not hundreds or thousands of newsgroups, a lot of people have taken to doing this.

What's happened to people who've spammed?

They've lost their accounts, been mail-bombed (had thousands of pieces of junk email sent to them), had people call up and yell at them in the middle of the night, had people forward their mail (by this I mean paper mail, not email) to someplace strange, had people sign them up for thousands of unwanted magazine subscriptions, had people send them thousands of pages of condemnatory faxes, and so forth.

Nothing is as hated on Usenet as spamming. It's extremely, unbelievably rude and if you do it, you *will* come to regret it.

This is not a threat -- it's an observation. Any benefits spamming might have brought you will be more than counteracted by the intense public outcry against you in every newsgroup you posted your ad to.

Some members of the media have gotten the mistaken impression that spamming is hated because it's *advertising*. While it's true that Usenet users don't have much fondness for advertising, the real reason spamming is hated so much is because it's unbelievably *rude*.

If you don't regularly read a newsgroup, why would you post an ad to it? In so doing, you're basically saying that you don't care what the people in that newsgroup think or whether your ad might inconvenience them; you're out to benefit yourself. When you spam by posting the same advertisement to hundreds or thousands of newsgroups, you're saying that

your personal profit is more important than the discussions of millions of people.

Would *you* like it if someone came by your house day after day and shoveled several thousand copies of an advertising circular through your windows?

Each copy of the ad takes up disk space on thousands of machines around the world -- and if you post the ad 1,000 times, that's millions of copies of your message that *you* are making other people pay to store copies of. When you spam, you're hogging hundreds of thousands of dollars worth of other people's storage space.

So please, don't do it. I've already explained that *one* copy of an off-topic ad is rude because it has nothing to do with the group it was posted to. Multiply that by a thousand times to get an idea of how rude it is to spam.

A quick note about what happens to spam:

Another consideration against spamming is that Usenet readers developed defenses against it, so it's not very effective. There are quite a few spam detectors running on Usenet, and if one of them detects that the same message has been posted repeatedly to multiple newsgroups, the humans who run those spam detectors will step in and actually *erase* the spamming messages with 'cancel' messages which are honored at most sites around the world.

A common misconception shared by many members of the media is that spam is bad because it's *advertising* and that people who cancel spam are doing so to get rid of *advertising*. In actual point of fact, most Usenet users consider cancellation to be extremely bad manners and something to be done only as a last resort. When spam-cancellers cancel spam, it's done because of the *volume* (posting hundreds of times), not because of the content.

The analogy that's often used is that yes, you have the right to walk down the street and say whatever you like -- but you do NOT have the right to stick your head in someone's house at 3 am and shout through a bullhorn.

So if you *do* spam, you're likely to lose your account, have your personal life made a living hell, possibly get sued by people whose storage space you're taking up, and in the end, not very many people are even going to see your advertisement. It's just not worth the grief you'll get.

Sorry to be unpleasant about it, but spam's a really bad idea.

Finally, if you're wondering where the term "spamming" came from, it came from a Monty Python sketch in which the characters were in a restaurant which mainly sold Spam. Items on the menu included things like "Spam, Spam, Spam, eggs, ham, and Spam." Whenever the waitress recited the menu, a group of Vikings in the corner would chime in with her, chanting the

word "Spam" over and over, drowning out everything else.

Some members of the media have spread the explanation that the word "spamming" derives from throwing chunks of Spam into a fan. This is not where the term comes from.

3. Unsolicited junk email

Another often-practiced and often-punished scheme is to send email to thousands of strangers whose addresses you found in various Usenet newsgroups. In the last year, dozens of people have lost their Internet access after sending thousands of strangers ads for timeshare condos in Cancun or dubious credit schemes, and yet, the junk email continues to flood in.

Suffice it to say that junk email, using Usenet posters' addresses, is a really bad idea. Most sites will yank your account if you do that kind of thing.

4) 'Mail-Merged' ads

Some advertisers noticed that it was only *identical* postings that were getting cancelled by the spam cancellers, and cleverly came up with a way to post their ad to dozens of newsgroups while varying a line or two to make it look sufficiently different to avoid being cancelled.

For example, one book editor posted ads to dozens of newsgroups about his book, essentially giving a sales pitch for said book, while adding a paragraph to each article that purported to contain the text that had been printed about each newsgroup in said book.

It was rather obvious that the editor wasn't interested in getting feedback on the text since the book had already been published; eventually an employee at the company admitted that the technique had been used to try to avoid triggering the spam cancellers -- and that the point had indeed been to broadcast the ad widely without getting cancelled.

Don't do postings that say things like "Congratulations, REC.FOOD.DRINK.BEER reader, you are among the lucky few to be included in this amazing offer." Spam that makes a token effort to relate to each newsgroup it's posted to is still spam, and will still be erased on sight.

Conclusion

To make a long story short, off-topic advertising and advertising that equates to a bullhorn stuck into someone's window in the middle of the night are bad ideas.

Please exercise restraint and don't make the mistake many have of thinking that just because there's no central authority that can punish you for spamming newsgroups, that there will be no consequences if you do.

There will be consequences if you spam -- and you might be surprised by the lengths that vengeful Usenet users can go to when someone spams their favorite group with yet another off-topic advertisement.

If you want to advertise on Usenet, you can, but please follow the tips contained in this document's "How to" section and don't make the mistakes listed in "How not to do it."

Stay on topic; keep your notices hype-free; only post your notices to newsgroups where they are appropriate.

Do unto others as you would have them do unto you.

Afterword: Advertising on the Internet

It should be noted that there are many ways to advertise on the Internet that don't involve Usenet at all.

Usenet, you see, is NOT the same thing as the Internet. Usenet is transmitted via the Internet, but is also transmitted via other means (see "What is Usenet" in news.announce.newusers for more information). The Internet also includes services like ftp, telnet, gopher, and the World Wide Web.

A World Wide Web page allows you to put up graphics, text, and sound in an interactive hypertext format that's remarkably easy to set up and use. Many thousands of companies and individuals and organizations have put up World Wide Web pages that can be viewed by anyone around the world with a Web browser such as Mosaic or Netscape.

Since the only people who see a Web page are people who *choose* to see it, and since the person who pays for the storage space necessary to hold the Web page is the person or business or organization who put it up and designed it, a Web page is a *much* better way than advertising on Usenet to put your company's information up on the Internet.

If you need help getting going, ask the people who run your site for help on getting started; usually, all you really need to do is go buy a book on basic HTML (Hyper-Text Markup Language) design and/or scout out the newsgroup comp.infosystems.www.authoring.html. It's really not that hard to set up a Web page, and it's much, much, much more neighborly to put your advertising message on a Web page than to barrage the readers of Usenet.

IF YOU HAVE FURTHER QUESTIONS:

A board of experienced Usenet users stands ready to help suggest non-destructive ways to use Usenet for your commercial purposes. Send mail to commerce@acpub.duke.edu if you have questions or would like help.

434. Atari Goods For Sale! Free Catalogs! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4s7ai7$qnk@nadine.teleport.com>
Source record: 82143
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Web Page for Bravo Sierra Computers. Where you can find
Both Classic Atari 8 Bit & ST. HardWare, SoftWare, Books & Accessories.
At BSC's Web Address you can View On-Line Catalogs, DownLoad Catalogs &
Contact BSC by Web Page! Or Request Catalogs in E-Mail. Specify Classic
8 Bit or ST. E-Mail: bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

435. Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: gberigan@cse.unl.edu
Message-ID: <4s7fao$591@crcnis3.unl.edu>
Source record: 82144
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit,news.groups

In alt.config, stosser@airtime.co.uk (Tony Greenwood) wrote:
>Brian {Hamilton Kelly} <bhk@dsl.co.uk> wrote:

>>According to my active list, there *is* a comp.binaries.atari.st, which
>>is indeed moderated. Was it perhaps this group that you and Rich meant?

> That is the one in question, it doesn't seem possible to get anything
>in there,

You could try bypassing the moderation. Pretty simple to do. Left as
an exercise for the reader.

> I would like to add my support for either a new binaries group for
>the ATARI platform or making the existing one none moderated? if that
>is an option?

It is a Big-8 group, and if you can prove that the moderator is not
doing the job he signed up for, you can put forth a proposal to replace
him or to remove the moderation. (Note this will make it the second
comp.binaries.* newsgroup to not be moderated, alongside comp.binaries.-
apple2 which has never been moderated and still gets people posting
non-binaries to it.) Comp.society.folklore went through a vote to
remove moderation (it failed, but a new moderator did get appointed and
it now gets traffic). Take the cause to news.groups and put together a
complete proposal for submission to news.announce.newgroups.

I myself have no vested interest in the topic. I'm only suggesting a
course of action.

Followups directed to news.groups.

--
_-<#)-=# http://cse.unl.edu/~gberigan/War-of-the-Worlds.html
___/___
_-~_--<###) "`Where's Crow?' Huh. I'm not supposed to say anything, but
<~c>' __--< I did see that little moron heading towards the basement
_--=____#) with a pickaxe in his hand." -- Tom Servo; MST3K: The Movie

436. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: jmh@io.org
Message-ID: <4s76i0$icj@news1.io.org>
Source record: 82145
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

Neil Jones-Rodway (neil@pool.informatik.rwth-aachen.de) wrote:
: On Thu, 11 Jul 1996, Rich Tietjens wrote:
: > The proposed group would serve as a place to exchange small patches,
: > release small shareware packages and updates to existing packages, post
: > items that have been requested in one of the other comp.sys.atari.*
: > newsgroups, and so forth.....
: [deletia]

: I support the creation of an alt.binaries.atari newsgroup.

: Neil.

Me, too! Excellent idea.

Mike Harrison
jmh@io.org
Toronto Canada

437. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <4s77fn$ng@lastactionhero.rs.itd.umich.edu>
Source record: 82146
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 669 Jul 6 00:07 ./8bit/00.CHANGES
-rw-r--r-- kendric 942 Jul 6 00:06 ./8bit/00.WEB.USERS.README
-rw-r--r-- kendric 228 Jul 8 04:26 ./8bit/Telecomm/Terminals/icetx271.blurb
-rw-r--r-- kendric 64176 Jul 8 04:24 ./8bit/Telecomm/Terminals/icetx271.arc
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

438. Re: rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: eru@sover.net
Message-ID: <31e73b45.3017118@news.sover.net>
Source record: 82147

XL-it absolutely flies on my Pent-133. I get above 180 frames/sec
when running from dos, and around 100 when running under win-NT, both
with sound support on. I don't know why it is so fast on mine, but it
is!

Rick Ziegler

439. Re: 800XL monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DuHF4t.EEH@iglou.com>
Source record: 82148

In article <31E71B6A.302A@novia.net>,
Timothy Hayes <timhayes@novia.net> wrote:
>I hope a couple of simple questions.
>
>1. What kind of monitor would an Atari 800XL use, besides the connector
>to a VHF switchbox.
>
A composite video monitor, or a tv set with direct video inputs.

>2. Where would one find a checp one in the Omaha, Nebraska area?
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

440. Re: RS232 Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4s8a0k$r0t@login.freenet.columbus.oh.us>
Source record: 82149

Brad Rogers (brad@pianosa.demon.co.uk) wrote:
: Whilst reading the usual rubbish I find here, Damian John Gick wrote something
: interesting to All about RS232 Modems:

: Hello Damian,

: DJG> I have an Amiga, so the PC transfer utils aren't possible (though as a
: DJG> last resort I'm sure I can steal some time away on one).

: I take it that it's the Amiga that's connected? I have the same set-up here.
: I've got a data switch box which allows me to change the connection from the
: Amiga to either them modem or my 850. BTW, it's okay to switch from one to the
: other, whilst the Amiga is powered up. *So* *long* *as* the data switcher is a
: break before make, type. Which they all should be, anyhow.

: The serial port gets connected to the 850 using a null-modem cable, and I just
: use NComm (Amiga) and DeTerm (Atari) to do the transfer.

Why don't you use Z-modem?
I didn't think DeTerm supported that.

441. Re: Wanted: 1050 drive from U.K. owner

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: David Wyn Davies <101502.651@CompuServe.COM>
Message-ID: <4s8bnp$e7s$2@mhadf.production.compuserve.com>
Source record: 82150

Nice to see that someone else in the mainstream business is still
interested in the old stuff.

Wish I had a spare 1050. Another copy of Worms for the PC would be
handy for stock ;-)

Regards,
David Wyn Davies
Award Winners - Advertiser in PC Format
Formerly of The Atari Classic Programmer's Club

--
David Wyn Davies |PC, SEGA, NINTENDO, APPLE,
Award Winners |Amiga, Atari, 3DO and CD-i
Gamdda Wen, LLanerchymedd |products at competitive prices.
Anglesey. LL71 4AG WALES |TEL: +44 01248 470 458

442. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: fl@io.org
Message-ID: <4s8b23$3ef@news1.io.org>
Source record: 82151
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
I support the creation of this news group.
--
____/ /
/ / Frank Lockwood
__/ / Toronto, Ontario, Canada
__/ _______/ http://www.io.org/~fl/
```

443. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <31e7c318.3193552@nntp.ix.netcom.com>
Source record: 82152

Admiral Nuguru is TERY ORTMAN (the moron)

Avoid both of them like the plague

steveg@cnct.com (Just Steve) wrote:

>I would advise everyone who doesn't want to be pestered by a little
>mosquito of a little boy to avoid any and all attempts at trasactions with
>the user going under the name of "Admiral Nuguru" (current email:
>admiral.nuguru@fantasy.com). While I'm sure his ego will get the better of
>him and I'll see no end of his rantings here and on other newsgroups, I
>believe it's in the best interest of everyone interested in purchasing
>equipment that they know my story with him.
>
>A couple of weeks ago I had been looking for some Atari hardware. Nuguru
>had posted an ad for some hardware I was interested in -- I believe it was
>an ATR and a 1050 floppy drive. I replied to his ad with an offer; he
>replied a little while later with a counteroffer. I replied again with a
>counter-counteroffer that was exactly in between our mutual offers.
>
>Then, I hadn't heard from him in almost a week. The following Friday I
>received another mail from him repeating his initial counteroffer, though
>it was worded a little strongly -- "YOU HAVE FAILED TO REPLY" and "REPLY
>NOW" (his caps, not mine) were among the key phrases that got to me, and
>the entire message just reeked of attitude. During that week, though, I
>wasn't idle; I found a few more people selling equipment that I was
>interested in. I replied to him, telling him that I did indeed send a
>response (I even quoted the entire response I made) and had been awaiting
>his counteroffer ever since. I had also told him that I really didn't
>appreciate the strong phrasing and, because of that and the fact I had
>found other people, I was no longer interested in his equipment -- "thanks
>but no thanks".
>
>The next message I get from him is COMPLETELY out of line. He's STILL
>telling me that I want to buy his stuff, that it's MY fault he didn't read
>the response I mailed him, and that I'm now somehow obligated to complete
>the transaction at the price which he just now agreed upon -- LONG AFTER I
>told him I was no longer interested! By this time, three other people had
>emailed me (responding to a question I had posted asking about this Nuguru
>guy) telling me to be wary of Nuguru for various reasons, mostly relating
>to questionable and/or incomplete transactions and/or flat-out scams.
>That, coupled with the juvenile attitude that was being laid on me by
>Nuguru almost from the outset, convinced me to just do away with the
>entire ordeal. I told him as much in my next reply to him. PLEASE NOTE
>that throughout all of this, I was NOTHING BUT POLITE!

>
>His next response to me was just plain stupid, and he STILL hadn't
>accepted that I was NOT INTERESTED in his equipment. He was now DEMANDING
>that I send him money for this equipment which I no longer needed, and his
>attitude hadn't changed for the better one miniscule bit. Now thoroughly
>annoyed, I became rude and told him point-blank what he could do with his
>equipment. I also told him that he was now on my bad side, and I was
>considering sending a few thousand random emails to him just for the hell
>of it. (Having an ISDN line is really good sometimes, y'know?)
>
>What follows is his latest response to me:
>-----
>To: steveg@cnct.com
>Subject: Re: ATARI Equipment, MUST SELL!!
>From: admiral.nuguru@fantasy.com (Admiral Nuguru)
>Date: Wed, 10 Jul 1996 15:17:00 +0000
>Organization: Fantasy Land BBS * 217-535-1005
>
> YOU ARE IN VIOLATION OF FEDERAL LAW!!!
>
> You owe me $15,000.00 minimum for that harassing mail!!!
>
> YOU WERE INTERESTED, YOU MADE AN OFFER, DEMANDED I REPLY BEFORE THE
>WEEKEND WAS UP, I DID!!!!
>
> I have that in WRITING FROM YOU...
>
> Then YOU READ LIES posted by my COMPETITORS, and people who have neve4r
>done business with me, and you ALSO POST YOPUR LIBEL TO ME!@!!!
>
> That's a $250,000.00 fine right there!!
>
> Consider yourself reported to the NET POLICE, and I AM notifying the
>Police of your continued harassment...
>
> YOU BROUGHT IT ALL ON YOURSELF!!!
>
> YOU sent me the harassing mail saying I refused to respond to a mesage
>you say you sent, but I never received, I told you to check your server,
>and then you continue to harass me!!!
>
> DO NOT REPLY AGAIN, if you do, you'll be sued for another $15,000.00,
>you IGNORANT PERSON (if I can even call you a person....)
>---
>Internet: admiral.nuguru@fantasy.com (Admiral Nuguru)
>This message was processed by NetXpress from Merlin Systems Inc.
>---
>-----
>I've notified root@fantasy.com, admin@fantasy.com, postmaster@fantasy.com,
>and sysop@fantasy.com (just in case) of this guy's behaviour, and a copy

>of this message is also going to him. I *WILL* mail bomb this guy if he
>sends me another message of ANY type; he knows this.
>
>So that's that. With this in mind, I *STRONGLY* advise the net community
>to avoid this guy at all costs, and/or mail bomb him at your earliest
>convenience. :-)
>
>- -
> steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
> Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
> Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
> Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
> that hides valuables" apparently takes too long to say in Latin.
>--

444. !!RIP-OFF Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <31e7c344.3237315@nntp.ix.netcom.com>
Source record: 82153

Admiral Nuguru is Terry Ortman!!!!!
Avoid this con man like the plague!!!!

steveg@cnct.com (Just Steve) wrote:

>I would advise everyone who doesn't want to be pestered by a little
>mosquito of a little boy to avoid any and all attempts at trasactions with
>the user going under the name of "Admiral Nuguru" (current email:
>admiral.nuguru@fantasy.com). While I'm sure his ego will get the better of
>him and I'll see no end of his rantings here and on other newsgroups, I
>believe it's in the best interest of everyone interested in purchasing
>equipment that they know my story with him.
>
>A couple of weeks ago I had been looking for some Atari hardware. Nuguru
>had posted an ad for some hardware I was interested in -- I believe it was
>an ATR and a 1050 floppy drive. I replied to his ad with an offer; he
>replied a little while later with a counteroffer. I replied again with a
>counter-counteroffer that was exactly in between our mutual offers.
>
>Then, I hadn't heard from him in almost a week. The following Friday I
>received another mail from him repeating his initial counteroffer, though
>it was worded a little strongly -- "YOU HAVE FAILED TO REPLY" and "REPLY
>NOW" (his caps, not mine) were among the key phrases that got to me, and
>the entire message just reeked of attitude. During that week, though, I
>wasn't idle; I found a few more people selling equipment that I was
>interested in. I replied to him, telling him that I did indeed send a
>response (I even quoted the entire response I made) and had been awaiting
>his counteroffer ever since. I had also told him that I really didn't
>appreciate the strong phrasing and, because of that and the fact I had
>found other people, I was no longer interested in his equipment -- "thanks
>but no thanks".
>
>The next message I get from him is COMPLETELY out of line. He's STILL
>telling me that I want to buy his stuff, that it's MY fault he didn't read
>the response I mailed him, and that I'm now somehow obligated to complete
>the transaction at the price which he just now agreed upon -- LONG AFTER I
>told him I was no longer interested! By this time, three other people had
>emailed me (responding to a question I had posted asking about this Nuguru
>guy) telling me to be wary of Nuguru for various reasons, mostly relating
>to questionable and/or incomplete transactions and/or flat-out scams.
>That, coupled with the juvenile attitude that was being laid on me by
>Nuguru almost from the outset, convinced me to just do away with the
>entire ordeal. I told him as much in my next reply to him. PLEASE NOTE
>that throughout all of this, I was NOTHING BUT POLITE!
>

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>accepted that I was NOT INTERESTED in his equipment. He was now DEMANDING
>that I send him money for this equipment which I no longer needed, and his
>attitude hadn't changed for the better one miniscule bit. Now thoroughly
>annoyed, I became rude and told him point-blank what he could do with his
>equipment. I also told him that he was now on my bad side, and I was
>considering sending a few thousand random emails to him just for the hell
>of it. (Having an ISDN line is really good sometimes, y'know?)
>
>What follows is his latest response to me:
>-----
>To: steveg@cnct.com
>Subject: Re: ATARI Equipment, MUST SELL!!
>From: admiral.nuguru@fantasy.com (Admiral Nuguru)
>Date: Wed, 10 Jul 1996 15:17:00 +0000
>Organization: Fantasy Land BBS * 217-535-1005
>
> YOU ARE IN VIOLATION OF FEDERAL LAW!!!
>
> You owe me $15,000.00 minimum for that harassing mail!!!
>
> YOU WERE INTERESTED, YOU MADE AN OFFER, DEMANDED I REPLY BEFORE THE
>WEEKEND WAS UP, I DID!!!!
>
> I have that in WRITING FROM YOU...
>
> Then YOU READ LIES posted by my COMPETITORS, and people who have neve4r
>done business with me, and you ALSO POST YOPUR LIBEL TO ME!@!!!
>
> That's a $250,000.00 fine right there!!
>
> Consider yourself reported to the NET POLICE, and I AM notifying the
>Police of your continued harassment...
>
> YOU BROUGHT IT ALL ON YOURSELF!!!
>
> YOU sent me the harassing mail saying I refused to respond to a mesage
>you say you sent, but I never received, I told you to check your server,
>and then you continue to harass me!!!
>
> DO NOT REPLY AGAIN, if you do, you'll be sued for another $15,000.00,
>you IGNORANT PERSON (if I can even call you a person....)
>--
>Internet: admiral.nuguru@fantasy.com (Admiral Nuguru)
>This message was processed by NetXpress from Merlin Systems Inc.
>--
>-----
>I've notified root@fantasy.com, admin@fantasy.com, postmaster@fantasy.com,
>and sysop@fantasy.com (just in case) of this guy's behaviour, and a copy
>of this message is also going to him. I *WILL* mail bomb this guy if he

>sends me another message of ANY type; he knows this.
>
>So that's that. With this in mind, I *STRONGLY* advise the net community
>to avoid this guy at all costs, and/or mail bomb him at your earliest
>convenience. :-)
>
>- -
> steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
> Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
> Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
> Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
> that hides valuables" apparently takes too long to say in Latin.
>--

445. Black Box Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: 104174.2375@compuserve.com
Message-ID: <4s8pt0$51t@hil-news-svc-2.compuserve.com>
Source record: 82154

I am looking for a used, but working Black Box, and a new/used color composite moniter. Anyone interested in selling?

446. Re: rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31E7F068.17B3@htw.uni-sb.de>
Source record: 82155

Rick Ziegler wrote:

> XL-it absolutely flies on my Pent-133. I get above 180 frames/sec
> when running from dos, and around 100 when running under win-NT, both
> with sound support on. I don't know why it is so fast on mine, but it
> is!

I think I should write some words about this thread.

XL-it! actually renders every frame ! I make no checks if
something changed on the screen or not. This means that the
emulation speed depends not only on the CPU but also on the speed
of your gfx-card in raw dosmode. (Rick: I think that you
own a good card if XL-it! runs that fast).
Short example: I had 55 fps (without sound) with my
486DX-50 VLB Cirrus Logic and with my Cyrix 6X86-P120+ and
a PCI ATI Mach 64 I have about 80 fps.
This speed-gain is only caused by the fact that the CPU-emulation
is faster and the gfx-conversion. But the transfer to VGA-RAM
is still as slow as with the 486 !

My GFX-conversion routines are ways faster than those of XFormer
but XFormer checks if something changed on the screen. This leads
to the fact that XL-it! performs bad (compared to XF) if there is much
static on the screen (e.g. the famous "for x=1 to 10000:next x"
benchmark).
But if you play a game or run a demo that is not full of static
XL-it! runs faster than XF.

Bye,
Markus

PS: Please don't see this as a flame against XF !!

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

447. Re: For Sale: Atari Hardware and Softwa

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: <>
Message-ID: <52f_9607131613@pandabbs.com>
Source record: 82156

J> 300AT Modem by Supra with software

Is this a direct connect? And are you considering trades as payment?
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| Web URLs: http://www.pandabbs.com & http://www.tiac.net/users/panda
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com

448. Re: "Admiral Nuguru" is an Alright Guy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4s95vn$eho@news.campus.mci.net>
Source record: 82157

steveg@cnct.com (Just Steve) wrote:

>I would advise everyone who doesn't want to be pestered by a little
>mosquito of a little boy to avoid any and all attempts at trasactions with
>the user going under the name of "Admiral Nuguru" (current email:
>admiral.nuguru@fantasy.com)..

<text deleted for brevity>

>Now thoroughly
>annoyed, I became rude and told him point-blank what he could do with his
>equipment. I also told him that he was now on my bad side, and I was
>considering sending a few thousand random emails to him just for the hell
>of it. (Having an ISDN line is really good sometimes, y'know?)

>What follows is his latest response to me:
>-----
>To: steveg@cnct.com
>Subject: Re: ATARI Equipment, MUST SELL!!
>From: admiral.nuguru@fantasy.com (Admiral Nuguru)
>Date: Wed, 10 Jul 1996 15:17:00 +0000
>Organization: Fantasy Land BBS * 217-535-1005

> YOU ARE IN VIOLATION OF FEDERAL LAW!!!

> You owe me $15,000.00 minimum for that harassing mail!!!

> YOU WERE INTERESTED, YOU MADE AN OFFER, DEMANDED I REPLY BEFORE THE
>WEEKEND WAS UP, I DID!!!!

> I have that in WRITING FROM YOU...

> Then YOU READ LIES posted by my COMPETITORS, and people who have neve4r
>done business with me, and you ALSO POST YOPUR LIBEL TO ME!@!!!

> That's a $250,000.00 fine right there!!

> Consider yourself reported to the NET POLICE, and I AM notifying the
>Police of your continued harassment...

> YOU BROUGHT IT ALL ON YOURSELF!!!

> YOU sent me the harassing mail saying I refused to respond to a mesage
>you say you sent, but I never received, I told you to check your server,
>and then you continue to harass me!!!

> DO NOT REPLY AGAIN, if you do, you'll be sued for another $15,000.00,
>you IGNORANT PERSON (if I can even call you a person....)
>--

>Internet: admiral.nuguru@fantasy.com (Admiral Nuguru)
>This message was processed by NetXpress from Merlin Systems Inc.
>--
>-----
>I've notified root@fantasy.com, admin@fantasy.com, postmaster@fantasy.com,
>and sysop@fantasy.com (just in case) of this guy's behaviour, and a copy
>of this message is also going to him. I *WILL* mail bomb this guy if he
>sends me another message of ANY type; he knows this.

>So that's that. With this in mind, I *STRONGLY* advise the net community
>to avoid this guy at all costs, and/or mail bomb him at your earliest
>convenience. :-)

You are an ass "Just Steve" for taking your idiot email flame war to
his service provider. He didn't pull that crap on you, you ass. I
found his last email to you humorous in a big way. Or did you think he
was serious about suing you for a quarter million?

Daniel

449. Adaptec 4000a (ID 3)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4s971u$30@news.xmission.com>
Source record: 82158

How do you configure the Adaptec 4000a for SCSI ID 3? Do you simply put a jumper across EF? Have it that way now and dont get any access on the drives coming off that controller.

Any help appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

450. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: Brian {Hamilton Kelly} <bhk@dsl.co.uk>
Message-ID: <837295729snz@dsl.co.uk>
Source record: 82159
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

[When the topic was changed to the above, the thread was cut-off from all
the Atari groups to which the original thread had been cross-posted.
Since Jonathon is providing some serious and significant information, I'm
merely intervening to re-post to those groups. It would appear that
there's been a vote on this before: where were all you guys at the time?
(Given that those who might want to do as Jonathon suggests already have
access to relevant "warez" group.) Once again, I no nothing about Atari
but am just a bystander that's interested in the machinations within
alt.config.]

In article <4s8gvo$gqk@insosf1.netins.net>
grobe@worf.netins.net "Jonathan Grobe" writes:

> In article <4s7fao$591@crcnis3.unl.edu>,
> Greg Berigan <gberigan@cse.unl.edu> wrote:
> >It is a Big-8 group, and if you can prove that the moderator is not
> >doing the job he signed up for, you can put forth a proposal to replace
> >him or to remove the moderation. (Note this will make it the second
> >comp.binaries.* newsgroup to not be moderated, alongside comp.binaries.-
> >apple2 which has never been moderated and still gets people posting
> >non-binaries to it.) Comp.society.folklore went through a vote to
> >remove moderation (it failed, but a new moderator did get appointed and
> >it now gets traffic). Take the cause to news.groups and put together a
> >complete proposal for submission to news.announce.newgroups.
> >
> Competent news administrators implement the rmgroup
> messages sent out by David Lawrence <tale@uunet.uu.net> for the Big 8
> (comp.*, rec.*, sci.*...) hierarchies.
>
> Since the comp.* group died for lack of use, I expect the alt.* group
> would have the same lack of use--unless the supporters of this group
> are primarily interested in a place to illegally repost copyrighted
> software.
>
> From tale@uunet.uu.net Sun Apr 21 11:10:02 1996
> Path: uunet!in2.uu.net!bounce-back
> From: tale@uunet.uu.net (David C Lawrence)
> Newsgroups: comp.binaries.atari.st
> Subject: cmsg rmgroup comp.binaries.atari.st
> Control: rmgroup comp.binaries.atari.st
> Approved: newgroups-request@uunet.uu.net
> Message-ID: <830099341.28358@uunet.uu.net>

> Date: Sun, 21 Apr 1996 15:09:01 GMT
> Lines: 11
> X-Info: PGP auth is being tested; announcements will be made when it is ready.
> X-PGP-Sig: 2.7 Subject,Control,Message-ID,Date,From,Sender
> iQCVAgUBMXpPjsJdOtO4janBAQH9MAP/V/jD4prFcTvCNrC+dYd4iRiNhR1ch7ua
> sikrhRh+bUPsn5jhuQzwkSqV36v9pIDtHlf6s5dso1VfI9IxpwUQhMYPWAFRy3sV
> qJtx4x7gQvcibwAzcy/VeFrO4y3CLB8jTAMDng18Smc3GxS4WyjIwDbhm3fTw+rx
> h2Ubym59ciU=
> =kU7+
> Xref: uunet control.rmgroup:4382
>
> comp.binaries.atari.st should be removed. Despite the continued
> presence of a capable moderator, its submissions declined to the point
> where virtually nothing was valid for the group. The Atari ST is no
> longer a very active platform, and access to FTP and WWW have improved
> to the point that they make a much better primary distribution
> channel.
>
> Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> whether anyone still found it useful and the vast majority agreed that
> the sensible thing was to remove the group. At the request of the
> moderator and the readership, it is now removed.

--
Brian {Hamilton Kelly} bhk@dsl.co.uk
Tony Blair's New Labour: The Windows'95 of Political Parties
(c/w Plug'n'Pray and a pretence of offering object-orientation)

451. Re: Looking for software, and a few questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4s9a5c$rto@linet06.li.net>
Source record: 82160

Rich Mier (rbmier@winternet.com) wrote:
: > Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> writes:
: > Mark Steele wrote:
: > >
: > > With this in mind, I am looking for some software and perhaps someone
: > > out there can help me.
: > >
: > > Fort Apocolypse
: > > Mac65 Assembler
: > > SpartaDos (latest version ?)
: >
: > ICD is still in business and AFAIK still owns the copyright to SpartaDOS.
: > Why not send them email (I think it's support@icd.com but it's possible they still
: > deal through GEnie) and ask about it?
: >
: >>>>
: No, ICD sold off all 8bit products to FineTooned Engineering. I don't
: have any address or phone number. Someone speak up - - .

: Rich Mier

452. Re: MPP modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4s9bik$rto@linet06.li.net>
Source record: 82161

Connie Clevinger (ccleving@freenet.columbus.oh.us) wrote:

: I have a MPP 400 baud modem that I haven't used in a long time.
: So I forget whether it used a normal (800,810,1050 etc.) power supply or
: something special.HELP!

453. Atari Binaries - Inaugural Message

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <552425755.432033.A.starship@3rdplanet.com>
Source record: 82162
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.binaries.atari,alt.binaries.atari.d

This message inaugurates both alt.binaries.atari and
alt.binaries.atari.d

CHARTER:

alt.binaries.atari is for distribution of freeware, Public Domain, and
shareware patches, programs, etcetera, intended for Atari and
compatible computers. alt.binaries.atari.d is for discussion of the
content of alt.binaries.atari and should never contain binary files.

The following are explicitly inappropriate for posting to either
alt.binaries.atari or alt.binaries.atari.d:

- Copyrighted software without the EXPLICIT permission of the
copyright holder to post the software.

- "Chain letters," "get rich quick" schemes, for sale messages,
or commercial solicitations of any kind.

- "My computer is better than your computer" messages, or
discussions of the relative merits of any computer system. These
discussions properly belong in the various .advocacy groups (or
alt.flames in some cases).

- Any posting whatsoever by Peter Sinclair-Day; he does not own
an Atari or compatible computer, does not use an Atari or
compatible computer, and does not hold the copyright to any known
software.

Very large binaries (e.g., in excess of 500k) should be uploaded to an
ftp site (or several) first, and the availability (with full path)
announced in a.b.a; only in the case of a specific request by a user
who has no ftp access should such large binaries be posted to the
newsgroup.

It is suggested that a short text message be posted in a.b.a
immediately before posting a binary, explaining the purpose of the
binary, the copyright status and distribution policy pertaining to the
binary, system requirements for use of the binary, and any special
information which may assist in determining the desirability or
undesirability of downloading the binary.

This is an unmoderated group. However, it will be closely watched by
the undersigned, and any blatant violation of copyright law will be
immediately reported to the violator's postmaster and the copyright

holder. Violations of netiquette will be referred to the appropriate
postmaster if it is deemed necessary.

Rich Tietjens
syadmin at STarship and Quark's Holosuites

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
+-----------------------------------+--------------------------+

454. Eidolon and Koronis Rift docs?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-13 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4sa43d$kl4@nnrp1.news.primenet.com>
Source record: 82163

Could someone give me some basic information on how to play either Eidolon
or Koronis Rift? Moving around is simple enough, and I can shoot, but
there's obviously something else to it.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

455. Re: Adaptec 4000a (ID 3)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4s9q7o$6p0@main.freenet.hamilton.on.ca>
Source record: 82068

James King (jeking@xmission.com) wrote:
: How do you configure the Adaptec 4000a for SCSI ID 3? Do you simply put
: a jumper across EF? Have it that way now and dont get any access on the
: drives coming off that controller.

: Any help appreciated.

: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - jeking@xmission.com @ @ @
: @ @ @ ------------------------------------ @ @ @
: Atari 8bit hobbyist by choice, MIS Professional by accident!

--
Well, in the Adaptec manual here is the definition of the jumpers

Installed Removed

a-b lsb of controllers SCSI address bet =1 bit =0

c-d Controllers SCSI address bit =1 bit =0

e-f MSB of Controller's SCSI address bit =1 bit =0

g-h DMA transfer rate sysclock/4 dataclock/2

i-j extended command set enabled disabled

k-l not used

m-n suport of syqest 312 ,
DMA 360 and drives that drop SEEK
COMPLETE signal during head switching enabled disabled

o-p self Diagnostics enabled disabled

r-pu * Write precomensation turned off
for both drives enabled disabled

r-s * Write Precomp starts at same
cylinder as reduced write current
for both drives enabled disabled

r-t * Write Precomp is applied to
all tracks for both drives enabled disabled

Note: * denotes that these jumpers are for the ACB-4000a only, they
are not present on the ACB-4070

So, mupers a-b, c-d and e-f are used to select the controllers SCSI ID or address. They determine how the controller will be identified when installed in the SCSI bus.

Do not forget that resistor packs must be removed for drives "in the middle".

Willy

456. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: clifton@southern.co.nz
Message-ID: <4s9q62$aa1@orm.southern.co.nz>
Source record: 82069
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Tom Lamparty (lamparty@telerama.lm.com) wrote:

: Right to the point! You have my vote.

: > This group is intended for the posting of binaries for Atari
About time :)

: > - Compressed files for the Atari of any type
<tick>

: > - Patches to existing software for the Atari
<tick>

: > - New, publically released software for the Atari
<tick>

: > - Atari software requested by someone in another group
<tick>

What about source code (ie STOS Basic etc)?

: > Examples of off topic posts include:
: > - Discussions or advocacy of Atari products
<tick>

: > - Auctions or sales of Atari hardware or software
<tick>

: > - Commercial software (WaReZ)
<tick>

: > - MAKE.MONEY.FAST schemes and ECP/EMP
<tick>

What about advertisments? Would a .GIF containing a picture of the latest
Atari and prices be off topic?

: > How's that? Is it agreeable to everyone?
One more thing.... no moderator, or a moderator who deletes or moves
inappropriate postings, ie I don't want to have to send a moderator my
posting, cos it costs money :)

Also, how bout keeping postings UUENCODED only :)

MAKE IT!!!!!!!!!!!!!!

_ Julian Forsythe _

o( ) Christchurch, New Zealand ( )o
/ /\ Internet Email: clifton@southern.co.nz /\ \

Speed Kills - Use Windows!

In a nuclear war all men will be cremated equal
STOP NUCLEAR TESTING <<<>>> ARRETEZ LES TESTS NUCLAIRES
---

457. Atari disk format info + questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: jphindin@atlantis.actrix.gen.nz
Message-ID: <4s9q0m$3dt@atlantis.atlantis.actrix.gen.nz>
Source record: 82070

I grabbed this little excerpt from Analog Computing (April, 1985):

<>SNIPPING EVERYWHERE<>
A typical single-density DOS 2.0 disk is organized into 720 sectors of
128 bytes each. The first three are the boot sectors. Sector 361-369 (8
sectors) are allocated to the disk directory, which can hold 64 files.
Each directory entry is 16 bytes long and, along with the filename,
contains information about the file type, its length in sectors and the
starting sector number. One more sector, the Volumne Table of Contents
(VTOC, sector 360) is reserved for system use; DOS keeps track of which
sectors are already in use and which are free.
The remaining 707 sectors (sector 720 is unused by DOS) are data sectors.
Each contains 125 data bytes (0-124) and 3 control bytes. The control
buytes tell which file the sectors belongs to, the number of bytes in the
sector and which sector number comes next in file.
<>END<>

Can anyone find anything wrong with the above?
Also, what the article fails to mention is tracks. How many sectors per
track? Or does the disk controller work this out manually?
I intend to make a programme which will read Atari 92k disks in a low
density 5.25" PC disk drive - which should be _fun_ :)
Anyway, any help would be very much appreciated.

Thanks all.
--
JP Hindin Hindin Incorporated jphindin@actrix.gen.nz

"The old-age believe everything, the middle-age suspect everything and
the teenage know everything." - Oscar Wilde (1854-1900)

458. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: The Village Idiot <joelr9@nwlink.com>
Message-ID: <Pine.SOL.3.91.960714031315.15769A-100000@washington>
Source record: 82071
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

Yeah...

What he said.

459. Re: Adaptec 4000a (ID 3)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4sb4bk$idq@linet06.li.net>
Source record: 82072

James King (jeking@xmission.com) wrote:
: How do you configure the Adaptec 4000a for SCSI ID 3? Do you simply put
: a jumper across EF? Have it that way now and dont get any access on the
: drives coming off that controller.

: Any help appreciated.

: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - jeking@xmission.com @ @ @
: @ @ @ ------------------------------------ @ @ @
: Atari 8bit hobbyist by choice, MIS Professional by accident!

460. Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DuJoCF.GJM@cix.compulink.co.uk>
Source record: 82073

I've downloaded the XL-It Emulator which looks good. I'm having a bit of trouble with obtaining any software to use with it. Are there any FTP/Web sites with 8bit software?

What is the copyright position these days? I know most C64 went into PD in asmuch as no-one cared. Have the 400/800 titles gone the same way? I'd love to play Mr Do! again for one.


```
+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

461. Re: bincancel:10 large binaries:AR486:@@NCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: red@redpoll.mrfs.oh.us
Message-ID: <ARMM-Report-486.a@redpoll.mrfs.oh.us>
Source record: 82074
Cross-posted to: alt.retromod,comp.os.ms-windows.win95.misc,comp.sys.atari.8bit,news.newusers.questions,rec.humor,rec.music.makers.guitar.tablature,rec.sport.baseball,rec.toys.action-figures,sci.geo.geology

Large binary posts do not belong in unmoderated discussion groups.

I run a program that searchs for, and issues advisory cancels for,
large binaries in the akr, biz, comp, misc, news, rec, and sci
hierarchies.

I have issued 10 cancels for large binary files (average size 291,546
characters - total size 2,915,459 characters) posted to 9 different
unmoderated discussion groups in the comp, misc, news, rec, and sci
hierarchies as follows:
2 misc.test
1 sci.geo.geology
1 rec.toys.action-figures
1 rec.sport.baseball
1 rec.music.makers.guitar.tablature
1 rec.humor
1 news.newusers.questions
1 comp.sys.atari.8bit
1 comp.os.ms-windows.win95.misc

This pointer is being posted to each affected group listed above,
with the exception of test groups. Follow-ups are directed to
news.admin.net-abuse.misc.

If you want to see exactly which file was deleted from a particular
group, read the full report in news.admin.net-abuse.announce. The
full report can also be found in alt.nocem.misc and alt.retromod.
Look for AR486 in the subject, or, if your reader supports it, use
this URL: news:ARMM-Report-486@redpoll.mrfs.oh.us

The criteria used to search for this batch of large binaries were:
NEWSGROUPS: Unmoderated akr, biz, comp, misc, news, rec, or sci
(except for comp.binaries.apple2, comp.bugs.2bsd,
and rec.games.bolo)
BINARY: base64, binhex, uuencode, and xbtoa encoded files, etc.
SIZE: > 100,000 characters [(size * (# of parts - .5)), if multi-part]

If you must post a binary to Usenet, please post it *only* to an
appropriate binaries newsgroup such as alt.binaries.misc, and do *not*
crosspost it to non-binaries groups. Then, if you like, post something
in the appropriate discussion group telling people where to find the
binary in the binaries group (a pointer to the binary). This will
permit news administrators and users to decide for themselves whether
to receive the binary files.

Please direct public feedback to news.admin.net-abuse.misc and private
feedback to red@redpoll.mrfs.oh.us. Thanks.

Best wishes,
Dick
--
Richard E. Depew, Munroe Falls, OH red@redpoll.mrfs.oh.us (home)
It's over, and can't be helped, and that's one consolation, as they
always say in Turkey, when they cut the wrong man's head off''
-- Charles Dickens

462. IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: armstrongj@aol.com
Message-ID: <4sbi2g$1f9@newsbf02.news.aol.com>
Source record: 82075

Okay. I've received many answers to this question before, but I've never got this to work. Is there ANY way to write an Atari disk using an IBM PC. I have Atari DOS II running on my 65XE with an XF551 disk drive. What program can i run on the IBM to write this type of Atari disk? I need an exact answer. I've tried to use UTIL and MyUTIL to do it, but neither works and neither comes with any true documentation to tell me if I'm doing something wrong. Could someone please help! I would love to use this 65XE!

Reply here or E-mail me

Jeff Armstrong
JBA Software Laboratories and Armstrong/Irving-Irving Software
Software for the IBM PC and DEC Rainbow
http://members.aol.com/armstrongj/jarm.html

463. Re: Adaptec 4000a (ID 3)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4sbn5s$l8t@blackice.winternet.com>
Source record: 82076

> jeking@xmission.com (James King) writes:
> How do you configure the Adaptec 4000a for SCSI ID 3? Do you simply put
> a jumper across EF? Have it that way now and dont get any access on the
> drives coming off that controller.
>
> Any help appreciated.
>>>>
Add Jumpers, A - B & C -D only. Jumper E - F alone makes it ID 4.

Rich Mier

464. Re: Stella 96 Version 0.3 released

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-1407961541310001@news.colorado.edu>
Source record: 82077

In article <4s3j2a$6ta@taco.cc.ncsu.edu>, bwmott@unity.ncsu.edu (Bradford Wayne Mott) wrote:

>None of these distributions contain any 2600 ROMs and please don't write
>asking for ROMs because they're copyrighted! If you own any of the
>Atari 2600 Action Packs by Activision you can use those ROM images with
>Stella 96.
>

I have the Atari 2600 Action Pack from Activision for the Macintosh.
How do I use the ROM images? I didn't see info in the docs, perhaps
I missed it?

Thanks,

-Mark

465. Re: Atari disk format info + questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e91806.734272@news.superlink.net>
Source record: 82078

-
-Can anyone find anything wrong with the above?
-Also, what the article fails to mention is tracks. How many sectors
per
-track? Or does the disk controller work this out manually?
-I intend to make a programme which will read Atari 92k disks in a low

-density 5.25" PC disk drive - which should be _fun_ :)
-Anyway, any help would be very much appreciated.
-
Who has low density PC drives anymore? It would be a lot more
convenient, thats for sure.
On a single density disk there are 18 sectors per track. On an
enhanced density disk there are 27 sectors per track (total of 1040
sectors). On a double density disk the first 3 sectors are Single
density, the the other 717 are double density.
I believe there is a program called MULE (not the game) that attempts
to do what you are trying to accomplish, you might take a look at that
to see if it helps.

466. Xformer Users: How Can I Save the Screen as a GIF?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4sbaoo$9u1@news.campus.mci.net>
Source record: 82079

I have some artwork on my disk images (ATRS) that I can display while running a view program on the emulator. I would like to save the artwork as a standard IBM GIF file.

I'm running Win95. Anyone know how to do this?

Thanks,

Daniel

467. Re: "Admiral Nuguru" is an Alright Guy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <31e90fd1.2569324@nntp.ix.netcom.com>
Source record: 82080

Daniel,

The reason Terry (Nuguru) should lose his account is NOT because of
the flame war, but becuase of his practice of taking peoples money
then not shipping the goods. A flame war was started when a buyer
demanded his money back, Check out the archive on fosale computer
storage

daniel11@appstate.campus.mci.net (Daniel Clinton) wrote:

>steveg@cnct.com (Just Steve) wrote:
>
>>I would advise everyone who doesn't want to be pestered by a little
>>mosquito of a little boy to avoid any and all attempts at trasactions with
>>the user going under the name of "Admiral Nuguru" (current email:
>>admiral.nuguru@fantasy.com)..
>
><text deleted for brevity>
>
>>Now thoroughly
>>annoyed, I became rude and told him point-blank what he could do with his
>>equipment. I also told him that he was now on my bad side, and I was
>>considering sending a few thousand random emails to him just for the hell
>>of it. (Having an ISDN line is really good sometimes, y'know?)
>
>>What follows is his latest response to me:
>>-----
>>To: steveg@cnct.com
>>Subject: Re: ATARI Equipment, MUST SELL!!
>>From: admiral.nuguru@fantasy.com (Admiral Nuguru)
>>Date: Wed, 10 Jul 1996 15:17:00 +0000
>>Organization: Fantasy Land BBS * 217-535-1005
>
>> YOU ARE IN VIOLATION OF FEDERAL LAW!!!
>
>> You owe me $15,000.00 minimum for that harassing mail!!!
>
>> YOU WERE INTERESTED, YOU MADE AN OFFER, DEMANDED I REPLY BEFORE THE
>>WEEKEND WAS UP, I DID!!!!
>
>> I have that in WRITING FROM YOU...
>
>> Then YOU READ LIES posted by my COMPETITORS, and people who have neve4r
>>done business with me, and you ALSO POST YOPUR LIBEL TO ME!@!!!
>

>> That's a $250,000.00 fine right there!!
>
>> Consider yourself reported to the NET POLICE, and I AM notifying the
>>Police of your continued harassment...
>
>> YOU BROUGHT IT ALL ON YOURSELF!!!
>
>> YOU sent me the harassing mail saying I refused to respond to a mesage
>>you say you sent, but I never received, I told you to check your server,
>>and then you continue to harass me!!!
>
>> DO NOT REPLY AGAIN, if you do, you'll be sued for another $15,000.00,
>>you IGNORANT PERSON (if I can even call you a person....)
>>---
>>Internet: admiral.nuguru@fantasy.com (Admiral Nuguru)
>>This message was processed by NetXpress from Merlin Systems Inc.
>>---
>>-----
>>I've notified root@fantasy.com, admin@fantasy.com, postmaster@fantasy.com,
>>and sysop@fantasy.com (just in case) of this guy's behaviour, and a copy
>>of this message is also going to him. I *WILL* mail bomb this guy if he
>>sends me another message of ANY type; he knows this.
>
>>So that's that. With this in mind, I *STRONGLY* advise the net community
>>to avoid this guy at all costs, and/or mail bomb him at your earliest
>>convenience. :-)
>
>You are an ass "Just Steve" for taking your idiot email flame war to
>his service provider. He didn't pull that crap on you, you ass. I
>found his last email to you humorous in a big way. Or did you think he
>was serious about suing you for a quarter million?
>
>Daniel
>
>

468. Re: Adaptec 4000a (ID 3)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4sc0di$s91@linet06.li.net>
Source record: 82081

James King (jeking@xmission.com) wrote:
: How do you configure the Adaptec 4000a for SCSI ID 3? Do you simply put
: a jumper across EF? Have it that way now and dont get any access on the
: drives coming off that controller.

: Any help appreciated.

: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - jeking@xmission.com @ @ @
: @ @ @ ------------------------------------ @ @ @
: Atari 8bit hobbyist by choice, MIS Professional by accident!

469. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e96060.1974169@news.superlink.net>
Source record: 82082

On 14 Jul 1996 15:33:36 -0400, armstrongj@aol.com (ArmstrongJ) wrote:

- Okay. I've received many answers to this question before, but
I've
-never got this to work. Is there ANY way to write an Atari disk
using an
-IBM PC. I have Atari DOS II running on my 65XE with an XF551 disk
drive.
-What program can i run on the IBM to write this type of Atari disk?
I
-need an exact answer. I've tried to use UTIL and MyUTIL to do it,
but
-neither works and neither comes with any true documentation to tell
me if
-I'm doing something wrong. Could someone please help! I would love
to
-use this 65XE!
-
Build an SIO2PC cable and get APE.

470. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl2.crl.com>
Message-ID: <Pine.SUN.3.91.960714112526.19096A-100000@crl2.crl.com>
Source record: 82083
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

On Sun, 14 Jul 1996, Gaven Miller wrote:

> In article <4s4i37$2m6@nntp.crl.com> you wrote:
> > Examples of off topic posts include:
> > - MAKE.MONEY.FAST schemes and ECP/EMP
>
> "ECP"? "EMP"?

ECP is "Excessive cross posting", also known as spam. This is when you
dump as many newsgroups as your news server into the Newsgroup: line and
send out a message.

EMP is "Excessive multi posting", also known as spam. This is when you
find all the newsgroups you can and send out a separate copy of your post
to each one.

Both are Bad Things.

-Kyle R. Hofmann

471. 130XE broke: $10 & SH For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31e9278e.10341829@netnews.netaxs.com>
Source record: 82084

I have an Atari 130xe that doesn;t work, the power supply is good. It includes computer cover, manual and ps. $10 & shipping.

Any interest?

Jay

****
Go ERNIE #28
Come visit http://www.intserv.com/~jayski
and http://www.intserv.com/~jayski/irvan.html

472. How do I create cartridge images???

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-1407961535590001@news.colorado.edu>
Source record: 82085

Ok, I've got the emulator (Rainbow) and I would like to create
ROM images of the cartridges that I have. How do I go about
making images of them? I managed to create the one of the
Basic cartridge using the documentation in the demo release.
I also have OSS's Action! and Basic XL as super cartidges.
What is the procedure for making images of these bank switching
cartridges?

Thanks,

-Mark

473. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4s9i02$rpr@nntp.crl.com>
Source record: 82164
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
: In article <4s8gvo$gqk@insosf1.netins.net>
: grobe@worf.netins.net "Jonathan Grobe" writes:

[ from Tale's control message ]

: > comp.binaries.atari.st should be removed. Despite the continued
: > presence of a capable moderator, its submissions declined to the point
: > where virtually nothing was valid for the group. The Atari ST is no
: > longer a very active platform, and access to FTP and WWW have improved
: > to the point that they make a much better primary distribution
: > channel.

The difference between c.b.a.s and a.b.a is that c.b.a.s was an ST only
newsgroup. ST only means that all other Atari submissions must be
rejected by the moderator. a.b.a is (will be) a generic Atari software
group --- if someone has a piece of Atari software from any pltform that
they'd like to post (that's not WaReZ), they can post it in a.b.a and be
within the confines[1] of the charter.

-Kyle R. Hofmann

[1] Confines? Ha! More like a one inch high wall made of styrofoam,
judging from some of the discussions I see (and participate in :)
everyday.[2]

[2] This does not mean that WaReZ will be OK in this group, just that
charters generally look silly in comparison to the actual postings that
occur on a group.
```

474. Re: 800XL monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4s9e04$rto@linet06.li.net>
Source record: 82165

Timothy Hayes (timhayes@novia.net) wrote:
: I hope a couple of simple questions.

: 1. What kind of monitor would an Atari 800XL use, besides the connector
: to a VHF switchbox.

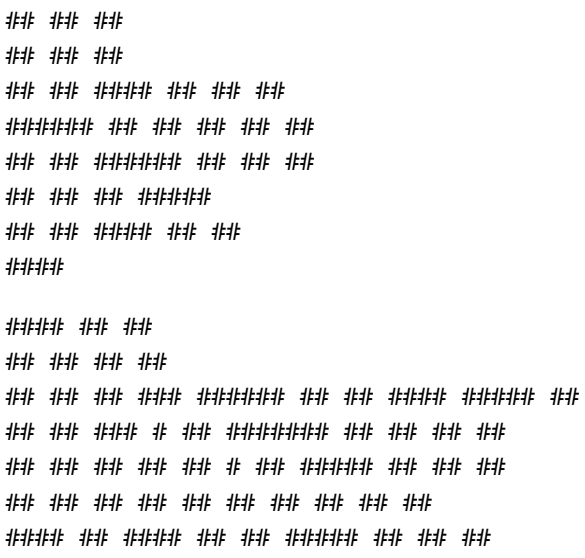
: 2. Where would one find a checp one in the Omaha, Nebraska area?

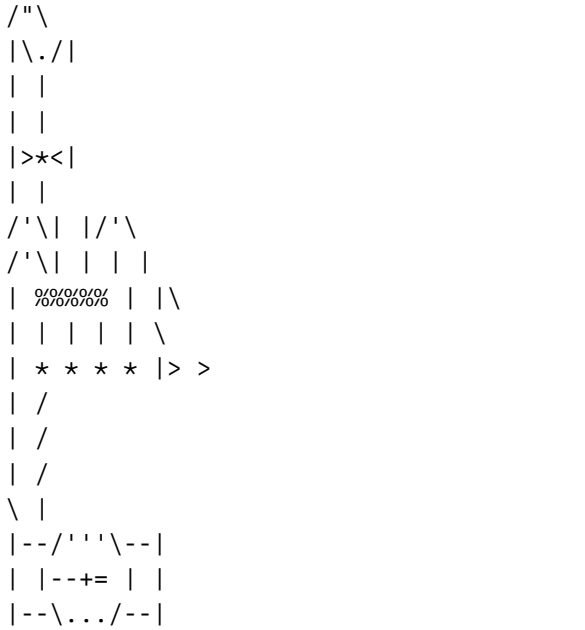
475. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-14 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4s9par$6p0@main.freenet.hamilton.on.ca>
Source record: 82166

Ron Feigen (ronf1@ix.netcom.com) wrote:
: Admiral Nuguru is TERY ORTMAN (the moron)

: Avoid both of them like the plague





476. Re: Replacement/removal of comp.binaries.atari.st moderator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152723@cup.portal.com>
Source record: 82018
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.8bit

Oops, Hell, and Damn. I'm having a very difficult time participating in this thread, due to the large number of newsgroups and Portal's lousy (mis-)handling of that situation. Please forgive the possibly empty message I may have just posted to four groups! Sigh...

Anyway...

Kyle R. Hofmann <rhofmann@crl.com> writes:

>[1] Confines? Ha! More like a one inch high wall made of styrofoam,
> judging from some of the discussions I see (and participate in :)
> everyday.[2]
>
>[2] This does not mean that WaReZ will be OK in this group, just that
> charters generally look silly in comparison to the actual postings that
> occur on a group.

How sad. It used to be, before the Internet became the playground of any loon with a few hundred bucks to blow at Computer City, that the newsgroups were largely self-policing and self-regulating and DID largely follow their charters. That doesn't seem to be the case today, as noted in [1] and [2] above.

For one thing, the charters and general policies are all but completely INVISIBLE, until and unless an alt.config (what IS that group for, anyway) or similar thread talking ABOUT a group, "spills over" INTO the group being discussed! Heck, I just now fell into this discussion "by accident" myself, having caught it in c.s.a.8 and having never before posted to any of the other three groups this post is going into (to say nothing of the N groups I can't post to due to those aforementioned Portal shortcomings). Just where, and how, and when, is the average Internetter supposed to encounter any form of documentation, instruction, suggestion, or signage, telling him anything more than a newsgroup's NAME already does? I've never seen anything, in over eight years on three or four ISPs. I say, make this information more visible in the first place.

If that doesn't work, then we have a good argument for making ALL newsgroups moderated. That's a hell of a shift, and would require a hell of an investment of someone's time, and would undoubtedly slow down and screw up the usefulness of the Net at large, but it WOULD eliminate the problem of off-topic posts pretty much ENTIRELY. If it could be shown that the advantages of a fully-moderated Usenet News organization outweighed the disadvantages, I might even support the idea myself -- and I'm a longtime and outspoken opponent of all authority and government beyond the most minimal self-regulation. (If everyone were more like ME, the problem not only would go away,

but would never have come up in the FIRST place. ;-) It's a darned shame that, left to themselves, most people seem to behave as though they're lazy, ignorant, or BOTH, prompting some OTHER people to feel the "need" to "govern" the rest.)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

477. Re: Replacement/removal of comp.binaries.atari.st moderator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EAC261.7AF6@ccm.jf.intel.com>
Source record: 82019
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Chris_F_Chiesa@cup.portal.com wrote:
>
> am only really ABLE to post, this to comp.sys.atari.8bit. Thanks in advance
> for propagating this; may I request that "comp.sys.atari.st.programmer" be
> removed from the distribution? That's the group Portal says doesn't exist,
> causing all my problems in this instance...

In this instance, Portal is correct; I'm sorry, I must have unconciously added
the ".st" in the middle of that.

> I for one have been right here on comp.sys.atari.8bit on and off for nearly
> ten years, and have only occasionally seen reference to a "warez" newsgroup,
> and never quite the same name twice, or at least not regularly. Moreover,
> no ISP on which I have had an account -- and there have been three of them;
> four if you count TWO different systems here at Portal -- has ever been
> aware of the existence of, or willing to pick up, or has for that matter
> even acknowledged recipt of my requests to pick up, ANY Atari-8-bit-related
> "alt" or "binaries" group(s). I barely even know what groups EXIST.

I can email you a complet newsgroups list, if you need it. It's rather bulky
at about 350k, but if Portal won't tell you waht exists, I will. IMHO, any
and all "warez" groups that exist are pirate groups, and I won't subscribe to
them, even if I can find them (there are several listed in my NG file).

> > Since the comp.* group died for lack of use, I expect the alt.* group
> > would have the same lack of use
>
> Unless the alt.* group's existence happened to be made widely known, as
> evidently did NOT happen with the comp.* group?

Not only that, but an unmoderated group doesn't depend on the whims of one
person to give it content.

> > comp.binaries.atari.st should be removed. Despite the continued
> > presence of a capable moderator, its submissions declined to the point
> > where virtually nothing was valid for the group.
>
> This is probably a relatively valid reason for removing a group.

This would be a valid reason /IF it were true/, but it is not. Submissions
wer made - and ignored. I submitted several files in the omnths prior to the
group's demise, and I have seen others state the same thing; no response was
ever forthcoming from Annius. I don't know if that means he did not get the
files, or simply chose to ignore them.

> > The Atari ST is no longer a very active platform,
>
> This most certainly is NOT a reason for removing a group, and it disturbs
> me that, even though it is not the SOLE reason given, it is obviously being
> used to "support" the suggestion/recommendation/decision to remove a group.

It's tantamount to saying that "the 286 is not a much used chip any more, so we will no longer write software that does NOT use 386 opcodes." Granted, there is a lot of software that won't work without those opcodes - but probably 90% of the current DOS-based software, including most network drivers for Novell networks, work just fine on 286 boxes. I doubt that the owners of those networks using 286 servers and clients would be very favorably impressed by anyone who told them that they would be required to give up their existing hardware platforms.

> Granted, the Atari ST is no longer a "major" platform in terms of the PER-
> CENTAGE of computer users using it -- but the Internet is big enough these
> days that ANY subject, no matter how obscure or "inactive," can collect
> enough interested parties to sustain an ongoing discussion. There's still
> an active Rubik's Cube mailinglist, for crying out loud! Kill the newsgroup
> for OTHER reasons if they exist, surely, but don't justify it on the basis
> that the subject matter itself is "no longer very active." That is not
> the point.

Well said.

> > and access to FTP and WWW have improved
> > to the point that they make a much better primary distribution
> > channel.
>
> ... it's unrealistic and selfish,
> maybe even unethical, for you and others who reason the way you do, to NOT
> continue to support older technology, IMHO. Check the Usenet archives for
> my numerous rants on THIS subject in groups like comp.os.vms and one or
> another (I forget which) of the Windows NT groups...

It's also the way things are done, and frankly, it blows. Getting an alt. group for Atari binaries effectively removes the controls exercised by the "Big 8" cabal (and such a cabal obviously exists, else it would not be necessary to put a new group proposal to a "vote").

> > Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> > whether anyone still found it useful and the vast majority agreed that
> > the sensible thing was to remove the group. At the request of the
> > moderator and the readership, it is now removed.
>
> Well, that's something anyway. I'm glad that SOME sort of "readership"
> was consulted -- but WHAT readership? Of what group? Of the group being
> removed? I hope so; I HATE it when some "elite" makes decisions that
> affect the masses, without consulting those masses. Go watch "Fern Gully."

The fact that the question was posted in comp.sys.atari.st is true. The allegation that "the vast majority agreed" to rmgroup it is either a mistake,

or an outright lie. Since I don't know if the person making the statement
knows the truth or not, I will assume it's a mistake.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

478. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EAD4F5.1B4D@ccm.jf.intel.com>
Source record: 82020
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Greg Berigan wrote:
>
> Well, someone get a proposal together and send it in to
> news.announce.newgroups, or track down the existing moderator and ask
> him to resign his position and appoint a new moderator (or moderators)
> that will do the job.
>
> When your car gets a flat tire, you don't buy a new car. You get a new
> tire, and a new spare tire too.

There is no longer such a group, Greg. It was removed some months ago
(March? April? May?) at the request of the moderator, and over the
objections of the users (the few of us who knew that the group existed).

We're not replacing a flat tire, we're replacing a stolen car.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
*************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
*************************************************************
```

479. Re: Atari disk format info + questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31E9F275.4141@htw.uni-sb.de>
Source record: 82086

Yogi wrote:

> I believe there is a program called MULE (not the game) that attempts
> to do what you are trying to accomplish, you might take a look at that
> to see if it helps.

MULE worked for me but it reads only double density disks.
The tool is able to write to dd-disks, as well. But this
was not successfull on my system (probably because of the different
speeds of the atari-drive <-> pc-drive).

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

480. Atari Web-Page

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <4sd4d4$fdu@isoit109.bbn.hp.com>
Source record: 82087

Hello all,

I've found a cool Web-Page for Atari Computers. Has someone checked it yet, too?

Yours,
Wolf

481. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA7A85.5C16@ccm.jf.intel.com>
Source record: 82088
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Brian {Hamilton Kelly} wrote:
>
> [When the topic was changed to the above, the thread was cut-off from all
> the Atari groups to which the original thread had been cross-posted.
> Since Jonathon is providing some serious and significant information, I'm
> merely intervening to re-post to those groups. It would appear that
> there's been a vote on this before: where were all you guys at the time?
> (Given that those who might want to do as Jonathon suggests already have
> access to relevant "warez" group.) Once again, I no nothing about Atari
> but am just a bystander that's interested in the machinations within
> alt.config.]

<deletia>

> > comp.binaries.atari.st should be removed. Despite the continued
> > presence of a capable moderator, its submissions declined to the point
> > where virtually nothing was valid for the group. The Atari ST is no
> > longer a very active platform, and access to FTP and WWW have improved
> > to the point that they make a much better primary distribution
> > channel.
> >
> > Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> > whether anyone still found it useful and the vast majority agreed that
> > the sensible thing was to remove the group. At the request of the
> > moderator and the readership, it is now removed.

(1) I voted to retain the group.

(2) The "vast majority" did not agree to anything. Perhaps a dozen people
were even aware of the existence of the group, and I saw exactly one person
(other than Annius) stating in a comp.sys.atari.* group that they agreed
the group should be removed.

(3) It is my belief that Annius simply didn't want to expend the effort to
moderate the group any more. Note that this is my personal belief, with no
evidence to support it. However, read on...

(4) I submitted several binaries for distribution during the last month of
the group's existence. They never appeared in the group, nor was their receipt
by Annius ever acknowledged.

I believe that there are large numbers of Atari users who have no or very limited
ftp access, who would use an unmoderated binaries group. I know for a fact that

the largest ftp sites for Atari files are very slow to post new binaries to areas where they can be obtained (I have personally uploaded 2 binaries to several sites; both have been obsoleted already, and they aren't available to the public yet).

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."

482. Re: How do I create cartridge images???

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31e9a393.323164@news.superlink.net>
Source record: 82089

On Sun, 14 Jul 1996 15:35:59 -0600, mas@rimmer.ngdc.noaa.gov (Mark Steele) wrote:

-Ok, I've got the emulator (Rainbow) and I would like to create
-ROM images of the cartridges that I have. How do I go about
-making images of them? I managed to create the one of the
-Basic cartridge using the documentation in the demo release.
-I also have OSS's Action! and Basic XL as super cartidges.
-What is the procedure for making images of these bank switching
-cartridges?
-
Don't know if you can - does rainbow support such images?
Bank selection carts would have to be completely rewritten to run out of RAM. I've got three games here that need this treatment. It SHOULD be possible, it looks like it switches about 4k in and out, to rewrite them to use the xl banks. Anyone have any ideas?

483. Re: Replacement/removal of comp.binaries.atari.st moderator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA8B5C.21E0@ccm.jf.intel.com>
Source record: 82090
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.8bit

Chris_F_Chiesa@cup.portal.com wrote:
>
> Oops, Hell, and Damn. I'm having a very difficult time participating in
> this thread, due to the large number of newsgroups and Portal's lousy
> (mis-)handling of that situation. Please forgive the possibly empty
> message I may have just posted to four groups! Sigh...

I can relate. My personal opinion is that Portal has the worst service
of any of the "default" providers signed up with Netscape Personal Edition.

> For one thing, the charters and general policies are all but completely
> INVISIBLE, until and unless an alt.config (what IS that group for, anyway)
> or similar thread talking ABOUT a group, "spills over" INTO the group being
> discussed!

That won't happen with alt.binaries.atari becasue I have a messagebot to
post the charter every 2 weeks, even if nothing else ever gets posted.

> If that doesn't work, then we have a good argument for making ALL newsgroups
> moderated. That's a hell of a shift, and would require a hell of an invest-
> ment of someone's time, and would undoubtedly slow down and screw up the
> usefulness of the Net at large, but it WOULD eliminate the problem of off-
> topic posts pretty much ENTIRELY. If it could be shown that the advantages
> of a fully-moderated Usenet News organization outweighed the disadvantages,
> I might even support the idea myself -- and I'm a longtime and outspoken
> opponent of all authority and government beyond the most minimal self-regu-
> lation. (If everyone were more like ME, the problem not only would go away,
> but would never have come up in the FIRST place. ;-) It's a darned shame
> that, left to themselves, most people seem to behave as though they're lazy,
> ignorant, or BOTH, prompting some OTHER people to feel the "need" to "govern"
> the rest.)

The problem began in the Sixties, when it first became necessary for both parents
to work outside the home in order to support the accepted lifestyle of the
entire family. In the scramble, someone forgot the teach the kids basic courtesy.

However, I oppose moderated newsgroups in general, and indeed, have " *.moderated*"
in my kill list, now that the one atari binaries group is gone. If I wanted
someone else to form my opinions for me, I'd be a Republican, not an indepedent.
(That ought to garner some major flames! <G>)

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+

| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+

"Propose your group in alt.config. Be sure to include the proposed newsgroup name or topic for the group in the Subject line. Listen to constructive criticisms. Beware, the "discussions" in alt.config can seem very petty, vindictive, and altogether unpleasant at times. Alt.config is frequented by news admins, news.wannabes, net.gods, and net.idiots. Sometimes it's a wonder that anything useful comes out of it, but the alternative is total anarchy and mob ethics. There are actually a few people in alt.config with good ideas on creating groups."

484. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EAABB9.4C58@ccm.jf.intel.com>
Source record: 82091
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
James R. Gilbert wrote:
>
> Somebody already pointed this out, but I'm going to repeat it
> because I think it makes this thread moot.
> There already is an alt.binaries.comp.atari8bit.

Really? I'm here on a T-1 line direct to the USenet backbone: I tried
to get a.b.c.a, with the following results:

News host responded: No such group

So, if your service shows that such a newsgroup exists, and it has
existed more than 6 months, I think perhaps either your sysadmin or mine
is mistaken. Mind you, I'd be happy to be wrong.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
*************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
*************************************************************
```

485. Info Soft 7000 cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960715183423.18506A-100000@ns1.ptd.net>
Source record: 82092

I picked up an 8-bit cart at a thrift store called InfoSoft 7000, would anyone know exactly how to work it? It said on the label it's a "high resolution graphic display" or something. From what little I gathered, it might like something that was used at my college for displaying messages and notices on TV screens. Yes, they did use an 8-bit Atari :)

Any takers, please e-mail. Thanx...

Eric Noss
a.k.a
Mr. Maddog

486. Re: "Admiral Nuguru" is an Alright Guy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EACDD6.6BD9@ccm.jf.intel.com>
Source record: 82093

Ron Feigen wrote to daniel11@appstate.campus.mci.net (Daniel Clinton):
>
> Daniel,
>
> The reason Terry (Nuguru) should lose his account is NOT because of
> the flame war, but becuase of his practice of taking peoples money
> then not shipping the goods. A flame war was started when a buyer
> demanded his money back, Check out the archive on fosale computer
> storage

I'm not going to take the time to check out the archive, Ron, but if what you say is true, and the purchaser sent his moiney via the US Postal Service, he should file a complaint for mail fraud with the Postmaster in his town, in Decatur, Illinois, and the Postmaster General in Washington, DC. Mail fraud will get him off the net and into a nice, cosy cell.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

487. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31EAFECE.1FDE@inil.com>
Source record: 82094
Cross-posted to: alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Rich Tietjens wrote:
>
> James R. Gilbert wrote:
> >
> > There already is an alt.binaries.comp.atari8bit.
>
> Really? I'm here on a T-1 line direct to the USenet backbone: I tried
> to get a.b.c.a, with the following results:
>
> News host responded: No such group
>
> So, if your service shows that such a newsgroup exists, and it has
> existed more than 6 months, I think perhaps either your sysadmin or mine
> is mistaken. Mind you, I'd be happy to be wrong.
>
> --

I cant see it either...:(
```

488. Atari Web-Page

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <4sd4v3$fn0@isoit109.bbn.hp.com>
Source record: 82095

The URL is http://rzserv2.fh-lueneburg.de:8080/

489. Re: Pinouts for 1450XLD p/s needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Christopher Brett Strong <strong@labhp32.cs.utah.edu>
Message-ID: <Pine.HPP.3.91.960715192128.23366E-100000@labhp32.cs.utah.edu>
Source record: 82096

> In <mbates-2906961319490001@ppp8-stk.sonnet.com> mbates@s3.sonnet.com
> (Marlin Bates, IV) writes:

> >power supplies. I need to know the pinous of the power supply. If
> anyone
> >could help it would be appreciated.
> >
> >-Marlin

Does anyone out there still need this? I can type it in, if you want it.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

490. Wanted: Atari Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Christopher Brett Strong <strong@labhp32.cs.utah.edu>
Message-ID: <Pine.HPP.3.91.960715193905.23366K-100000@labhp32.cs.utah.edu>
Source record: 82097

I am looking to buy the

Atari Educational System Master Cartridge

Please mail your offers to the sending address or strong@ee.utah.ed

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

491. WTB: Atari 822 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Christopher Brett Strong <strong@labhp32.cs.utah.edu>
Message-ID: <Pine.HPP.3.91.960715194102.23366L-100000@labhp32.cs.utah.edu>
Source record: 82098

I am looking to purchase an Atari 822 printer.

This is the small one with the thermal paper.

Offers?

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

492. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.31eb14b6oscar989698@client1.news.psi.net>
Source record: 82099
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Umm... guys, I went through the trouble of creating
alt.binaries.comp.atari8bit a while back - why not use
it? I can think of only two reasons:

1) The 'binaries' part of the group name will automatically
ban it from some news servers.

2) The 'alt' part of the group may do the same.

The only thing that would really be better than the
existing group would be a new one in the 'comp.*' hierarchy (sp?).
If someone wants to try and push that through, I say 'go for it'!
```

493. Re: Xformer Users: How Can I Save the Screen as a GIF?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <4scknl$9no@freenet-news.carleton.ca>
Source record: 82100

Daniel Clinton (daniel11@appstate.campus.mci.net) writes:
> I have some artwork on my disk images (ATRS) that I can display while
> running a view program on the emulator. I would like to save the
> artwork as a standard IBM GIF file.
>
> I'm running Win95. Anyone know how to do this?

Get any old DOS or Windows screen capture program.. NeoGrab, and the
capture feature of Paint Shop Pro are two I can think of..

--
JESS | Chris Brown This is You'll be the first to
TODD'S| ba930@freenet.carleton.ca not go... unless you THINK!
SPACE | cdbrown@nyx.cs.du.eu what you -D.K.
------+ aka Naimus think it is...

494. Re: Xformer Users: How Can I Save the Screen as a GIF?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31EA0AAD.72F@htw.uni-sb.de>
Source record: 82101

Daniel Clinton wrote:

> I have some artwork on my disk images (ATRS) that I can display while
> running a view program on the emulator. I would like to save the
> artwork as a standard IBM GIF file.

That's how I did it with XL-it! (and this works with XF, as well):

As you use Win95, you can run XF in a window. Now mark the
complete screen and make a copy (to the clipboard).
Now start paintbrush (or Paint Shop Pro or ....) and make a paste.
That's all.

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

495. Re: Replacement/removal of comp.binaries.atari.st moderator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152722@cup.portal.com>
Source record: 82102
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.8bit

(Hmm. Managed to post THIS to a few MORE groups than my last one (which went into c.s.a.8bit ONLY, for reasons too gruesome to rehash here). Feel free to propagate it anywhere else you think it needs to be seen.)

496. Re: Replacement/removal of comp.binaries.atari.st moderator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152721@cup.portal.com>
Source record: 82103

Brian {Hamilton Kelly} <bhk@dsl.co.uk> writes:

>[When the topic was changed to the above, the thread was cut-off from all
>the Atari groups to which the original thread had been cross-posted.
>Since Jonathon is providing some serious and significant information, I'm
>merely intervening to re-post to those groups.

Alas, since Portal neither shows me the entire Newsgroups line, nor accepts it as-is, nor lets me edit out the group(s) it doesn't like while leaving the rest, you're going to have to intervene AGAIN, because I'm ONLY posting, am only really ABLE to post, this to comp.sys.atari.8bit. Thanks in advance for propagating this; may I request that "comp.sys.atari.st.programmer" be removed from the distribution? That's the group Portal says doesn't exist, causing all my problems in this instance...

>It would appear that
>there's been a vote on this before: where were all you guys at the time?
>(Given that those who might want to do as Jonathon suggests already have
>access to relevant "warez" group.) Once again, I no nothing about Atari
>but am just a bystander that's interested in the machinations within
>alt.config.]

I for one have been right here on comp.sys.atari.8bit on and off for nearly ten years, and have only occasionally seen reference to a "warez" newsgroup, and never quite the same name twice, or at least not regularly. Moreover, no ISP on which I have had an account -- and there have been three of them; four if you count TWO different systems here at Portal -- has ever been aware of the existence of, or willing to pick up, or has for that matter even acknowledged recipt of my requests to pick up, ANY Atari-8-bit-related "alt" or "binaries" group(s). I barely even know what groups EXIST.

And I suspect it is much the same with MANY of the participants here who are today asking to create a newsgroup which some OTHER people may say has already existed and been largely unused for a long time. If the group(s) have/has existed for so long, how come it's been completely INVISIBLE for most of the last ten years? It's like expecting a New Guinean Stone-Age tribesman to carry automobile insurance when he's never even encountered the concept of an automobile. We can't use, and can barely even ask about, what we don't know exists, can we?

> Once again, I no nothing about Atari
> but am just a bystander that's interested in the machinations within
> alt.config.]

Whereas I am just an Atari (and a couple of other subjects) person who knows nothing about "the machinations within alt.config," nor about the

term "Big 8" (this is the first time in MY eight years of Internetting
that I've heard that term), nor about the goings-on in "news.groups,"
"news.announce.newsgroups," "rmgroup messages," or much of ANYthing
mentioned in some of the material you quoted. I wouldn't have the fain-
test idea how to go about creating a newsgroup, locally -or- Net-wide,
and I'm self-centric enough to believe that more people are like ME,
i.e. ignorant of such things, than like YOU (or those whom you quote),
i.e. knowledgeable about them. So you'll have to forgive us if we
don't know the rites, rituals, invocations and protocols of doing these
things, and/or aren't "up on" the latest happenings in these areas.

> Since the comp.* group died for lack of use, I expect the alt.* group
> would have the same lack of use

Unless the alt.* group's existence happened to be made widely known, as
evidently did NOT happen with the comp.* group?

>--unless the supporters of this group
> are primarily interested in a place to illegally repost copyrighted
> software.

You mean, the way it is regularly done on various Commodore-64 and/or
Apple II FTP sites, archives, Web pages, and so forth, without apparent
concern from the copyright holders? You mean, the way Atari 8-bit users
want to do the same thing, as has been discussed to death here for at
least the past year or two? I suppose the occasional illegal repost might
occur, sure enough.

> comp.binaries.atari.st should be removed. Despite the continued
> presence of a capable moderator, its submissions declined to the point
> where virtually nothing was valid for the group.

This is probably a relatively valid reason for removing a group.

> The Atari ST is no longer a very active platform,

This most certainly is NOT a reason for removing a group, and it disturbs
me that, even though it is not the SOLE reason given, it is obviously being
used to "support" the suggestion/recommendation/decision to remove a group.
Granted, the Atari ST is no longer a "major" platform in terms of the PER-
CENTAGE of computer users using it -- but the Internet is big enough these
days that ANY subject, no matter how obscure or "inactive," can collect
enough interested parties to sustain an ongoing discussion. There's still
an active Rubik's Cube mailinglist, for crying out loud! Kill the newsgroup
for OTHER reasons if they exist, surely, but don't justify it on the basis
that the subject matter itself is "no longer very active." That is not
the point.

> and access to FTP and WWW have improved
> to the point that they make a much better primary distribution
> channel.

This may be true to SOME degree, but not entirely. And speaking as someone who doesn't like, doesn't want, can't afford, and ISN'T GOING to upgrade to the latest-and-greatest platform every time a new technology comes out that my old system(s) can't handle (I have fifteen computers and not one of them runs Windows or any form of graphical Web-browser), I'm always nervous, often irritable, and sometimes even ANGRY, when people blithely discontinue, or talk about discontinuing, an old, reliable, still usable technology on the basis that "everyone SHOULD be," and/or "most people ARE," using some NEWER thing. Sure, that'd be nice for YOU, but it's unrealistic and selfish, maybe even unethical, for you and others who reason the way you do, to NOT continue to support older technology, IMHO. Check the Usenet archives for my numerous rants on THIS subject in groups like comp.os.vms and one or another (I forget which) of the Windows NT groups...

> Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> whether anyone still found it useful and the vast majority agreed that
> the sensible thing was to remove the group. At the request of the
> moderator and the readership, it is now removed.

Well, that's something anyway. I'm glad that SOME sort of "readership" was consulted -- but WHAT readership? Of what group? Of the group being removed? I hope so; I HATE it when some "elite" makes decisions that affect the masses, without consulting those masses. Go watch "Fern Gully." :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

497. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA7895.4F06@ccm.jf.intel.com>
Source record: 82104
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Brian {Hamilton Kelly} wrote:
>
> I'm a little puzzled (not knowing *anything* about the organization of
> the Atari groups, or indeed of the Atari itself): Rich's posting refers
> to comp.sys.binaries.atari.moderated, ...

I mistyped it - since the group no longer exists, I had no ready reference,
sorry about that.

<deletia>

> According to my active list, there *is* a comp.binaries.atari.st, which
> is indeed moderated. Was it perhaps this group that you and Rich meant?
> If so, rather than creating a new group in the alt.* hierarchy (which
> might take some time to achieve good propagation), why not simply appoint
> another moderator, and start using the group again?

The group has been rmgrouped; if you show it as active, then you missed the
removal message. I wish everyone had.

--
See us at http://www.3rdplanet.com/~starship
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."
```

498. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EA89A9.5D2D@ccm.jf.intel.com>
Source record: 82105
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

Forsythe and Guy wrote:
> : > - MAKE.MONEY.FAST schemes and ECP/EMP
> <tick>
>
> What about advertisments? Would a .GIF containing a picture of the latest
> Atari and prices be off topic?

Yes. Commercial advertising of any kind is inappropriate outside of the
business groups (with some minor exceptions - the .announce group would
be the right place for "reduced price" announcements that specifically
pertain to that type of system, I think).

--
See us at http://www.3rdplanet.com/~starship
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
"Propose your group in alt.config. Be sure to include the
proposed newsgroup name or topic for the group in the Subject
line. Listen to constructive criticisms. Beware, the
"discussions" in alt.config can seem very petty, vindictive,
and altogether unpleasant at times. Alt.config is frequented
by news admins, news.wannabes, net.gods, and net.idiots.
Sometimes it's a wonder that anything useful comes out of it,
but the alternative is total anarchy and mob ethics. There
are actually a few people in alt.config with good ideas on
creating groups."

499. Re: MPP modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: mberman@mberman.loop.com
Message-ID: <NEWTNews.837458638.31149.mberman@mberman.loop.com>
Source record: 82106

```
In article <4s9bik$rto@linet06.li.net>, <pmulvey@newshost.li.net> writes:
> Path: jerry.loop.net!dobie.loop.net!uunet!in1.uu.net!li.net!pmulvey
> From: pmulvey@newshost.li.net (Patrick Mulvey)
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: MPP modems
> Date: 13 Jul 1996 23:30:28 GMT
> Organization: LI Net (Long Island Network)
> Lines: 5
> Message-ID: <4s9bik$rto@linet06.li.net>
> References: <4rvim4$m77@login.freenet.columbus.oh.us>
> NNTP-Posting-Host: linet01.li.net
> X-Newsreader: TIN [version 1.2 PL2]
>
> Connie Clevinger (ccleving@freenet.columbus.oh.us) wrote:
>
> : I have a MPP 400 baud modem that I haven't used in a long time.
> : So I forget whether it used a normal (800,810,1050 etc.) power supply or
> : something special.HELP!
>
Ibelieve it was 9v@300milliamperes but the polarity was reversed.
```

500. Looking for old Meteor game

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: youn1754@utdallas.edu
Message-ID: <4se5oh$q6a@news.utdallas.edu>
Source record: 82107

I have an uncle who fell in love with the ancient Meteor game for the Atari computer in the early 80's. He keeps bugging me to program it or find it for the IBM PC. Does anyone happen to know if this game or something very similar to it has be adapted to the IBM?

--
C. David Young

501. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: gberigan@cse.unl.edu
Message-ID: <4sdpi2$9ks@crcnis3.unl.edu>
Source record: 82108
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In alt.config, pmh@edison.ioppublishing.com (Peter Haworth) wrote:
>Brian Hamilton Kelly <bhk@dsl.co.uk> wrote:
>>lamparty@telerama.lm.com "Tom Lamparty" writes:

>>> I believe that a alt.binaries.atari or alt.binaries.atari.st is badly
>>> needed since our moderated binary group has lost it's moderator and been
>>> expunged!

>> According to my active list, there *is* a comp.binaries.atari.st, which
>> is indeed moderated. Was it perhaps this group that you and Rich meant?
>> If so, rather than creating a new group in the alt.* hierarchy (which
>> might take some time to achieve good propagation), why not simply appoint
>> another moderator, and start using the group again?

> comp.binaries.atari.st would be my choice too, especially as we already
> get the comp hierarchy on our server.

Well, someone get a proposal together and send it in to
news.announce.newgroups, or track down the existing moderator and ask
him to resign his position and appoint a new moderator (or moderators)
that will do the job.

When your car gets a flat tire, you don't buy a new car. You get a new
tire, and a new spare tire too.

--
_-<#)-=# http://cse.unl.edu/~gberigan/War-of-the-Worlds.html
___/___
_-~_--<####) "`Where's Crow?' Huh. I'm not supposed to say anything, but
<~c>' __--< I did see that little moron heading towards the basement
_--=____#) with a pickaxe in his hand." -- Tom Servo; MST3K: The Movie

502. APE and SIO2PC cables.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: sunlord@io.org
Message-ID: <5Qr6xoAhYBWS089yn@io.org>
Source record: 82109

Hello!

I was just wondering if there is someone on csa8 that perhaps has any extra APE or SIO2PC cables, or would be willing to make them for a small fee and parts. I no it sounds like a simple request, but when it comes to hardware I don't have enough confidence to trust myself to do it. So if someone would be wuilling to make one or two, or if you have extras, please feel free to mail me. Thanks again!

sunlord@io.org

--
David Bennett

503. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960715165727.5756A-100000@epicycle.lm.com>
Source record: 82110
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

What Rich described below was pretty much my experience also!

On Mon, 15 Jul 1996, Rich Tietjens wrote:

> Brian {Hamilton Kelly} wrote:
> >
> > [When the topic was changed to the above, the thread was cut-off from all
> > the Atari groups to which the original thread had been cross-posted.
> > Since Jonathon is providing some serious and significant information, I'm
> > merely intervening to re-post to those groups. It would appear that
> > there's been a vote on this before: where were all you guys at the time?
> > (Given that those who might want to do as Jonathon suggests already have
> > access to relevant "warez" group.) Once again, I no nothing about Atari
> > but am just a bystander that's interested in the machinations within
> > alt.config.]
>
> <deletia>
>
> > > comp.binaries.atari.st should be removed. Despite the continued
> > > presence of a capable moderator, its submissions declined to the point
> > > where virtually nothing was valid for the group. The Atari ST is no
> > > longer a very active platform, and access to FTP and WWW have improved
> > > to the point that they make a much better primary distribution
> > > channel.
> > >
> > > Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> > > whether anyone still found it useful and the vast majority agreed that
> > > the sensible thing was to remove the group. At the request of the
> > > moderator and the readership, it is now removed.
>
> (1) I voted to retain the group.
>
> (2) The "vast majority" did not agree to anything. Perhaps a dozen people
> were even aware of the existence of the group, and I saw exactly one person
> (other than Annius) stating in a comp.sys.atari.* group that they agreed
> the group should be removed.
>
> (3) It is my belief that Annius simply didn't want to expend the effort to
> moderate the group any more. Note that this is my personal belief, with no
> evidence to support it. However, read on...
>
> (4) I submitted several binaries for distribution during the last month of

> the group's existence. They never appeared in the group, nor was their receipt
> by Annius ever acknowledged.
>
> I believe that there are large numbers of Atari users who have no or very limited
> ftp access, who would use an unmoderated binaries group. I know for a fact that
> the largest ftp sites for Atari files are very slow to post new binaries to areas
> where they can be obtained (I have personally uploaded 2 binaries to several sites;
> both have been obsoleted already, and they aren't available to the public yet).
>
> --
> See us at http://www.3rdplanet.com/~starship
> +---+
> | Opinions expressed herein are those of the writer and |
> | probably diametrically opposed to those of his employer. |
> +---+
> "Propose your group in alt.config. Be sure to include the
> proposed newsgroup name or topic for the group in the Subject
> line. Listen to constructive criticisms. Beware, the
> "discussions" in alt.config can seem very petty, vindictive,
> and altogether unpleasant at times. Alt.config is frequented
> by news admins, news.wannabes, net.gods, and net.idiots.
> Sometimes it's a wonder that anything useful comes out of it,
> but the alternative is total anarchy and mob ethics. There
> are actually a few people in alt.config with good ideas on
> creating groups."
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

504. 8-Bit Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: terry.ortman@fantasy.com
Message-ID: <19960715165756.aaaa0060C@babyblue.cs.yale.edu>
Source record: 82111

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

Internet: terry.ortman@fantasy.com (Terry Ortman)
This message was processed by NetXpress from Merlin Systems Inc.
---

505. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <31EA7879.4ACD@earthlink.net>
Source record: 82112

I could be wrong, but I believe I saw earlier that fanatasy.com is his site, so it doesn't do any good to inform them. You might want to do a usenet search using dejanews or altavista or any other usenet search engine..you would be amazed at what you will find. Just search for "terry ortman" or "admiral nuguru".

Jeff

Just Steve wrote:
> I've notified root@fantasy.com, admin@fantasy.com, postmaster@fantasy.com,
> and sysop@fantasy.com (just in case) of this guy's behaviour, and a copy
> of this message is also going to him. I *WILL* mail bomb this guy if he
> sends me another message of ANY type; he knows this.
>
> So that's that. With this in mind, I *STRONGLY* advise the net community
> to avoid this guy at all costs, and/or mail bomb him at your earliest
> convenience. :-)
>
> -
> steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
> Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
> Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
> Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
> that hides valuables" apparently takes too long to say in Latin.
> ---

506. FOR SALE: Atari things

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31ea575a.12893445@netnews.netaxs.com>
Source record: 82113

I have a few offers, this is what i have: i will remove it from the list once I ship it. Thanks, I hope someone needs or wants this stuff

EQUIPMENT:

AF551 Disk Drive, power supply, manual, DOS 2.5 $100

130XE Computer (doen't work-something wrong), Good Power Supply, Manual $10

300AT Modem by Supra with software

Atari 850 Interface, Power Supply and printer cable. $50

2- 500 XJ EPYX Joysticks - hand grip really nice

2- Atari joysticks

2- Driving/Knob Joysticks

1 - Suncom Tac 5 joystick

SOFTWARE/CARTRIDGES:
Robotron 2084 RX8033
Star Raiders CXL4011
Qix CXL 4027
Antic Magazine Software Disks from May 87 to June/July 1990

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price $21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Nothing is guaranteed (sorry)

COD or personal check (with stuff being sent out when check clears).

Buyer pays shipping.

Make offers including shipping.

Jay

507. 8-Bit Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: terry.ortman@fantasy.com
Message-ID: <19960715170340.aaaa0062j@babyblue.cs.yale.edu>
Source record: 82114

ATARI Equipment, MUST SELL!!!

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1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

Internet: terry.ortman@fantasy.com (Terry Ortman)
This message was processed by NetXpress from Merlin Systems Inc.
---

508. Re: Atari disk format info + questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EAC56F.3D58@ccm.jf.intel.com>
Source record: 82115

J P Hindin wrote:
>
> Can anyone find anything wrong with the above?

It matches my recollections.

> Also, what the article fails to mention is tracks. How many sectors per
> track? Or does the disk controller work this out manually?

40 tracks. Physcially, it's the same as an MS-DOS layout, but with 128-byte
sectors instead of the 256 or 512 bytes in MS-formatted disks.

> I intend to make a programme which will read Atari 92k disks in a low
> density 5.25" PC disk drive - which should be _fun_ :)

It's also quite possible. There was such a beast in the Army PD library,
though it was pretty slow and a horrible kludge.

Good luck!
--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

509. Re: Looking for old Meteor game

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-15 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4sevpi$dqv@news-e2d.gnn.com>
Source record: 82116

I see that there is a game called METEOR in "Justins" archive on ATR image
#99. DO you have access to that?

Happy Computing, from Doug Feldman in Ann Arbor, MI

510. New utilities for APE/Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31eb142a.1025943@news.superlink.net>
Source record: 82021

There are 3 new utilities for use with APE or emulators. MENU.ATR is
for emulators, It is made to be booted and will binary load any binary
file on D2:.
WARPLOAD.ATR is the same program for use with APE, it lets you load
w/o dos D2: binary files at warp speed. (3x with ape).
WARPBOOT.ATR is a program to boot disks loaded as D2: with APE.
You load warpboot.atr as D1: and the disk to boot at warp speed as D2:
All three are available at http://mars.superlink.net/scharles
Sorry! The APE ones only work on xl/xe series!

511. FS/T: Atari 8-bit computer items [07/16/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4sf9ep$1v1@dfw-ixnews10.ix.netcom.com>
Source record: 82022

All VGA FS/T lists are updated weekly and are available on the WWW at
http://www.io.com/~vga2000/

This list was last updated on 07/15/96

NOTE: Screen shots of some of these games are available on my
web site.

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. For faster service, please
include your full postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
given priority (especially if the trade offer overwhelms me).
I collect for over 40 different systems, so please feel free
to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) No package deals on games or systems. All prices are clearly
listed.

6) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. My personal
philosophy is that something is only worth what someone is
willing to pay for it.

7) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted.

8) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 5.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$10.00 River Raid (Activision)

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 130XE Personal Computer Owner's Manual (132 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 9.00 Atari DOS 2.5: 1050 Disk Drive Owner's Manual (147 pgs.).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).
$ 9.00 Inside Atari BASIC [Atari / Reston] (183 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they
are marked) you will have the option of buying a BRAND NEW RF
switchbox for $5 that is virtually identical to one sold at Radio
Shack for $7, plus tax. It allows for the connection of both 300 OHM
and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1200XL COMPUTER.

This item has not been tested.

$19.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #5

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 9.00

*****

LOT #6

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #7

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

512. memory map

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31eb5d11.681145@news.superlink.net>
Source record: 82023

Does anyone have an electronic version of the atari XL memory map. I have mapping the atari but it's the old version; specifically, I am looking for commented listing of the OS roms.
scott

513. Re: Atari disk format info + questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152734@cup.portal.com>
Source record: 82024

>JP Hindin (jphindin@actrix.gen.nz) writes:
>
>I grabbed this little excerpt from Analog Computing (April, 1985):
>
><>SNIPPING EVERYWHERE<>

[Even more snipping - CFC]

>Can anyone find anything wrong with the above?

I would have mentioned DOS' non-usage of sector 720 right inline with the rest of the discussion of what sectors were used for what purposes, rather than as a parenthetical remark in a later paragraph. But that's just me.

One interesting thing is that the "125 bytes per sector" isn't REALLY a hard-and-fast rule: one of the three "control bytes" in sectors 4-359 and 369-719 tells HOW MANY bytes of the sector are to be considered "file data;" if that byte has the value N, the first N bytes of the sector are data, the last three bytes are the control bytes as usual, and the rest of the sector are "unused" by DOS. You could use this to "hide" data on an ordinary DOS disk, or to create your own fully-AtariDOS-compatible DOS using more than three control bytes at the end of the sector, or... you name it.

>Also, what the article fails to mention is tracks. How many sectors per
>track? Or does the disk controller work this out manually?

Generally the disk controller does this "internally" to the drive; however, drive enhancements such as the Archiver and Super Archiver provide track-based access to the media and thereby allow the user to alter the number of sectors per track, sector numbering WITHIN the track (including missing and duplicate sectors), and a few other tricks that can't be pulled with a stock drive...

>I intend to make a programme which will read Atari 92k disks in a low
>density 5.25" PC disk drive - which should be _fun_ :)

That would be handy. Programs to read Atari DOUBLE DENSITY disks in a low-density 5.25" PC disk drive have been available for years, as perhaps you already know (check the UMich archive for "ATARIO" and/or "UTIL," which read and/or write AtariDOS, and possibly "SPARTAREAD" which reads SpartaDOS). It would be NICE to be able to read Atari SINGLE density on the PC too, but I half-recall reading that there's an essential limitation in the PC disk drive hardware that makes it PHYSICALLY impossible. I definitely recall that there was more to it than just writing the right software. If I were you, I'd investigate this issue thoroughly before spending a lot of time writing software that may be foredoomed to failure... This might be a good

time for our sometime hardware gurus to jump in with detailed knowledge of the technology: Richard Dell (or is it Bell?), where are you when we need you? :-)

As someone else pointed out, too, it is getting almighty difficult to FIND low-density 5.25" PC disk drives, but _I_ still have one so "go for it!"

>Thanks all.

You're welcome!

Chris Chiesa

514. Re: Atari Archive info

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4sgb6o$5fq@jobe.shell.portal.com>
Source record: 82025

In article <31e1a540.576667@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>On 8 Jul 1996 15:35:40 GMT, rfunk@magnus.acs.ohio-state.edu (Rob Funk)
>wrote:
>-Can't you make subdirectories?
>-It's tough for anyone, netscape or not, to go through a listing of
>-1000+ programs.
>---
>Yes I did have Joe put some subs in there, but the thing that always
>bugged me about other archive sites is that you have to WAIT and WAIT
>and WAIT for one sub to d/l, then start on another. I prefer to snag
>everything at once, so I can go do something else while my computer is
>computing.
>

I have seen some nicely laid out ftp sites where every sub directory
had an index file, with descriptions of each file appended to the
directory information, and in the root of the specific tree would be a
master index file with all the subdirectory information in one file ..
down load that file and you have descritions and size/date information
for the whole tree.

--
Richard Dell

515. WTB: Used Atari 800 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: z931205@corn.cso.niu.edu
Message-ID: <4sgeum$glr@corn.cso.niu.edu>
Source record: 82026

```
Anyone have a used Atari 800 power supply they can sell?
I need one.

E-mail me at: z931205@corn.cso.niu.edu

Thanks,

David Kim
--
```

516. Re: WTB: Atari 822 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4sgrni$15ja@usenetp1.news.prodigy.com>
Source record: 82027

B&C Computervisions sells them and the paper too! (408)986-9960.

517. Re: Atari disk format info + questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4sgi2t$bsa@jobe.shell.portal.com>
Source record: 82028

In article <4sgfu4$9m0@jobe.shell.portal.com>, <rdell@shell.portal.com> wrote:
>In article <152734@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com> wrote:
>>>JP Hindin (jphindin@actrix.gen.nz) writes:
>>>
>>>I intend to make a programme which will read Atari 92k disks in a low
>>>density 5.25" PC disk drive - which should be _fun_ :)
>>
>>That would be handy. Programs to read Atari DOUBLE DENSITY disks in a low-
>>density 5.25" PC disk drive have been available for years, as perhaps you
><deletions>
>>It would be NICE to be able to read Atari SINGLE density on the PC too, but
>>I half-recall reading that there's an essential limitation in the PC disk
>>drive hardware that makes it PHYSICALLY impossible. I definitely recall

Argh .. reposting, and deleting all the half remembered fog ... which
is only really pertinent to MFM (aka double density) reading and
writing, which is the ONLY type of recording possible on a modern PC.

Seems MFM has been around so long even dinosaurs like me sometimes
forget about FM recording.

History Chart:

Name letters words used in

single FM frequency modulation 128K 8 inch single sided
density 80-96K 5 inch single sided
some double sided versions
of each

double MFM modified frequency about everything else
density modulation

??? GCR group coded recording Apple, Commodore (??)

In addition to the modulation schemes, you also have to know the data
clock rates and track spacing and number for whatever format you might
be trying to read, as well as relative rotation rates of drives (I
have seen 5 inch drives that rotate at both 300 and 360 rpm,
switchable, as well as 600 rpm drives).

... interchanging both ways between an 80 track
drive (such as used on 1.2 meg floppy drives) and a 40 track drive
takes careful thought about track widths and such, and is the biggest
reason for needing to bulk erase floppies sometimes. At least 3.5
inch are all 80 track (though I am sure someplace some manufacutors or
other tried more), with just a different data clock rate between 720K

and 1.44 meg.

Now, having said it is basically not possible with a PC controller ... in the early days there were several controllers made for the purpose of putting 8 inch drives on PCs .. sometimes you can pick these up for about free at surplus places. I have one or two I picked up at Trenton, as well as a controller I actually bought when I put together my first PC, which could read FM disks. The later is the only one I ever used, and it had supporting software which was/is rather flexible, but it has hardware troubles (a drive select problem) so I have not used it in quite sometime.

These days (other than for gluttons for punishment like myself) I would recommend the SIO type cable and software approach, using a real Atari disk drive. Very time and cost effective.

--
Richard Dell

518. Re: New utilities for APE/Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4shclv$fds@news-e2b.gnn.com>
Source record: 82029

I looking forward to trying out your new utilities. Thank You!

How did you make such small sized .ATR images? The bigest is less than 4K.

That is a neat way of saving disk space.

Happy Computing, from Doug Feldman in Ann Arbor, MI

519. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4shcg6$fbe@news-e2b.gnn.com>
Source record: 82030

Only the registered version of XFormer (3.5) will access the XFormer cable.
According to the instructions, you type this:
xformer -x:nnn d1:

Where nnn is a calibration value depending on your PC cpu speed. For a
486/33 the suggested calibration value is 125. If this does not work you
are suggested to try slight changes up or down until you reach a working
valeu. The correct number will be displayed at the top of your screen. Then
use this each time you boot up the cable.

I do not have the cable, just the XFormer.

My advice is to get an APE cable and copy stuff PC<->Atari that way.

Good luck!

Happy Computing, from Doug Feldman in Ann Arbor, MI

520. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1607962158530001@news.cnct.com>
Source record: 82031

In article <4s4fig$c3q@newsbf02.news.aol.com>, eplicon@aol.com (Eplicon) wrote:
>I also enjoyed that game for what is was worth, but playing the
>upside-down portion was a headache. I always got killed because my
>coordinations didn't concur with my joystick manuevers. <g>

Silly -- flip the joystick upside down! :-)

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
----

521. Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: midway@ix.netcom.com
Message-ID: <4sgu7s$hgi@dfw-ixnews5.ix.netcom.com>
Source record: 82032

I bought the Xformer cable, and when I connect it from my disk drive to my parallel port and start Xformer with the -x (or whatever it was) command, apparently the thing isn't detected. Can someone tell me what is up here?

522. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Kit Kimes <kimes@iexist.att.com>
Message-ID: <31EBDA4F.6EF6@iexist.att.com>
Source record: 82033

ArmstrongJ wrote:
>
> Okay. I've received many answers to this question before, but I've
> never got this to work. Is there ANY way to write an Atari disk using an
> IBM PC. I have Atari DOS II running on my 65XE with an XF551 disk drive.
> What program can i run on the IBM to write this type of Atari disk? I
> need an exact answer. I've tried to use UTIL and MyUTIL to do it, but
> neither works and neither comes with any true documentation to tell me if
> I'm doing something wrong. Could someone please help! I would love to
> use this 65XE!

Years ago this was possible using the earliest MSDOS machines with the
original 5.25" floppy drives. I think they were only 180K drives.
But later MSDOS computers had larger capacity drives and they were
not compatible. Not many people did this. I think there was a piece
of software that was needed also.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

523. Help:Transfer ATR files Pc To 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Rainer.Fritz@t-online.de
Message-ID: <4sf5hp$3be@news00.btx.dtag.de>
Source record: 82034

Hi there,
I have some problems transfering atr-files to my old 130XE.
I have build the sio2pc cable and transfered some disks with
sio2pc and ape.
But most of them , I think 90% won`t run.The gfx and sounds are
damaged.The copy of MyDos is ok .Any ideas??
Maybe a problem with the 130XE , sorry I don`t know much of the
Atari System ,I found it a few weeks ago at a fea market.

Thanks for replies
Rainer

_____________________________/
Email: Rainer.Fritz@t-online.de
/ \

524. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: rbmier@winternet.com
Message-ID: <4semnc$74s@blackice.winternet.com>
Source record: 82035

> Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> writes:
> James R. Gilbert wrote:
> >
> > Somebody already pointed this out, but I'm going to repeat it
> > because I think it makes this thread moot.
> > There already is an alt.binaries.comp.atari8bit.
>
> Really? I'm here on a T-1 line direct to the USenet backbone: I tried
> to get a.b.c.a, with the following results:
>
> News host responded: No such group
>
> So, if your service shows that such a newsgroup exists, and it has
> existed more than 6 months, I think perhaps either your sysadmin or mine
> is mistaken. Mind you, I'd be happy to be wrong.
>
(SNIP)
>
>>>>
It really does exist but only for about 3 to 4 months now. Like I
said before, mostly SPAM messages lately. Just did a 'Catchup' on it
Sunday. It is "alt.binaries.comp.atari8bit". You'll have to talk to your
Sys Admin or who ever is in charge of your Newgroup Host.

Rich Mier

525. Re: Xformer Users: How Can I Save the Screen as a GIF?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4seu61$45j@news.xs4all.nl>
Source record: 82036

```
In article <4sbaoo$9u1@news.campus.mci.net>,
Daniel Clinton <daniel11@appstate.campus.mci.net> wrote:
>
>I have some artwork on my disk images (ATRS) that I can display while
>running a view program on the emulator. I would like to save the
>artwork as a standard IBM GIF file.
>
>I'm running Win95. Anyone know how to do this?
>
>Thanks,
>
>Daniel

Use Win95's built in screen capture facility.
Just press alt+PrintScrn when running the emulator from a DOS window
and the image of the emulated Atari is copied onto the Windows Clipboard.
You can the use any bitmap editing program that has a Paste option to paste
the clipboard into your bitmap.

Hope this helps.

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.
```

526. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EBC63B.372B@ccm.jf.intel.com>
Source record: 82037
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
Oscar Fowler wrote:
> Umm... guys, I went through the trouble of creating
> alt.binaries.comp.atari8bit a while back - why not use
> it? I can think of only two reasons:
>
> 1) The 'binaries' part of the group name will automatically
> ban it from some news servers.
>
> 2) The 'alt' part of the group may do the same.
>
> The only thing that would really be better than the
> existing group would be a new one in the 'comp.*' hierarchy (sp?).
> If someone wants to try and push that through, I say 'go for it'!

I've tried two of my three accounts on different services now, and both
report that a.b.c.a does not exist. While you may have created it
locally, it isn't available on the Sprintlink backbone.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
*************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
*************************************************************
```

527. Re: MPP modem power supply needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: bady@primenet.com
Message-ID: <4sghua$ga0@nnrp1.news.primenet.com>
Source record: 82038

In article <4rviuk$mdd@login.freenet.columbus.oh.us>, ccleving@freenet.columbus.oh.us (Connie Clevinger) wrote:
>
>I need to know if the MPP (400 baud) modems use the normal Atari power
>supply or something special.

well, timing is everything, I wish I had seen this post 2 weeks ago. I *JUST* got back to Arizona from Massachusettes yesterday. At my parent's house in Mass, I still have all my old Atari equipment, including the MPP 1000c modem (which is 450 baud, not 400). I was looking at all the stuff (though I never hooked it up). Im sure it all still works though. Sorry I didnt see this in time, I could have looked to see what the power supply was.

--mark

---
http://www.primenet.com/~bady __ __ ____ ___ ___ ____
bady@primenet.com /__)/__) / / / / /_ /\ / /_ /
/ / \ / / / / /__ / \/ /___ /-----------

"Ok, let's mix some Titanium White with a little bit of Prussion Blue, and we'll paint a Happy Little Cloud over here. Place them wherever you want inside your world. To add some Happy Little Trees we'll need to use our fanbrush. But first, clean the brush by getting it wet, then beat the devil out of it."
-- paraphrase of Bob Ross (the afro painting dude)

Do NOT taunt Happy Fun Ball

528. Re: Atari disk format info + questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4sgfu4$9m0@jobe.shell.portal.com>
Source record: 82039

In article <152734@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com> wrote:
>>JP Hindin (jphindin@actrix.gen.nz) writes:
>>
>>I intend to make a programme which will read Atari 92k disks in a low
>>density 5.25" PC disk drive - which should be _fun_ :)
>
>That would be handy. Programs to read Atari DOUBLE DENSITY disks in a low-
>density 5.25" PC disk drive have been available for years, as perhaps you
<deletions>
>It would be NICE to be able to read Atari SINGLE density on the PC too, but
>I half-recall reading that there's an essential limitation in the PC disk
>drive hardware that makes it PHYSICALLY impossible. I definitely recall
>that there was more to it than just writing the right software. If I were
>you, I'd investigate this issue thoroughly before spending a lot of time
>writing software that may be foredoomed to failure... This might be a good
>time for our sometime hardware gurus to jump in with detailed knowledge of
>the technology: Richard Dell (or is it Bell?), where are you when we need
^^^^
>you? :-)

Gee .. is this a cue? <grin>

I remember we hashed thru this a year ago ... what it seems like we arrived at is that some, or most, of the IBM style floppy disk controllers choke on 128 byte sectors .. that being an unimplemented sector size. This would be more of a problem for writting than for reading, but I have never played with low level chip driving software for these chips, so have not experimented. I seem to recall that it depends on the brand of the floppy controller chip, the original IBM PC having used an NEC uPD765, which is an clone of an Intel chip whose number escapes me (and I can't find a reference book here .. something like 8271??). Seems like the original versions would error on reading a short sector, but some later compatible chips may work ok, just reading more bytes from the end (thru and past the CRC).

There is a read track function, so it should be possible to read the whole raw track and parse it out in software for a read only function (actually, I suppose one could also write that way). There are differences in the specific fill bytes chosen and such between different floppy disk controller chips as well, the Atari disk drives having used Motorola family controllers, and I recall a few incompatible formats related to the fill bytes when moving from the single density controller to the double density one. And of course, recall that the Atari controllers write inverted data due to choice of bus buffer/controller type and not inverting in software.

I may (should) soon have a PC of my own again to play with, and may look into the issue as a good low level programming exercise.

--
Richard Dell

529. Instructions for "Monkey Wrench II" Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: dworsky@idx.com
Message-ID: <dworsky.214.016B004E@idx.com>
Source record: 82040

I recently obtained a copy of "Monkey Wrench II", which I understand expands Atari Basic... unfortunately, I don't have the instructions! Any help as to how to operate the cart would be greatly appreciated....

- Larry Dworsky
(dworsky@idx.com)
== Larry Dworsky
dworsky@idx.com

530. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152735@cup.portal.com>
Source record: 82041

Jeff Armstrong writes:

> Okay. I've received many answers to this question before, but I've
>never got this to work. Is there ANY way to write an Atari disk using an
>IBM PC.

Yes, though you're right, the program(s) to do it is/are somewhat tem-
peramental. I suspect that it's a matter of operating the PC disk drive
in a manner literally "at the edge" of its performance characteristics;
it's somewhat miraculous that it can be done at all.

>I have Atari DOS II running on my 65XE with an XF551 disk drive.
>What program can i run on the IBM to write this type of Atari disk? I
>need an exact answer. I've tried to use UTIL and MyUTIL to do it, but
>neither works and neither comes with any true documentation to tell me if
>I'm doing something wrong. Could someone please help! I would love to
>use this 65XE!

First, I'd bulk-erase the destination diskettes. I don't mean just
FORMAT them, I mean go to a local radio or TV station and run them over a
commercial bulk tape erasure unit. Make friends with an engineer if you
aren't already, that's my recommendation. :-)

Then, format the destination diskettes in DOUBLE DENSITY, ATARI DOS 2.0
format (in the Atari drive, NOT the PC drive); I use a US-Doubler-equipped
Atari 1050 drive; I don't know whether the XF551 will work. I seem to recall
that the XF551 did some small things slightly differently than "most" Atari
drives, but don't quote me on that. Oh, and you'll want "single-sided" mode
if that's not the default on the double-sided-capable XF551.

You should then be able to put the formatted diskette into a "low-density"
(360K) 5.25" drive on a PC -- note that 720K and 1.4M PC drives WILL NOT do
the job -- and should be able to read/write individual files from the PC
from/to the Atari diskette using UTIL. As I recall, you invoke UTIL with
syntax something like this:

UTIL [/A] [/B] [/W] [/R] source destination

It may be that the switches must FOLLOW the source and destination parameters;
it's been a LONNNNG time since I used this and my memory is kind of vague.

Anyway-- /A means you're moving an ASCII (text; do end-of-line translation)
file. /B means you're moving a binary (non-text; do NO translation) file.
/W means you're WRITING to the Atari diskette, and that "source" is the name
of a PC file to READ, and "destination" the name of an Atari file to WRITE.
/R means you're READING from the Atari diskette, and that "source" is the
name of an Atari file to READ, and "destination" the name of a PC file to

WRITE.

I have some behavioral notes about UTIL -- i.e., things it does poorly, what makes it work better/best, general caveats and quirkiness -- "somewhere," but God only knows WHERE; it'd be a year to find them. However, I DO recall that you MUST give the command-line switches in UPPERCASE, i.e. "/W" will work but "/w" will NOT. There may be other weirdnesses, and as I said above, it's amazing it works at all -- and it's easy to make it NOT work.

>Reply here or E-mail me

I'm replying here; it's difficult-to-impossible to also e-mail. Hope you got to see this.

Good luck to you.

Chris Chiesa

531. Re: WTB: Used Atari 800 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31EBC466.3281@ncweb.com>
Source record: 82042

David
(and anyone else needing a PS for an Atari 800, 810 or 1050)

All you need is a 9VAC power source. You can get a 2 or 3 amp
18Vct (18vac center tapped) Transformer at Radio shack for a couple
bucks, pick up the appropriate connector and some wire, along with an
AC cord and you are in business. All you do is connect the AC cord
to the input (primary) side (usually 2 black wires), and the Secondary
side to your cord/Atari plug. If you want, you can stick it in a box
to make it look nice ... I just tape up the terminals to prevent shock
hazzard, and let it go like that ... I've had a few of these "supplies"
working on various Atari items for over 10years ...

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

532. Re: How do I create cartridge images???

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1607961823470001@cisjx91.demon.co.uk>
Source record: 82043

In article <31e9a393.323164@news.superlink.net>, scharles@superlink.net (Yogi) wrote:

> On Sun, 14 Jul 1996 15:35:59 -0600, mas@rimmer.ngdc.noaa.gov (Mark
> Steele) wrote:
>
> -Ok, I've got the emulator (Rainbow) and I would like to create
> -ROM images of the cartridges that I have. How do I go about
> -making images of them? I managed to create the one of the
> -Basic cartridge using the documentation in the demo release.
> -I also have OSS's Action! and Basic XL as super cartidges.
> -What is the procedure for making images of these bank switching
> -cartridges?
> -
> Don't know if you can - does rainbow support such images?
> Bank selection carts would have to be completely rewritten to run out
> of RAM. I've got three games here that need this treatment. It SHOULD
> be possible, it looks like it switches about 4k in and out, to rewrite
> them to use the xl banks. Anyone have any ideas?

YES! Rainbow can run ROM images inc. 5200 images and SuperCarts like MAC/65 and Action! *without* modification.

Chris Lam,
Rainbow Keeper.

533. Re: Wanted: Atari Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4shdov$pa2@nnrp1.news.primenet.com>
Source record: 82044

In article <Pine.HPP.3.91.960715193905.23366K-100000@labhp32.cs.utah.edu>,
Christopher Brett Strong <strong@labhp32.cs.utah.edu> wrote:
>
>I am looking to buy the
>
>Atari Educational System Master Cartridge

You know, I could use this also.

It was called Dorsett, I believe. I have a few tapes, but neither a
cartridge, nor a cassette drive......

We picked them all up around 1988, back when all my stuff still worked
and before we lost all the cartridges.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""""" ''''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

534. BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4shrdr$idc@nnrp1.news.primenet.com>
Source record: 82045

I heard that BBS Express, the original one that everyone and his mother
used to run in the 1980's, is shareware now. If so, could someone mail
it to me or point out from whence it can be taken?

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

535. Re: 8-Bit Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <31EC5C35.2F6D@ix.netcom.com>
Source record: 82046

```
Terry Ortman wrote:
>
> ATARI Equipment, MUST SELL!!!
>
> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
> connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
> or best offer.
>

Sounds like Mr. Ortman will try to sell you his Mother next for
$1000.00 (or best offer)...8)
```

536. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31EC2289.6EF6@ncweb.com>
Source record: 82047

midway@ix.netcom.com wrote:
>
> I bought the Xformer cable, and when I connect it from my disk drive
> to my parallel port and start Xformer with the -x (or whatever it was)
> command, apparently the thing isn't detected. Can someone tell me what
> is up here?

Sorry to hear it, but, apparently, Mr. Mihocka's cables work about as
well as his software ....

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ***********
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

537. SX212 Modem Docs

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EC266A.16AB@ccm.jf.intel.com>
Source record: 82048

I recently sent an SX212 modem to someone, and I've since lost his
address. I just ran across the docs (what there are of 'em) for the
modem and would like to send them along as well. Anyone get a modem
from me recently?

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

538. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.31ec8ed1oscar98969a@client1.news.psi.net>
Source record: 82049
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <31EBC63B.372B@ccm.jf.intel.com>,
RichardX_Tietjens@ccm.jf.intel.com says...
> I've tried two of my three accounts on different services now, and both
> report that a.b.c.a does not exist. While you may have created it
> locally, it isn't available on the Sprintlink backbone.

Hmmm... I *do* see it from two totally different accounts
(one on Primenet, the other PSI). My only guess here is that
some servers don't automatically start carrying new groups created
in the alt.* hierarchy.

The group *was* created by going through all the "official"
channels and such, so it really should be out there.

Any new alt.* group created for Ataris may have the same
distribution problems as a.b.c.a8, so, if nothing else I suggest
we at least find out why this one hasn't propagated all the
way through yet.

Oscar

539. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1607962156210001@news.cnct.com>
Source record: 82050

BTW, the latest follow-up from Terry Ortman, for those who are interested in the works of the mindless. :-)

Looks like NOW I'm allegedly stalking, spamming, and harassing this guy. Please note that the ONLY reason for all of this was because I didn't want to buy his hardware.

Kids! Go figure! :-) My ISP and I are getting a great laugh out of this. I think sometime in a week or two, when this has blown over, I'll hook up to the ISDN line at work and send a few thousand messages into his mailbox. Hmmm...Anyone know a fast way to do that? Maybe a (Macintosh) program that I can give an email address and newsgroup name to and it'll just pipe messages along? Certainly would be a lot faster than setting up a macro. :-)

To: steveg@cnct.com
Subject: Re: ATARI Equipment, MUST SELL!!
From: admiral.nuguru@fantasy.com (Admiral Nuguru)
Date: Fri, 12 Jul 1996 17:07:00 +0000
Organization: Fantasy Land BBS * 217-535-1005

Glad you said that, your THREAT has been forwarded to your PostMaster, you are the one beyond hope, and your PostMaster will obviously FILTER your name out so you can no longer harass me via email.....

You started the CRAP!! It's just getting deeper, and I am suing Mike Shannon of STARVECTOR SOftwrae for his continued postings which are not only OBSCENE, but as a competitor he has NO KNOWLEDGE or BASIS IN FACT in the LIES he is paoting, but then he heard it from the same liars you DID!!!

They are being reported for WIRE FRAUD, $250,000.00 fine for the first offense and $5,000.00 each additional offense, so remember this, you will be visited by your local police for harassing me and your Postmaster should pull your access for threaetening to VIOALTE FEDERAL LAW and send harassing (SPAM) or otherwise MAIL!!!!!

I refuse to DEAL with CRIMINALS such as yourself, you were told to not reply and you continue to do so, because you are obviously a CHILD who is playing the game, I'm gonna get in the lawt word...

THE LAST WORD WAS BY ME, the ONLY REQUIREMENT, once given, anything else is ELECTRONIC STALKING....

DO NOT REPLY TO ME EVER AGAIN!!!!!!!!!!

If you continue to stalk me, you will be prosecuted!!

Internet: admiral.nuguru@fantasy.com (Admiral Nuguru)
This message was processed by NetXpress from Merlin Systems Inc.

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
---

540. Re: Favorite under-rated games?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1607962158090001@news.cnct.com>
Source record: 82051

In article <4s3kvm$nud@nut.ucsb.edu>, jasonbar@nut.ucsb.edu (Jason D. Bardis) wrote:
>That was Bristles, by First Star Software (of Astro Chase fame) and
>designed by Fernando Herrera (wonder what he's up to now...)

Bristles! Yeah, that was it. Thanks. :-)

>Hey, I'm just the fountain of information today.

Tell me, Magic 8-Ball...

>You're thinking of Battlesport by Studio 3DO for the 3DO system.
>Acclaim is porting all of the Studio 3DO titles (arguably, the very cream
>of the crop) to Playstation and Saturn.
>WiReD put in a brief review of Battlesport in issue 4.07 and spent half
>of the column (small column) talking about Ballblazer.

Yeah, that's the one. Read a little about it in Game Player magazine or something.

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
---

541. alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EC2AFE.22B5@ccm.jf.intel.com>
Source record: 82052
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

"Vell, ve got gud news und bad news. Der gud news iss dot der iss
alrrrready ein group for der Atari binaries. Der bad news iss dot it
iss a Cherman group, de.alt.binaries.tos zo those who do not understand
der Deutsch vill not haff much gud luck mit der files."

And I still haven't found a server that seems to believe my control
message worked. Anyone out ther in Atari land have root access at a
news server?
--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

542. Re: "Admiral Nuguru" is an Alright Guy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1607962210580001@news.cnct.com>
Source record: 82053

daniel11@appstate.campus.mci.net (Daniel Clinton) wrote:
>You are an ass "Just Steve" for taking your idiot email flame war to
>his service provider. He didn't pull that crap on you, you ass. I
>found his last email to you humorous in a big way. Or did you think he
>was serious about suing you for a quarter million?

Not at all, Daniel. I bought his email to public light so that the
population could bear first-hand witness to the mentality of this cretin.
I, too, found his last email (and the one which followed it) very
humorous. Twelve-million-plus years of evolution somehow completely
avoided this guy, y'know? An intelligent, sane, rational, non-ripping-off
type of person would have handled the "transaction" as follows:

ME: I'm interested. Here's an offer.
HIM: Here's a counter-offer.
ME: Here's a final offer, split 50/50 between our offers.
HIM: <<no reply for a week>>
HIM: Hey, what happened? Here's a counter-offer.
ME: Dunno. I'm not interested any more, though. Thanks anyway.
HIM: Oh, okay. No problem. If you change your mind, let me know.
ME: Will do.

See? That's a sane, rational, intelligent (and abbreviated) conversation.
Completely unlike, for example, your message calling me an "ass" and
alleging that I took "[my] idiot email flame war to his service
provider." I did no such thing. So far as I'm concerned, there wasn't
anything even vaguely resembling an "email flame war". All I saw was one
fellow getting WAY out of line and refusing my requests to be left alone.
He failed to comply; therefore, I notified his ISP of his harassing
actions. No big deal; that's how the internet works. I now have a filter
on my mailer which will reflect any message he sends to me back at him.
One day I'll probably fire up the ISDN line at work and forward a few
thousand messages to his mailbox just to see how he'll react, but that's
about all. :-)

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
----

543. Re: Xformer Users: How Can I Save the Screen as a GIF?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-16 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31EBC524.4586@ncweb.com>
Source record: 82054

Using a "shareware" program called LVIEWPRO (32bit), you can get a
"capture" of your screen, and save it as a gif, jpg, or any other format.
The LVIEWPRO program is widely available and has many nice features.
(the 32bit version works great on Win95 .. unlike PC Xformer!)

Bill
--
```
*********************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
*********************************************************************
```

544. Re: Atari Archive info

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31ec4cde.1253644@news.superlink.net>
Source record: 81968

```
->
-
-I have seen some nicely laid out ftp sites where every sub directory
-had an index file, with descriptions of each file appended to the
-directory information, and in the root of the specific tree would be
a
-master index file with all the subdirectory information in one file
.
-down load that file and you have descritions and size/date
information
-for the whole tree.
-
---
-Richard Dell
-
-
This would be nice, but right now the archive is not complete and that
would require A LOT of updating per day, having Joe delete the index,
etc. The index is on my homepage as to what exactly is in the archive,
but since I can't delete in cyberspy, I cant put an index there (until
we're all agreed that the archive is complete (HA!))
yogi
```

545. Brian's "Best Offer" Game Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <4shvlv$a85@usenet1.sjc.in.sel.sony.com>
Source record: 81969

As the title suggests, no auction (I guess this is a sorta 'pseudo'
auction), just items sold to the best offer that arrives.

This will run until this Sunday, July 21st.

I will review all offers, however if an offer comes in that in my
book is too good to pass up, that item will be sold. Hence, "Best
Offer" sale.

So, submit your best offer (pretend this is a silent auction, as I
will not be posting current bids).

I have set up some minimums I would like to adhere to, however
feel free to bid anything you like. You are also free to come
up with 'package deals' and I may or may not accept.
Minimum in my mind is in ($$) listed below....

And remember, item here today may not be tomorrow because of a good
bid.

Just keep in mind, make me an offer I can't refuse.....

Trades may be considered, see my incomplete want list below.....

Enough BS, here's the stuff:

Atari 8-bit items

XM301 Modem, complete in box, all docs, software, etc. (1.00)

Wico Trackball, untested, no box or docs, (2.00)

Return of the Jedi, cartridge, complete in box (2.00)

Atlantis cartridge, complete in box (2.00)

Atari Light Pen, complete in box, Atari Artist cartridge (2.00)

Centipede, cartridge, complete in box (2.00)

Robotron:2084, cartridge, complete in box (2.00)

Mario Bros. (XE version), cartridge, complete in box (2.00)

GATO, cartridge, complete in box (2.00)

Airball, cartridge, complete in box (2.00)

Crime Buster, cartridge (light gun game), complete in box (2.00)

Choplifter (XE version), cartridge, complete in box (2.00)

Battlezone, cartridge, complete in box, (2.00)

Desert Falcon (2 available), cartridge, complete in box (2.00)

Qix, cartridge only (1.00)

Food Fight, cartridge only (might have docs) (2.00)

Super Pac-Man prototype cartridge (5.00)

Superman III prototype cartridge (5.00)

XE Demo cart, 4 games on it incl. Joust, Ms. Pac-Man (5.00)

Atari 5200 Stuff

5200 Trackball, casing, ball, electronics, no encoder wheels or
ball bearings (1.00) good for parts.

5200 set of boxes (sold as set only)

Robotron 2084, Pac-Man, Centipede, Choplifter, Countermeasure, Qix,
Berzerk, Kangaroo, Missile Command, Star Raiders, Super Breakout,
Joust, Jungle Hunt, Pole Position, Football

(3.00) set

Nintendo Stuff

Dragons Lair, cartridge only, works, (1.00)

Track & Field II, famicom cart, complete in box (1.00)

Skyblazer (SNES), brand new in box (5.00)

Cliffhanger Gameboy, brand new (1.00)

AMIGA Games

Arkanoid, Golden Axe, and Operation Wolf, complete in box (4.00) set
---

Atari Jaguar

Atari GREY Jaguar controller, pastel blue buttons, brand new
in box, as seen in last issue of Ultimate Gamer (15.00)

Magazines

BLip Magazines, April, May, June, July, August of '83 (1.00) each

Electronic Games, August 1983 (2.00)
Electronic Fun, February and July of 1983 (2.00) each

Atari 7800 Games, all brand new in the box, still shrinkwrapped

Dig Dug x8 (8 copies available)
Asteroids x3
Donkey Kong x2
Donkey Kong Jr. x2
Centipede x2
Joust x2
Ballblazer x2
Ms. Pac-Man x2
Xevious x2
Galaga x2
Winter Games x2
Cracked x2

all (2.00) each cartridge

Atari 2600 Carts, new in shrinkwrapped box

Phoenix, Space Invaders, Gravitar (last two in Red Box) all x2

(1.50) each cartridge

SEGA CD (all brand new still shrinkwrapped)

ESPN Baseball, ESPN Football, ESPN Hockey, Dracula x2, Cliffhanger,
Ground Zero Texas, Mickey Mania, Wheel of Fortune, Dracula/Frankenstein,
Prime/Microcosm, 3Ninjas/Hook, Sewer Shark. (2.00) each CD

Coin Op Marquees

Asteroids (5.00) surcharge for shipping (not light)
Asteroids Deluxe (5.00) surcharge for shipping (not light)
Battlezone (5.00) surcharge as well
Cloak & Dagger (5.00) mylar/vinyl marquee, rolls right up

Small collection of trade show (CES) LAPEL pins, various makes
container contains at least 30 pins (too lazy to count) here is
a brief listing to give you a taste:

Food Fight, Atari Olympic pin, Sony Polygon man, Sega Sonic Pins,
Lemmings complete character set, Sega Genesis V.R. Helmet, S.F. II,
and a load of others.....

sold as a set, no cherry picking, don't feel like sorting through
them......(20.00)

Other stuff.......

Texas Chainsaw Massacre 2600 cartridge and docs......(10.00)
Halloween docs (2.00)
Street Fighter II Champion Edition poster Full Size
(artwork is of Japanese PC-Engine version style) (5.00)
Pac-Man Glasses (set of two) (5.00)
2600Jr. Brand new in box (5.00)
Streetfighter II coin op action bank (sounds, etc.) (5.00)
Atari Binders (sick of seeing these already?) (.95)
Intellivision II, new in box (opened, not hooked up)
with Burgertime cartridge, new in box (15.00)

Shipping will vary, but most items (carts and small items) will be
done Priority Mail ($3.00), however big/awkward/heavy/multiple items
will cost more to ship. Buy a lot and I'll eat the cost of shipping.

Make best offers, package deals to:

brian_wiklem@interactive.sony.com

No reasonable offer refused.

If I don't respond to your offer, the item was either sold, or I
didn't accept your offer. However, I'll sincerely try to reply
to all e-mails sent. But I won't engage in a ten week bidding war,
so make your best offer, don't worry about what someone else has
bid. Again, this isn't the typical Net auction.

Cash (not recommended), checks (need to clear) and money orders
will be accpeted (M.O. get priority as does cash).

NO C.O.D.'s

Here is what I'm looking for:

NES: Burgertime, Bump n' Jump, Rampage, Arkanoid w/controller
2600: Track & Field w/box and docs (don't need controller)
5200/7800: nothing
XL/XE: nothing
Amiga: Pac-Mania
Jaguar: nothing

Thanks for Reading.............

546. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4sin4v$t7q@dfw-ixnews6.ix.netcom.com>
Source record: 81970

In <31EC2289.6EF6@ncweb.com> Bill Somrak <cooncat@ncweb.com> writes:
>
>midway@ix.netcom.com wrote:
>>
>> I bought the Xformer cable, and when I connect it from my disk drive
>> to my parallel port and start Xformer with the -x (or whatever it was)
>> command, apparently the thing isn't detected. Can someone tell me what
>> is up here?
>
>Sorry to hear it, but, apparently, Mr. Mihocka's cables work about as
>well as his software ....
>
>Bill
>--
> **
> * /_/\ /_/\ * mailto:cooncat@ncweb.com *
> * Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
> * = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
> * from ^ ^ ************************************
> * "Data" & "Geordi" * It's a BABY; NOT a Choice! *
> * Bill (my 2 cats) * Please Spay or Neuter
*
> * say "Hello" too! * your pet cat or dog!
*
>
****
First off, which version of PC Xformer are you using. It must be
3.50 or later. Curiously, I was about to build this cable from the
wiring instructions provided by BraSoft. It shows the following cable
connections:
SIO end PC end (DB25)
2 3
5 5
7 7
10 9
3 11
4 18
4.7K ohm resistor connecting pins 2 and 11

The odd part of this is that RS232C does NOT use pins 9,11 and 18 They
are either reserved or not used. What is he doing here? I don't have a
db25 serial port on my PC, so I wanted to convert this to db9. Can't be
done since these pins don't match anything on the db9 configuration. I
wish Darek had listed the pin ID names so the instructions would make

sense. Anyone with a working PC Xformer cable, please identify the correct wiring and post you results.

rely@ix.netcom.com

547. Re: "Admiral Nuguru" is an Alright Guy

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31ED12E9.3207@interport.net>
Source record: 81971

Just Steve wrote:
> ..[most of the discussion deleted for brevity]
> He failed to comply; therefore, I notified his ISP of his harassing
> actions. No big deal; that's how the internet works. I now have a filter
> on my mailer which will reflect any message he sends to me back at him.
> One day I'll probably fire up the ISDN line at work and forward a few
> thousand messages to his mailbox just to see how he'll react, but that's
> about all. :-)

Go get 'em Steve!!! ;}

-gb
--

Glenn B. (Spud)
"`!`!`!

548. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31ED164E.2222@ccm.jf.intel.com>
Source record: 81972
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

James R. Gilbert wrote:
>
> (Oscar Fowler mentions the already existing alt.binaries.comp.
> atari8bit he started.)
> I've been wondering about this. Rich Mier said correctly that
> all that's in a.b.c.a. is some spam. And Rich Tietjens believes
> he should be able to see it. I don't think many people can see it.
> I also don't think many people can see the new a.b.a and a.b.a.d.
> Somebody said these groups have to be added to the usenet groups
> specifically by sysadmins, or systems are set up not to have
> alt or binaries groups added. I can see the new Tietjens
> groups and the old a.b.c.a. Something that has not come up
> in this thread is the A8 vs ST thingy. STers generally don't
> like to mess with A8 stuff, I think. STers sorta kicked the
> 8-bitters out of Delphi (rumor). Anyways, personally, I like
> /prefer the alt.binaries.comp.atari8bit idea and keep it
> separate from what I would like to see... ->
> alt.binaries.comp.atariST. BUT, I do appreciate the efforts
> of both Mr. Tietjens and Mr. Fowler and whatever you guys
> wanna do is fine with me.

Thanks for your comments, James. I don't know anything about Delphi's history, but my feeling is that, if it says Atari on the logo, the user is (or should be) my friend. We have enough enemies, we don't need to make more within our own ranks. Thus, if someone objects to the placing of 8-bit software in a.b.a, I suggest they form their own binaries group (they could call it alt.binaries.atari.68k-bigots I guess).

What's really strange is that, although I am told others can see the two new groups I created (or tried to), and apparently can see a.b.c.a.8, my server (at my personal account) shows none of the three - but it does show a number of "warez" groups, even though the sysadmin has issued generic warnings that trading of warez will not be tolerated. I really don't understand the mentality that says "we'll make this available, but if you use it, we'll punish you." I don't /want/ to use it, but it seems to me that if the use is to be monitored, it would be much less work to simply rmgroup anything with "warez" in the groupname.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |

| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

549. Quick Boot Menu - Where's it at?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: dderby@nyx.cs.du.edu
Message-ID: <4siu16$hdq@nyx.cs.du.edu>
Source record: 81973

Greetings!
Where would I find a copy of Quick Boot Menu. I have tried Archie,
UMICH, and Justin's/Yogi's site. Any ideas? Thank you.

550. FREE 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: lesneskp@ecs.ecs.csus.edu
Message-ID: <4sidkc$mkh@csusac.ecs.csus.edu>
Source record: 81974

I'm very sorry if this is not the appropriate newsgroup for this...

ATTENTION! LOTS O' FREE 8-BIT STUFF!

I'm leaving the country in a matter of days, and would like

to ship all of this stuff to the first serious 8-bit enthusiast

who gets back to me... the shipping is on you, of course.

(it's heavy, so it won't be dirt cheap, but still....)

Mail me ASAP at lesneskp@gaia.ecs.csus.edu

HARDWARE:

Atari 130XE computer with dust cover

Atari 1200XL computer with dust cover

(2) Atari 1050 disk drives (5 1/4") with dust covers

Percom Dual RFD Disk Drive set (double density drives -

176K on one side of a

5 1/4" disk)

Avatex 1200hc Hayes-compatible 1200 baud modem

ICD P:R: Connection (serial port interface for Atari -

has 2 serial ports, 1 RS232

port - use for modem, etc.)

U Print (parallel printer interface for Atari with 16K

buffer)

RCA 13" Televsion (use as monitor!)(works fine as a TV

except it needs new volume control)

Power supplies for all of above, etc.

SOFTWARE:

TONS of disks with lots of stuff; mostly games (fun

ones!) however, but there's ICD's SpartaDOS and

Atari's DOS v2.0, v2.5 and v3.0, a C compiler (!),

AtariWriter Plus (word processor with spell check),

Text Wizard (another word processor), Broderbund's The

PRINT SHOP, Atari Assembler Editor, Atari Macro

Assembler and Program-Text Editor, PASCAL compiler

BOOKS:

The Atari BASIC Source Book (includes the interpreter's

actual source code)

Mapping the Atari (good Atari memory guide)

Compute's First Book of ATARI GRAPHICS

Inside Atari Basic

101 Programming Tips & Tricks for Atari Home Compuers

Atari - An Invitation to Programming 2

Atari - An Invitation to Programming 3

Understanding Atari Graphics

Advanced Atari BASIC Tutorial

Manuals for AtariWriter, Text Wizard, Atari 1050, Atari

DOS 2.5, Atari 130XE, Atari 1200XL,

Assembler Editor, Percom Drives, Macro

Assembler, PRINT SHOP, Kyan PASCAL,

Atari BASIC, ICD P:R: Connection, ICD

SpartaDOS

Atari "Demopacs" (#1 - #8, info on Strings, Data Files,

Programming, Color Graphics, Advanced

Graphics, Advanced System Features, etc.)

--

|-) paul

"The wise person knows that it is better to sit fishing on the banks
of a remote mountain stream than to be emperor of the whole world."

551. 8-bit Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4sjar0$7bh@main.freenet.hamilton.on.ca>
Source record: 81975

Atari 8-bit Equipment For Sale:

^^ ^^^ ^^
^^ ^^^ ^^
^^ ^^^ ^^
^^ ^^^ ^^
^^^ ^^^ ^^
^^^ ^^^ ^^^
^^^^^ ^^^ ^^^^^
^^^^^^^ ^^^ ^^^^^^^
^^^^^ ^^^ ^^^^^^

Think my prices are too high? Make an offer. All offers will be considered.

============
Software
============

Print Shop (New Condition, in box).....$5
Print Shop Companion (New Condition, in box).....$5
Flight Simulator (Disk, Box, Instructions).....$5
Home Pak For C64 and Atari (Disk, Box, Instructions.....$5
Express! Terminal CART with Instructions.....$30 SHIPPED
R-Time 8 Clock CART.....$30 SHIPPED
Basic XL (Orange Cart) with Yellow padded book.....$30 SHIPPED

========================
8-Bit Game Carts
========================

Gridrunner Cart (HES) with Instructions
TeleLink I Cart (Atari)
Frogger Cart (Parker Brothers)
Miner 2049er Cart (Big Five) with Instructions
BC's Quest For Tires Cart (Sierra) Faded Label
Kaboom Cart (Activision)
SpeedWay Blast Cart (IDSI) Atari 400/800 Only
Survival of the
Fittest Cart (IDSI) Like New, in Box
Music Composer Cart (Atari) In Box, with
Instructions
Star Raiders Cart (Atari) with Instructions
Defender Cart (Atari) with Instructions
Centipede Cart (Atari)
Demon Attack Cart (Imagic) with Instructions
Ace of Aces Cart (Atari) with Instructions

The above carts will be sold to the highest bidders. $2 minimum bid
on each cart.

==========
Books
==========

Machine Language For Beginners By Richard Mansfield......$5
The Second Book of Machine Language By Richard Mansfield.$5
Inside Atari Basic By Bill Carris.....................$3

==========
Hardware
==========

Atari 1050 Disk Drive (Stock).........................$50 SHIPPED
Includes power supply, and SIO cable

Atari 810 Disk Drive with "The CHIP".................$50 SHIPPED
Includes power supply, and SIO cable

Atari 810 Disk Drive (Stock)..........................$40 SHIPPED
Includes power supply, and SIO cable

Atari 600XL with 64k..................................$50 SHIPPED
Includes power supply

Atari 800XL with 64k..................................$50
Includes power supply

Atari 130XE with 400/800 OS switch....................$75
Includes power supply

The MULTIPLEXER Master, and 3 Slaves..................$150 SHIPPED

The BLACK BOX, with CASE, Includes ADAPTEC 4000a........$200 SHIPPED
Note: NO POWER SUPPLY (Must be replaced)

Adaptec 4000a Controller Board........................$40 SHIPPED

Graphix AT Printer Interface By XETEC (Untested)........$ Make offer
Note: Broken Plastic around Printer plug

Card /?AT Printer Interface (Untested).................$ Make offer

Ape Face Printer Interface (Untested).................$ Make offer

U Call RS232 Modem Interface (Untested)...............$ Make offer

R:Link RS232 Modem Interface (Untested)...............$ Make offer

Atari XE Light GUN (No games).........................$10

Atari Trac Ball.....................................$15

WICO Trac Ball.....................................$15

WICO Tall Red/Black Joystick..........................$10

Note: Shipping Costs from Canada are higher than what U.S. based people
are used to paying. SURFACE rates to the U.S.A. are (Canadian)
$2.30 for up to 250 Grams, $3.55 for up to 500 Grams, and
$6.20 for up to 1 KG (2.2 lbs). AIR rates are $3.60, $4.85 and
$8.55 repectively. Above 1 Kg, parcel rates apply.

Shipping is NOT included unless specified.

When Shipping IS INCLUDED it refers to North America. Outside
of North America extra shipping costs must be paid for by the
purchaser.

Items will not be shipped until an INTERNATIONAL Postal Money Order
in US funds is received. Note "International" Money Order ONLY.
Domestic (US) Postal Money Orders state (Negotiable ONLY in the USA),
so please do not send one of these to Canada (I have had two sent
to me already despite me asking for INTERNATIONAL so please do not
think I am over emphasizing a point.

All items are in working condition unless noted otherwise. "Untested"
items are just that. I have no reason to believe they do not work,
however, there is no guarantee. If I take the time to test them, I
will expect a little more for that item.

I reserve the right to withdraw any item for sale at any time.

--

552. PLEASE HELP ME!! Does anyone have this program?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: Tony Lieuallen <marvin@mars.superlink.net>
Message-ID: <31EDC044.6FA2@mars.superlink.net>
Source record: 81976

Hi. If anyone out there has the game New York City for the
atari, could you please send me a copy? I accidentaly overwrote it
recently (Copied, without destination, and it killed itself) and my
sister is ready to kill me. I have been unable to find it at any web
site or other. thanks in advance.

--
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
! Tony Lieuallen | marvin@mars.superlink.net !
+-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=+
! http://mars.superlink.net/marvin/home !
| http://www.geocities.com/SiliconValley/Park/1171/ |
+-=-=-=-=-=-=-=-=-=-=-=-=-=Finger me for more of what follows!-=-+
| * It's Non-Toxic! That means you can eat it!! |
! * WWW really stands for World Wide Wait!!! !
| * The computer saves man a lot of guesswork, but then, so |
! does the bikini. !
| * "Very funny Scotty, now beam down my clothes..." |
! * Windows 95, from the people that brought you edlin!! !
+-=-=-Made from recycled electrons (10% post consumer product)=+

553. Re: BBS Express!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <837716850_OASIS_@pcc-uky.campus.mci.net>
Source record: 81977

In article <4shrdr$idc@nnrp1.news.primenet.com>
nickb@primenet.com (Nick S Bensema) said:-

>I heard that BBS Express, the original one that everyone and his mother
>used to run in the 1980's, is shareware now. If so, could someone mail
>it to me or point out from whence it can be taken?
>
>
>--
>N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
>" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
>On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
>

Well, I don't know about the 8-bit version, but you can find the ST
version at any of the following FTP sites...

1) toad.net
2) ftp.cnam.fr
3) ftp.uni-kl.de

Its what I use to run The DarkForce! BBS at 1-606-886-9014...I think its
great, and Rich Sanchez gives great support. Later 'n luck! :)

--

```
_/_/_/
```

554. All these new groups! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4shmm7$sjm@madeline.INS.CWRU.Edu>
Source record: 81978

Seems to be alot of arguing about creating a new binaries group,
what it should be called, and what it should do.

There is also the problem that most providers will not carry
new alt.binaries groups, and there will certainly be an avalanche
of rmgroups for groups with 'warez' in the title.

I suggest someone write an RFC for comp.sys.atari.binaries.misc to
supersede the old comp binaries group, charter it as un-moderated,
and then call a vote.

Such a group would be carried by nearly all providers if its done
properly.

If anyone is willing to draw up the RFC I will be happy to
handle all the votes.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

555. Wanted Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: polari49@citynet.net
Message-ID: <31ec7857.2587736@news.citynet.net>
Source record: 81979

Hello, I want to buy an Atari 800xl, 65xe, or 130xe with a working
floppy drive, 1050 or xf551. If you have any for sale reply by e-mail.

556. MULe never worked...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: jphindin@atlantis.actrix.gen.nz
Message-ID: <4si72d$7g4@atlantis.atlantis.actrix.gen.nz>
Source record: 82055

I downloaded MULE (not the game) using the Atari New User Emulator Help
FAQ but the copy I had didn't work at all.
When I run MULE.EXE the system halts. Any ideas?

What do you mean by "Who has low-density drives anymore?"!
Why it was only yesterday I was pulling up CP/M on my 8" floppy deived
Mostek system! :)

--
JP Hindin Hindin Incorporated jphindin@actrix.gen.nz

"The old-age believe everything, the middle-age suspect everything and
the teenage know everything." - Oscar Wilde (1854-1900)

557. Re: RS232 Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4sikn1$ekf@dfw-ixnews8.ix.netcom.com>
Source record: 82056

In <4rqami$9qr@news.iusb.edu> dgick@sun1.iusb.edu (Damian John Gick)
writes:
>
>I've read the articles on the Atari 850, but I'm still not sure
>if it is what I am looking for. What I want to do is download files
>directly to my Atari 130XE either using my external RS232 modem,
>or a null modem cable. What is the best way to hook up a normal
>external modem to an Atari 8-bit? I read the serial ports on the
>850 aren't standard, so a 9-pin adapter won't work.
>
>I have an Amiga, so the PC transfer utils aren't possible (though
>as a last resort I'm sure I can steal some time away on one).
>
>Thanks!
>
>
>Damian Gick
>dgick@sun1.iusb.edu
>
True, the 850 pinouts aren't exactly the same as that of a PC, but
this works great. I do it all the time. Here are the pinouts for R1: of
the 850:
850 pin number(db9) PC pin num (db9) RS232C (db25) Name
1 4 20 DSR
2 1 8 DCD
3 3 2 TXD
4 2 3 RCV
5 5 7 SG
6 6 6 DSR
7 7 4 RTS
8 8 5 CTS
9 (LOGIC PULL-UP) 9 22 RI

The Atari 850 uses a db9F on it (db9m on the cable side) the PC uses a
db9m/db25m on the port (db9f/db25f cable side). Use all of the above
connections but switch on one end RCV and TXD to make a null modem
cable. This is correct for regular PC-PC null modem cables as well as
Atari-PC null modem cables. Good Luck.

This should be in the FAQ!!!

rely@ix.netcom.com

558. Re: XL-it! 0.14 out

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4sil3s$oe8@sjx-ixn4.ix.netcom.com>
Source record: 82057
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In <31E2B7AC.6CFC@gi.com> "Kenneth C. Brown" <kbrown@gi.com> writes:
>
>I am going to try out your xlit.
>I was looking for a utility to read my atari disks on the PC. I
>saw some file names in the FAQ but couldn't figure out where
>they were kept. I haven't had a chance to read all of you
>manual yet, if it was in there.
>
>Thanks
>kenb
>
Try the following:
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/
This is the oficial Atari archive, currently under new management and
looging better than ever. Bill Kendrick is now the archive keeper and
he's doing a great job. It looks great! You can easily fins and
download files quickly now. Only thing it needs (probably soon to come
or maybe I just missed it) is a master index of all files (like the old
index0). You don't really need it, but it would still be nice. The
layout is very logical and easy to parse. Of course there are many
excellent web pages to locate files. Ads are posted regularly here!

rely@ix.netcom.com

559. Re: Replacement/removal of comp.binaries.atari.st moderator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152753@cup.portal.com>
Source record: 82058
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.8bit

Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> wrote:
>Chris_F_Chiesa@cup.portal.com wrote:
>>
>> I'm having a very difficult time participating in
>> this thread, due to the large number of newsgroups and Portal's lousy
>> (mis-)handling of that situation.
>
>I can relate. My personal opinion is that Portal has the worst service
>of any of the "default" providers signed up with Netscape Personal Edition.

I don't know anything about THAT; I'm not using Netscape at all, much less any "default" provider of anything. Straight ASCII serial-line here, at least until the golden age of plain-text disappears for good one of these days :-(...

>[...]I have a messagebot to
>post the charter every 2 weeks, even if nothing else ever gets posted.

Heh. Unless you post the charter in binary, the charter post will, itself, fail to abide by the "binaries only" provision of the charter. :-)

>The problem began in the Sixties, when it first became necessary for both
>parents to work outside the home in order to support the accepted lifestyle
>of the entire family. In the scramble, someone forgot the teach the kids
>basic courtesy.

Well said. I hope somebody notices this in time to reinstate it back into society. I'm not looking forward to being a senior citizen when the current discourteous generation are the ones who'll be in charge!

>However, I oppose moderated newsgroups in general, and indeed, have
>"*.moderated*" in my kill list, [...]

I generally don't follow moderated groups either, but have never used a kill list and wouldn't know where to begin... The capability doesn't even exist in the user interface I'm posting this from.

>If I wanted someone else to form my opinions for me, I'd be a Republican,
>not an indepedent.

Well said! :-) As I've always said, "I don't like doing other people's thinking for THEM, and I like even LESS when THEY try to do MY thinking for ME!" Unfortunately, you and I seem to be in the minority: most people seem to LIKE having their thinking done for them. That's why religion and politics are such popular (and successful) human pursuits, and incidentally is why I decline to participate in EITHER.

>(That ought to garner some major flames! <G>)

Ditto. <high-five> See ya in the burn ward!

Chris Chiesa
Chris_F_Chiesa@cup.portal.com / lvt-cfc@cyber1.servtech.com

560. Re: Suggested Addendum to Newbie/emulator FAQ (ENGLISH)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <31ED2E86.41C6@ce.fciencias.unam.mx>
Source record: 82059

Marcos Mercado O. wrote:

> .ASP = ???

The .ASP file is for the Antic Sampling Processor, and it's a Raw 4-bit sound file.
The .DIG files are also digited sound but they have a header (forthe parrot)
.AMP = antic music processor file
.AMS = advanced music system file
the .BIN files not only are executables, unfortunely i have found, .PIC files, executables and .DIG with the same extenssion.

--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

561. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31ED3FA1.6D7@ccm.jf.intel.com>
Source record: 82060
Cross-posted to: comp.sys.atari.st,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.programmer,alt.config

Guy, I am including the balance of the comp.sys.atari.* groups in this discussion along with alt.config; it may be appropriate at this time to include news.groups as well, but I will wait for comments before doing so.

Guy Harrison wrote:
>
(I include here quotes from a couple of previous posters in the same thread - to save time, I'll reply directly to these as well.)
> >> Since the comp.* group died for lack of use, I expect the alt.*
> >> group would have the same lack of use--unless the supporters of
> >> this group are primarily interested in a place to illegally
> >> repost copyrighted software.

This comment (whose poster may remane nameless unless he wishes to step forward at this time) is frankly slanderous. As the proposer of the new groups, /and/ an established software author, I take personal umbrage at the expressed implication that I am a pirate. I suggest you ask the former BBS sysop and the author of RatSoft BBS how I feel about pirates - of course, he may not be aware of just who blew the whistle on his pirate activities.

> >> Annius V. Groenink <avg@cwi.nl> posted messages to the group asking
> >> whether anyone still found it useful and the vast majority agreed
> >> that the sensible thing was to remove the group. At the request of
> >> the moderator and the readership, it is now removed.

This is patently untrue. Annius posted one or two messages in comp.sys.atari.st remarking that he was planning to have the group rmgrouped, but the "vast majority" most of the readers most certainly did NOT agree to remove the group. I think most of us simply found it impossible to get anything past the moderator. Personally, I voted to retain the group.

An now, back to Guy's remarks:

> I attempted to post to this group on more than one occasion - at
> no time did I see any information on how to do so, and received no
> replies from attempting to do so requesting suitable help. It is no
> wonder the group was unused therefore.
>
> At the time the group was going to be removed, I suggested that either
> a new moderator be appointed or moderation be removed. To my

> knowledge, no consideration was given to these points - certainly no
> reply was forthcoming.
>
> When the group was finally removed, there was no attempt even at
> presenting the numerical votes for and against to support the
> removal decision.
>
> Take these points together and it difficult to come to any other
> conclusion other than that decision to remove the groups had already
> been made. ;-|
>
> Guy Harrison
>
> guy@swampdog.demon.co.uk

It certainly appeared to me that the rmgroup was "railroaded" though.
No voting results were cross-posted to the comp.sys.atari.* groups. By
that time, however, the rmgroup was a /fait accompli/, as they say, so
there was little anyone could do about it.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

562. Re: All these new groups! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4sjf60$ef0@nntp.crl.com>
Source record: 82061

In article <4shmm7$sjm@madeline.INS.CWRU.Edu>, Steven J Tucker wrote:
: There is also the problem that most providers will not carry
: new alt.binaries groups, and there will certainly be an avalanche
: of rmgroups for groups with 'warez' in the title.

Most providers aren't very happy when they have to carry alt.binaries.*
groups, mainly because of the extra space requirments.

: I suggest someone write an RFC for comp.sys.atari.binaries.misc to
: supersede the old comp binaries group, charter it as un-moderated,
: and then call a vote.

Tale (The moderator of news.announce.newgroups) wouldn't like the name.
The RFD (Not RFC (those are something else entirely), but RFD) would
probably be for comp.binaries.atari.

: If anyone is willing to draw up the RFC I will be happy to
: handle all the votes.

The UVV (Usenet Volunteer Votetakers) handle all votes now. I'd be
willing to write up an RFD, but I'd like to know if there's any support
first and what conditions, i.e., moderated or not? And if so, who will
be the moderator? (Robomoderation is an option, too, but we'd still need
someone to run it)

-Kyle R. Hofmann

563. Re: All these new groups! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31ED37B1.12E2@ccm.jf.intel.com>
Source record: 82062

Steven J Tucker wrote:
>
> Seems to be alot of arguing about creating a new binaries group,
> what it should be called, and what it should do.
>
> There is also the problem that most providers will not carry
> new alt.binaries groups, and there will certainly be an avalanche
> of rmgroups for groups with 'warez' in the title.
>
> I suggest someone write an RFC for comp.sys.atari.binaries.misc to
> supersede the old comp binaries group, charter it as un-moderated,
> and then call a vote.
>
> Such a group would be carried by nearly all providers if its done
> properly.
>
> If anyone is willing to draw up the RFC I will be happy to
> handle all the votes.

Steve, I have such an RFC prepared. I'll be happy to email it to you
for comments before submission, but I have been told that the odds of
success are practically nil.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

564. New Atari Newsletter!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: <>
Message-ID: <419_9607180213@pandabbs.com>
Source record: 82063

```
ATARI 8-BIT NEWS

A newsletter dedicated to the Atari 8-bit world!

This newsletter will be hopefully contain 4 pages of information at
the least. It will be published quarterly.

Some features will include:

* Hardware reviews
* Vendor Listings
* User Questions & Tips

If anyone has any ideas for the 1st issue send them to

atari.8bit.news@juno.com
or reply here or through fido net-mail.

4 issues will be sent out with 1 or 2 "Specials" if time permits
The Special issues are through subscriptions only

A single issue will be $1 US - $2 elsewhere.
A year subscription will be $3.25 US - $5 elsewhere.

I hope to give the 8-bit community a cheap newsletter. For all I know
this might become bimonthly if the response is great. And if you contribute
you get a *FREE* issue!

Happy 8-bitting,
Chris Friend

P.S. - I need some more stuff....Microsoft Publisher can fit quite a bit
in 4 pages.
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| URLs: http://www.pandabbs.com & http://www.pandabbs.com/panda/index.html
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com
```

565. Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <4sit9e$2dd@falcon.ccs.uwo.ca>
Source record: 82064
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

```
--------
My apologies if this appears twice. My news reader barfed on my first
attempt to post.
--------

One of the problems with setting up an alt.binaries group is that,
as has been pointed out earlier, many sites don't get parts of (or in
a worst case scenario) the entire alt hierarchy. The university here
just lopped off the entire alt.binaries tree several months ago because
the spool time on the server was less than six hours and the system was
thrashing itself to death.

I would propose that we try to make any group we want to see created an
"official" group in the comp.binaries hierarchy. For those of you
uninformed on what that means, here is a brief summary:

1) An RFD (Request for Discussion) goes out where the merits of creating
the newsgroup are discussed.

2) A CFV (Call For Votes) goes out where the proposed newsgroup is voted on.
In order for a group to pass, the number of YES votes must be 2/3 of the
total number cast, plus the number of YES votes must be at least 100 more
than the number of NO votes cast.

In theory, I support the creation of a binaries group - but I would rather
not see it in the alt tree. Alas, I'm not sure we would have enough people
voting in favour of the proposal to meet the second criteria for passage.

Any thoughts?

- Mike Jewison
mjewison@irus.rri.uwo.ca
```

566. Re: WTB: Atari 822 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: Christopher Brett Strong <strong@labhp31.cs.utah.edu>
Message-ID: <Pine.HPP.3.91.960717165205.3120A-100000@labhp31.cs.utah.edu>
Source record: 82065

> B&C Computervisions sells them and the paper too! (408)986-9960.
>

Err..B&C sells the 822? That's news to me. Last time I asked them they had not a one. Are you certain you don't mean the 820, which B&C was dumping cheap?

-Chris

567. Re: Replacement/removal of comp.binaries.atari.st moderator? (was: Re: Proposal: alt.binaries.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4shoin$25n@madeline.INS.CWRU.Edu>
Source record: 82066
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit

(Oscar Fowler mentions the already existing alt.binaries.comp.
atari8bit he started.)
I've been wondering about this. Rich Mier said correctly that
all that's in a.b.c.a. is some spam. And Rich Tietjens believes
he should be able to see it. I don't think many people can see it.
I also don't think many people can see the new a.b.a and a.b.a.d.
Somebody said these groups have to be added to the usenet groups
specifically by sysadmins, or systems are set up not to have
alt or binaries groups added. I can see the new Tietjens
groups and the old a.b.c.a. Something that has not come up
in this thread is the A8 vs ST thingy. STers generally don't
like to mess with A8 stuff, I think. STers sorta kicked the
8-bitters out of Delphi (rumor). Anyways, personally, I like
/prefer the alt.binaries.comp.atari8bit idea and keep it
separate from what I would like to see... ->
alt.binaries.comp.atariST. BUT, I do appreciate the efforts
of both Mr. Tietjens and Mr. Fowler and whatever you guys
wanna do is fine with me.

568. Re: Instructions for "Monkey Wrench II" Cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-17 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31ec4e6f.1654636@news.superlink.net>
Source record: 82067

On Tue, 16 Jul 1996 18:47:56 -0500, dworsky@idx.com (Larry Dworsky)
wrote:

-I recently obtained a copy of "Monkey Wrench II", which I understand
expands
-Atari Basic... unfortunately, I don't have the instructions! Any
help as to
-how to operate the cart would be greatly appreciated....
-
First, insert it into the RIGHT cart slot on your 800, along with
Atari Basic on the LEFT slot.
What? You don't have an atari 800? Oh well.
At any rate, it has online help (I seem to recall).
Type help or some such like that, hold on let me get my antic mag out.
According to the AD, it will also work in 800xl or any XL with built
in basic. Still don't know how to use it though.

569. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Bradley.Bacik@uc.edu
Message-ID: <4sk081$r4f@dfw-ixnews4.ix.netcom.com>
Source record: 81980

Derrik's cable goes from the sio port on the atari disk drive to your
parallel port not a serial port. The parallel port is TTL just like
the atari sio. On the other hand the PC serial port is rs232 and to
connect it with the atari you need to convert between rs232 and TTL
which is what a sio2pc cable does using the max232 chip or its harris
equivalent.

Brad

rely@ix.netcom.com(Robert Smith Ely) wrote:

>In <31EC2289.6EF6@ncweb.com> Bill Somrak <cooncat@ncweb.com> writes:
>>
>>midway@ix.netcom.com wrote:
>>>
>>> I bought the Xformer cable, and when I connect it from my disk drive
>>> to my parallel port and start Xformer with the -x (or whatever it was)
>>> command, apparently the thing isn't detected. Can someone tell me what
>>> is up here?
>>
>>Sorry to hear it, but, apparently, Mr. Mihocka's cables work about as
>>well as his software ....
>>
>>Bill
>>--
>> **
>> * /_/\ /_/\ * mailto:cooncat@ncweb.com *
>> * Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
>> * = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
>> * from ^ ^ ************************************
>> * "Data" & "Geordi" * It's a BABY; NOT a Choice! *
>> * Bill (my 2 cats) * Please Spay or Neuter
>*
>> * say "Hello" too! * your pet cat or dog!
>*
>>
>***
> First off, which version of PC Xformer are you using. It must be
>3.50 or later. Curiously, I was about to build this cable from the
>wiring instructions provided by BraSoft. It shows the following cable
>connections:
> SIO end PC end (DB25)
> 2 3
> 5 5
> 7 7

> 10 9
> 3 11
> 4 18
> 4.7K ohm resistor connecting pins 2 and 11

>The odd part of this is that RS232C does NOT use pins 9,11 and 18 They
>are either reserved or not used. What is he doing here? I don't have a
>db25 serial port on my PC, so I wanted to convert this to db9. Can't be
>done since these pins don't match anything on the db9 configuration. I
>wish Darek had listed the pin ID names so the instructions would make
>sense. Anyone with a working PC Xformer cable, please identify the
>correct wiring and post you results.

>rely@ix.netcom.com

570. ATARI EQUIPMENT MUST SELL IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: terry.ortman@fantasy.com
Message-ID: <19960718002607.aaaa006rf@babyblue.cs.yale.edu>
Source record: 81981

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

Internet: terry.ortman@fantasy.com (Terry Ortman)
This message was processed by NetXpress from Merlin Systems Inc.
---

571. FS: Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: NEKU72A@prodigy.com
Message-ID: <4skh2s$1s74@useneta1.news.prodigy.com>
Source record: 81982

I'm selling the following Atari items. POSTAGE IS EXTRA.

IMPORTANT: Everything is sold "as is". Any known defects are listed.

HARDWARE:
ATARI 1027 printer $2 defective. 1st 40 columns prints normal, 2d 40
columns print scrambled text.

ATARI 810 disk drive defective $3 spins, but doesn't read.

SOFTWARE:

ST SOFTWARE - The entire lot of the following software for $20.
Time Bandit, Bard's Tale 1, Arctic Fox, Boulderdash Construction Kit,
Night Hunter, Bubble Ghost, Populous, AD&D Hillsfar, AD&D Heroes of the
Lance, GFA BASIC 3.0 and approximately 30 disks of public domain software,
mostly from Bre Software and Accusoft.

MAGAZINES: 25c each

ST LOG
1988 May Jun Jul Aug Sep Oct Nov Dec
1989 Jan Feb Mar Apr May Jun Jul Aug Sep Oct
ANALOG - Each issue includes a 32(?) page ST-LOG pullout magazine.
1986 Apr May Jun Jul Aug Sep Oct Nov Dec
START
1989 Sep Dec
1990 Mar Apr May Jun Dec
1991 Jan Feb Apr
ATARI INTERFACE Aug 1990, Feb Mar Jul 1991
ATARI EXPLORER Jul 1992
ST X-PRESS Oct 1989
ST FORMAT (British) Nov 1993

-
E-mail replys to:
BRIAN MUNROE NEKU72A@prodigy.com

572. VID.FIX

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <fc2_9607180106@flight.org>
Source record: 81983

A
Message #50 [AtariChatter Local]
From: Tim Gearin Posted: 14 Jul 96, 05:06
To : All
Subj: video fix

I just got a monitor the other day and im using the thing now.
does anyone know about that one computer hack to impove the video output.
I've seen it years ago but all I remember now is that it had to do with a
resistor. after having to do a little work on my computer to hook up the
monitor, I may have already fixed the video by putting a resistor between the
ground and the video port(I put a couple RCA jacks there instead some time ago
but thats another story). I noticed the colors bleed less with resistance
across it and I asuumed that might have been the fix too.

[N]ext [P]rev [A]gain [S]top [M]ark [R]eply [U]nread [D]el [?]: <N>
---------- -//- ----------
Internet: Tim.Gearin@flight.org
flightline bbs [msp] 612/544-5118 Note: the views
expressed by this user are strictly his/her own.

573. VIDFIX

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <fc3_9607180106@flight.org>
Source record: 81984

A
Message #50 [AtariChatter Local]
From: Tim Gearin Posted: 14 Jul 96, 05:06
To : All
Subj: video fix

I just got a monitor the other day and im using the thing now.
does anyone know about that one computer hack to impove the video output.
I've seen it years ago but all I remember now is that it had to do with a
resistor. after having to do a little work on my computer to hook up the
monitor, I may have already fixed the video by putting a resistor between the
ground and the video port(I put a couple RCA jacks there instead some time ago
but thats another story). I noticed the colors bleed less with resistance
across it and I asuumed that might have been the fix too.

[N]ext [P]rev [A]gain [S]top [M]ark [R]eply [U]nread [D]el [?]: <N>
---------- -//- ----------
Internet: Tim.Gearin@flight.org
flightline bbs [msp] 612/544-5118 Note: the views
expressed by this user are strictly his/her own.

574. Strange cart found

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.327.001BB191@mindspring.com>
Source record: 81985

I pickup up a 130XE today that had the strangest assemblage attached to it I've ever seen on an Atari. A cartridge was plugged in. From the cartridge is a module with single switch. From joystick port one is a module with a slider switch, a toggle switch, a pushbutton switch and a rocker switch. In the second joystick port is what looks to be a key plug. From the monitor port is a cable with BNC connector.

The name on the cart is COMPU-PROMPT (first in computerized prompting).

There is a label on the computer from Southern Bell.

Has anyone any knowledge of what this Rube Goldberg device is? Or how to actually make it do something?

Bruce Willard bwillard@mindspring.com

575. Commodore 1902A monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.328.0059CF2E@mindspring.com>
Source record: 81986

I just picked up a great Commodore 1902A monitor. It works great with my SNES using video and audio, but after searching the web and finding pinouts for the 130XE and the 1902A and making a cable, I get nothing. The pinout I found for the 1902A did not show a video connection, just ground, chroma, luminance and sound. Does anyone have a tried and true pinout for a cable to go between them?

Bruce Willard bwillard@mindspring.com

576. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4slq9u$3nm@dfw-ixnews10.ix.netcom.com>
Source record: 81987

In <4sk081$r4f@dfw-ixnews4.ix.netcom.com> Bradley.Bacik@uc.edu
(Bradley.Bacik@uc.edu) writes:
>
>Derrik's cable goes from the sio port on the atari disk drive to your
>parallel port not a serial port. The parallel port is TTL just like
>the atari sio. On the other hand the PC serial port is rs232 and to
>connect it with the atari you need to convert between rs232 and TTL
>which is what a sio2pc cable does using the max232 chip or its harris
>equivalent.
>
>Brad
>
Thanx! That makes sense now. It didn't say that in the instructions
for making the blasted thing. Of course, I haven't bought my copy of
PCXf 3.5 yet. Gotta save up a couple more bux. I guess the instructions
will be with the emulator. All that was given in the ad were the pin
outs and the resistor connections.
Thanx again!!!

rely@ix.netcom.com

577. For Trade: 65XE, 1010; Wanted: Indus GT or 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Brian Newman <bnewman@3rdplanet.com>
Message-ID: <Pine.SOL.3.91.960718101140.25527A-100000@terra>
Source record: 81988

I have a complete Atari 65XE in fine working condition. I'd like to trade it for a working Indus GT disk drive or Atari 1050 disk drive, complete and in good condition, but most importantly working.

I can also throw in an Atari 1010 cassette drive in exchange for a Happy 1050 or an Indus GT or a pile of someone's old software, if that's worth anything to anyone :)

Please e-mail me to work out a swap.

Shade and sweet water, -- http://www.3rdplanet.com/~bnewman
Brian -- Pandeiros on FurryMUCK
bnewman@3rdplanet.com

578. Re: Replacement/removal of comp.binaries.atari.st moderator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EE7766.351F@ccm.jf.intel.com>
Source record: 81989
Cross-posted to: alt.config,news.groups,comp.sys.atari.st,comp.sys.atari.8bit

```
Chris_F_Chiesa@cup.portal.com wrote:
>
> >[...]I have a messagebot to
> >post the charter every 2 weeks, even if nothing else ever gets posted.
>
> Heh. Unless you post the charter in binary, the charter post will, itself,
> fail to abide by the "binaries only" provision of the charter. :-)

Technically correct, I suppose, but experience shows that people don't
look at .d groups before subscribing to binary groups. Posting the
charter will be the lesser of several evils, I think.

> I'm not looking forward to being a senior citizen when the current
> discourteous generation are the ones who'll be in charge!

Get used to it. %^( We "knew everything" when we were young, and I don't
think that's likely to change. However, I live by the adage that "an
armed society is a polite society" and I remain armed, whether I am
carrying or not. There is nothing more dangerous than a determined man.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
*************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
*************************************************************
```

579. Re: All these new groups! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EE84C2.2E62@ccm.jf.intel.com>
Source record: 81990
Cross-posted to:
comp.sys.atari.8bit,comp.sys.atari,,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
Kyle R. Hofmann wrote:
>
> The UVV (Usenet Volunteer Votetakers) handle all votes now. I'd be
> willing to write up an RFD, but I'd like to know if there's any support
> first and what conditions, i.e., moderated or not? And if so, who will
> be the moderator? (Robomoderation is an option, too, but we'd still need
> someone to run it)

I can handle moderation - either manually or automatically. That's the
easy part. Getting the RFD accepted and passing the CFV is tough.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
*************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
*************************************************************
```

580. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960718181215.9542G-100000@ns1.ptd.net>
Source record: 81991

On Thu, 18 Jul 1996, Yogi wrote:

> Here's an idea to run past all emulator users/programmers:
> How about someone cobble together a PC board or serial port device
> that would have a pokey chip on it, and just use that for the sound?
> That seems to be the major stumbling block in the emulators, both xlit
> and xformer and the upcoming rainbow. The sound could still be
> produced in the pc end but if it detected the pokey board, it would
> use that instead. Just a thought.

Just wondering...couldn't the Pokey chip be emulated as well? Thought
not, too bad because sound is the major reason to play complete games on
the emulator. Heck, guess I'll still keep my 130XE :)

Eric Noss
a.k.a
Mr. Maddog

581. Re: OBJ > Multiboot

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4sk2i8$rc1@news.xs4all.nl>
Source record: 81992

In article <31dbe6e3.380529@news.demon.co.uk>,
Andy D <andy@troas.demon.co.uk> wrote:
>On Thu, 04 Jul 1996 11:57:44 GMT, Mark Elliott
><Mark@cortexuk.demon.co.uk> wrote:
>
>>Sorry, its just most of the stuff I have is on these type of menu systems. And
>>I can't see the point of loading DOS up just to play games.
>
>There are several AUTORUN.SYS type menu programs that you put on a DOS
>disk with binary files and it puts up a menu when you boot up. That
>way you can use normal DOS files without having to do L 2:blah etc.
>The drawback is that because DOS is on the disk there's less room for
>games and it takes longer to load the menu than a boot type menu.

Even better than that, there are several programs that can write a program in
the bootsector (or whatever it's called) that instantly gives you a menu of DOS
files when you boot up with names that you can edit yourself (It only lists
protected files or files ending with .COM depending on the program you use).
The bootmenu is in an area of the disk that is invisible to DOS, so it takes
up little or no room from the files. Some of these programs even switch
Happy drives into Warp Speed mode as well. They're probarbly on some FTP
site, but I could upload some myself (providing my PC's diskdrive can withstand
whatever punishment MYUTIL give it).

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

582. Re: ATARI EQUIPMENT MUST SELL IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1807962237080001@news.cnct.com>
Source record: 81993

In article <19960718002607.aaaa006rf@babyblue.cs.yale.edu>,
terry.ortman@fantasy.com (Terry Ortman) wrote:
>snip<

Folks, PLEASE NOTE that this "Terry Ortman" is the same "Admiral Nuguru"
that I and many other people been advising people against getting involved
with. He has proven to me to be less than mature, sensible, intelligent,
and rational; he has also ("allegedly") ripped off MANY people in the
past. If you DO decide to get involved in a transaction with this little
fellow, I *STRONGLY* advise doing a COD transaction ONLY, and *MAKE SURE*
that the equipment you receive is all there and in good working order
BEFORE you hand over that check.

Just my two cents, which Terry will probably sue me for $25,000 for. :-)

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
----

583. Atari Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C4B4FA.10C1000713.uuout@compudata.com>
Source record: 81994

Wednesday, July 17, 1996

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $38
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $12
DVE Printer Power Supply Model DV-2412A..... $12
Peripheral Cable for Atari computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • It's not just a hobby, it's an obsession!

584. Re: Eidolon and Koronis Rift docs?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4sn2av$frd@crl10.crl.com>
Source record: 81995

Nick S Bensema (nickb@Primenet.Com) wrote:
: Could someone give me some basic information on how to play either Eidolon
: or Koronis Rift? Moving around is simple enough, and I can shoot, but
: there's obviously something else to it.

Note to all... Koronis Rift documentation file sent to Nick :)

John
jvogel@crl.com

585. Re: Quick Boot Menu - Where's it at?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31eda01c.1002448@news.superlink.net>
Source record: 81996

On 17 Jul 1996 08:40:38 -0600, dderby@nyx.cs.du.edu (Dennis Derby)
wrote:

-
-Greetings!
- Where would I find a copy of Quick Boot Menu. I have tried
Archie,
-UMICH, and Justin's/Yogi's site. Any ideas? Thank you.
-
There is one on a link from my homepage
http:/mars.superlink.net/scharles
It's on a disk marked PDUTILxx (There were 30 of them sorry dont
remember which is which but I do remember there were more than one)

586. ultima III

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31edcd08.375089@news.superlink.net>
Source record: 81997

Does anyone have a FRESH (i.e. NEVER used as a) character disk for
ultima III? I one on my copy (and unfortunately, the one in the
archive) lets you play for awhile, then you can just be wandering
around sosaria and it will act like it sucked you into the whirlpool
(even when you're not on a ship!) and yeah, and then it locks up.
Or if anyone has one that has a partial game on it, I guess I could
take that one too, as long as it works.
Anyone let me know or email it to scharles@superlink.net

587. Re: PLEASE HELP ME!! Does anyone have this program?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31ed9e70.574772@news.superlink.net>
Source record: 81998

On Wed, 17 Jul 1996 21:40:36 -0700, Tony Lieuallen
<marvin@mars.superlink.net> wrote:

-Hi. If anyone out there has the game New York City for the
-atari, could you please send me a copy? I accidentaly overwrote it
-recently (Copied, without destination, and it killed itself) and my
-sister is ready to kill me. I have been unable to find it at any web

-site or other. thanks in advance.
-
try http://mars.superlink.net/scharles/

588. Ape 1.09

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: James King <jeking@xmission.com>
Message-ID: <31EE2367.6656@xmission.com>
Source record: 81999

Just curious to know if there's a utility for APE like there is for SIO2pc (file2pc). Something that allows you to transfer a file from your atari's hard-disk to your PC's hard disk?

My PC sio2pc machine is connected via ethernet into a network - and this setup allows me to really do some file and printer sharing on the old Atari!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

589. BlackBox modem buffering problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: James King <jeking@xmission.com>
Message-ID: <31EE1EE3.671A@xmission.com>
Source record: 82000

For the last 3 weeks or so, I've had this problem with my modem or black box buffering my text ..

If I connect to any system faster than 2400, it stops displaying the last several lines of screen information. Then, when I go to enter a menu or whatever, it begins spitting out my logon password and ID or whatever information I may have typed in previously.

What is causing this buffering? I've swapped out my modem AND blackbox, yet the problem persists..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

590. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EE7543.1985@ccm.jf.intel.com>
Source record: 82001
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

Mike Jewison wrote:
>
> One of the problems with setting up an alt.binaries group is that,
> as has been pointed out earlier, many sites don't get parts of (or in
> a worst case scenario) the entire alt hierarchy.
>
<snip>
>
> I would propose that we try to make any group we want to see created an
> "official" group in the comp.binaries hierarchy.
>
<Further deletia>
>
> In theory, I support the creation of a binaries group - but I would rather
> not see it in the alt tree. Alas, I'm not sure we would have enough people
> voting in favour of the proposal to meet the second criteria for passage.
>
> Any thoughts?

I have a proposal all written up. It was already shot down in flames
after being submitted to the group mentors, but I am more than willing
to let someone else have the text to modify as they see fit.

Getting 100 votes is the toughest part - but I think it's likely to be a
lot easier now than it was before I brought the subject up in the entire
comp.sys.atari.* tree. I suggest a "straw" vote - who wants to be the
vote-taker? We will probably want to take a straw vote on each of the
following points:

Should comp.binaries.atari (all systems) be created?
Should comp.binaries.atari (all systems) be moderated?
Should comp.binaries.atari.8bit be created?
Should comp.binaries.atari.8bit be moderated?
Should comp.binaries.atari.st be created?
Should comp.binaries.atari.st be moderated?

I suggest that, if we can find a vote-taker, and if we can garner 100 or
more votes in favor of any of the above "straw" proposals, that we then
submit the formal RFD and try for the group. I'd also recommend a .d
group (discussion) be part of the proposal for each binary group
desired, so as to keep binaries and discussion seperated (in
consideration of those who'd like to discuss the matter but don't have
selective download ability).

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

591. emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31ee79ce.1076347@news.superlink.net>
Source record: 82002

Here's an idea to run past all emulator users/programmers:
How about someone cobble together a PC board or serial port device
that would have a pokey chip on it, and just use that for the sound?
That seems to be the major stumbling block in the emulators, both xlit
and xformer and the upcoming rainbow. The sound could still be
produced in the pc end but if it detected the pokey board, it would
use that instead. Just a thought.
Yogi

592. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31ee7b6d.1604906@news2.news.demon.net>
Source record: 82003

```
> THE LAST WORD WAS BY ME, the ONLY REQUIREMENT, once given, anything
>else is ELECTRONIC STALKING....

Terry..... get help.....

--
andy@troas.demon.co.uk
----------------------
```

593. Check out a bad Atari 8-bit page!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: plobbis <plobbis@plobbis.com>
Message-ID: <4sm40p$8dg@news-old.tiac.net>
Source record: 82004

Follow this URL:

http://www.tiac.net/users/hplace/atari/atari.htm

And see an online version of Atari's 1983 product catalog (just the hardware actually, except for the CX85 -- oh well).

Check back every day and run up the counter. No, no, no, don't do that!

Check it out!

Bye!

594. Re: Proposal: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: frank@support.tachyon.co.uk
Message-ID: <AE147D6896687A1AC@support.tachyon.co.uk>
Source record: 82005
Cross-posted to:
alt.config,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.st.programmer,comp.sys.atari.advocacy,comp.sys.atari.8bit

In article <4s8b23$3ef@news1.io.org>,
fl@io.org (Frank Lockwood) wrote:

>I support the creation of this news group.

I support the creation of this newgroup.

ATB, Frank.

595. Re: Commodore 1902A monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EEC7C6.2D5F@ccm.jf.intel.com>
Source record: 82006

```
Bruce Willard wrote:
>
> I just picked up a great Commodore 1902A monitor. It works great with my
> SNES using video and audio, but after searching the web and finding pinouts
> for the 130XE and the 1902A and making a cable, I get nothing. The pinout
> I found for the 1902A did not show a video connection, just ground, chroma,
> luminance and sound. Does anyone have a tried and true pinout for a cable
> to go between them?

IIRC, Bruce, you should be able to plug the video into chrominance and
get a picture. If that fails, try connecting to both chroma and
luminance; both signals are present in a video signal.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
*************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
*************************************************************
```

596. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1807961316140001@news.cnct.com>
Source record: 82007

```
And the latest...
-----
To: steveg@cnct.com
Subject: Re: ATARI Equipment, MUST SELL!!
From: admiral.nuguru@fantasy.com (Admiral Nuguru)
Date: Thu, 18 Jul 1996 03:08:00 +0000
Organization: Fantasy Land BBS * 217-535-1005

YOU ARE THE LITTLE BOY, I'm guessing 12 or 13.........

QAWs a DISABLED AMERICAN VETERAN, I'M SORRY I DEFENDED THIS COUNTRY FOR
SCUM LIKE YOU TO LIVE!!!!

I TOLD YOU DO NOT REPLY, THAT'S ANOTHER $15,000.00 YOU OWE ME THERE,
LITTLE BOY, BETTER TELL MOMMY AND DADDY.....
--------------------------------------------------------------------------
Internet: admiral.nuguru@fantasy.com (Admiral Nuguru)
This message was processed by NetXpress from Merlin Systems Inc.
--------------------------------------------------------------------------
-----
Pretty funny stuff here, eh? :-D

- - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - - -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
--------------------------------------------------------------------------
```

597. VF

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <fc4_9607180106@flight.org>
Source record: 82008

A
Message #50 [AtariChatter Local]
From: Tim Gearin Posted: 14 Jul 96, 05:06
To : All
Subj: video fix

I just got a monitor the other day and im using the thing now.
does anyone know about that one computer hack to impove the video output.
I've seen it years ago but all I remember now is that it had to do with a
resistor. after having to do a little work on my computer to hook up the
monitor, I may have already fixed the video by putting a resistor between the
ground and the video port(I put a couple RCA jacks there instead some time ago
but thats another story). I noticed the colors bleed less with resistance
across it and I asuumed that might have been the fix too.

[N]ext [P]rev [A]gain [S]top [M]ark [R]eply [U]nread [D]el [?]: <N>
---------- -//- ----------
Internet: Tim.Gearin@flight.org
flightline bbs [msp] 612/544-5118 Note: the views
expressed by this user are strictly his/her own.

598. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <31EEF37B.1DAC@ix.netcom.com>
Source record: 82009

.....Begin HEAVY SARCASM.....

Boy, isn't this Terry Ortman the greatest little buisiness man on the face of the earth? I'll bet he just can't keep up with all the orders that people are placing for his all his wonderful merchandise. And that cheerful, kind and friendly attitude! It's something I wish more people, in the line of sales had. This person will definately go to the top of his profession in no time at all!

..... End HEAVY SARCASM.....

We need to keep some kind of warning posted to let people know that they should beware of this guy's attitude and childish behavior before they consider doing buisiness with him. I think this whole thing IS pretty funny and dislike this guy and his attitude, but, I also can't help feeling sorry for him in an odd sort of way.....
But not -too- sorry.....

Sergey

599. Can't get to my e-mail...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Jason Dante Bardis <jasonbar@engineering.ucsb.edu>
Message-ID: <31EEAAF8.5E6@engineering.ucsb.edu>
Source record: 82010
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Howdy

Sorry for the public post, but I'm in the midst of a couple o' deals
w/ some of you folks and my server has been wigging as of sometime
yesterday, so please be patient w/ me. I'm going to go bitch tomorrow.

Thanks
-Jason
--
Jason Dante Bardis(jasonbar@bolt.ucsb.edu) heartily endorses:
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

600. Can't get to my e-mail...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: Jason Dante Bardis <jasonbar@engineering.ucsb.edu>
Message-ID: <31EEAB31.5869@engineering.ucsb.edu>
Source record: 82011

Howdy

Sorry for the public post, but I'm in the midst of a couple o' deals
w/ some of you folks and my server has been wigging as of sometime
yesterday, so please be patient w/ me. I'm going to go bitch tomorrow.

Thanks
-Jason
--
Jason Dante Bardis(jasonbar@bolt.ucsb.edu) heartily endorses:
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

601. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-18 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4slpuh$357@dfw-ixnews2.ix.netcom.com>
Source record: 82012

In <31EBDA4F.6EF6@iexist.att.com> Kit Kimes <kimes@iexist.att.com>
writes:
>
>ArmstrongJ wrote:
>>
>> Okay. I've received many answers to this question before, but
I've
>> never got this to work. Is there ANY way to write an Atari disk
using an
>> IBM PC. I have Atari DOS II running on my 65XE with an XF551 disk
drive.
>> What program can i run on the IBM to write this type of Atari disk?
I
>> need an exact answer. I've tried to use UTIL and MyUTIL to do it,
but
>> neither works and neither comes with any true documentation to tell
me if
>> I'm doing something wrong. Could someone please help! I would love
to
>> use this 65XE!
>
>Years ago this was possible using the earliest MSDOS machines with the
>original 5.25" floppy drives. I think they were only 180K drives.
>But later MSDOS computers had larger capacity drives and they were
>not compatible. Not many people did this. I think there was a piece
>of software that was needed also.
>
>--
>Kit Kimes
>AT&T Resource Link (Under contract to Lucent Technologies)
>Naperville, IL
>email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM
Kit, good to see you're still around. Yup, there was a way, way
back. There was alsy the 1050 Happy Drive that could read 180K MSDOS
floppies.

rely@ix.netcom.com

602. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4snghl$gh1@agate.berkeley.edu>
Source record: 81869

What a jack ass. I don't think Terry Ortman has even read this news group for a year, otherwise he'd have a clue that we think his sales pitches for a $100 Atari 400 were so screwy. I'll bet this guy isn't even 13 years old! Probably can't even have a stiffy yet, poor guy. Oh well, maybe he'll grow up some day. I feel sorry for the girls at his junior high school though.

603. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: avg@cwi.nl
Message-ID: <avg.837775215@news.cwi.nl>
Source record: 81870
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> writes:

>"Vell, ve got gud news und bad news. Der gud news iss dot der iss
>alrrrready ein group for der Atari binaries. Der bad news iss dot it
>iss a Cherman group, de.alt.binaries.tos zo those who do not understand
>der Deutsch vill not haff much gud luck mit der files."

Derr hos ollweys been an Atari pinaries (and sources) grup, wits I wos
ze modereytor off, putt it wosn't yoost enough to keep it alive, so we
decided to remove it.

Woy don't you ket der Files from das Ftp oder der Way Way Way?

--

(I can't point you to a site that has the `intel outside' logo if
you're interested!)

--
Annius V. Groenink ..... avg@cwi.nl
Room M233, CWI, Kruislaan 413, 1098 SJ Amsterdam phone +31 20 592 40 77
.. and ZFC/home P.O.Box 15813, 1001 NH Amsterdam phone +31 20 4 208 248
.. zfc@zfc.nl .....

604. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: rAVEr/pHANTASy <SJ50191@LANET.LV>
Message-ID: <4snoo1$in1@news.latnet.lv>
Source record: 81871

Hullo!!!

plz tell me abt demo scene on 8 bit ATARi! How big it is, sceners, etc
And what is best Atari emul for PC?
Thank ya,
plz reply to newgroup not my email, which is not working perhaps

Raver/PHT

605. fte32g.arc corrupt at umich?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-1907960953200001@news.boulder.noaa.gov>
Source record: 81872

I tried downloading the SpartaDOS update from umich. The
file is supplied as an arc file (fte32g.arc). I cannot
seem to unarc this file. I suppose the mirrors would also
be corrupt as they are mirrors :-). Does anybody know of
a location that has one that isn't corrupt?

-Mark

--
Mark Steele
325 Broadway E/GC3
Boulder, CO 80303

voice :(303)497-6505
fax :(303)497-6513

steelem@rintintin.colorado.edu
msteele@ngdc.noaa.gov

606. Old games compatability between 800 and XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: ccoffin@slate.Mines.EDU
Message-ID: <4soal0$sf4@magma.Mines.EDU>
Source record: 81873

Hi all!

I recently got some old copies of games on cassette such as Datasoft's Pooyan and Zaxxon and Epyx's Temple of Apshai.

I have tried to load them onto my 800XL and XEGM with little success. I will get the introduction screen for the Datasoft games, but nothing happens after that.

Does anyone know if these games will run on computers newer than the original 400/800?

Thanks,

ccoffin@mines.edu

607. Re: cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4sob7v$19oc@usenetp1.news.prodigy.com>
Source record: 81874

There exist old utilities that would convert boot tape programs to boot disks. You could then move the disk to an ATR file. Of course, if the game is a BASIC program, you could just load it into BASIC and then save it straight to an APE disk image. (I'm assuming you do have a 410 or 1010 program recorder or equivalent.)

608. WTB Atari QIX and Pengo

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: phdewi@swcp.com
Message-ID: <4so8ng$9i3@sloth.swcp.com>
Source record: 81875

hello
I am looking for those two games for the 800. Will pay top $$$ for them.
phillip

609. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Deana Barrett <pwein@umich.edu>
Message-ID: <31F00066.4A@umich.edu>
Source record: 81876

rAVEr/pHANTASy wrote:
>
> Hullo!!!
>
> plz tell me abt demo scene on 8 bit ATARi! How big it is, sceners, etc
> And what is best Atari emul for PC?
> Thank ya,
> plz reply to newgroup not my email, which is not working perhaps
>
> Raver/PHT
Hey You !
Go out and buy some vowels!

--
Deana Barrett

Your voice painted lady
your voice painted color
desire
It stuck to me fleeting
I'm tight like that cat
on your wire

"Dance Gypsy", The Still

I have for sale the new self-released CD by The Still, ("Dusk &
Hollow"): an Ann Arbor-based, acoustic folk/R&B quintet that jams along
the lines of DMB-meets-Rusted Root. The CD is 62 minutes, and sells for
$10.
These CDs are currently only being distributed in the midwest (MI, IL,
OH, and IN), and sell for $12-15 in stores.

610. What you've all been waiting for

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4smn1m$p8b@madeline.INS.CWRU.Edu>
Source record: 81877

Maybe some people have heard me, many moons ago, talk about
some of my programming efforts on/for A8.
I talked about my transfer program, which uses a my
modifications to Charles Marslet's 'Util' x088/x86 assembler
source code.
The idea was/is to make a pc utility which is sector based.
No directory structure or stuff like that, just read and
write sectors on both the A8 and pc side to transfer files
(no null modem, no sio2pc, no APE.)
I said once that one of my floppy disks on my pc got a
trashed FAT, due possibly to some problem with my pc
utility. I'm not sure about it, but no-one has expressed
any interest in my programs since.
SO, family is gone to Atlanta and Ocean City. And Yogi said
he wanted to write a boot disk on his pc to use on his A8.
That is one of the things my programs do.
I've been using my programs all along whenever I had a file
transfer to do. I haven't had any trashed FATs since that
one. Mind you, I guess you could write 'Star Raiders' to
the boot sectors of your hard drive if you were haphazard
enough. I think the program would do it.
Well, the reason for all this msg. is, Yogi's idea. I went
to work (ha) and reached some success with my 'write
SpartaDOS boot sectors and x32d.dos' for my pc utility.
I formatted and wrote SpartaDOS on a virgin disk, one never
touching a A8, AND IT WORKED! (applause, YEA!) Happiness is
something working.
While I'm at it, I'm going to post the menus of my programs,
just to let you all know what I have in mind.
What I have in mind is a pc utility that works. 'Util' has
the problem of no error checking, many errors often occur
when this type of thing is attempted. My programs do sector
writes, so are DOS independent and do CRC checks, so are
foolproof as far as you know if it transfered correctly
before you send it over the internet to 1,000,000 people and
it was corrupted.
Here's my PC UTIL menu:
A. Select drive
B. Verify Data disk reads OK
C. Read a file from Atari disk
D. Write a file to Atari disk
E. Exit program (MUST BE done or disk controller will have
wrong setup when you leave, if you're chicken, always
re-boot after using my program.)

F. Format data disk, Atari style
G. Select density (forget this, sngl. is FM and most pc controllers can't do it.)
H. Write SpartaDOS boot and x32d.dos
I. Write MyDOS boot, vtoc and DOS.SYS and DUP.SYS

Now for the A8 side:

Select drive
Read a file from PCUTIL disk
Write a file to PCUTIL disk
Verify sectors read ok
Sector copy entire disk
Partial sector copy of a disk
Atari sectors to a file
File to sectors on disk

Some notes: It is absolutely essential to use a clean disk. A fifteen year old A8 single density disk with games you no longer want will NOT do. Must be double density (on both machines of course). Maybe Richard Dell can tweak the controllers, but I think even he recanted and said modern pc controllers can't do FM sng. density. There ARE controllers that can do sng. density for pc, I think Rich Mier says he has one. But I don't have one.
Finally, use a 360k pc drive. Modern 1.2meg or 2.8meg just won't work. You're already asking a lot to get the pc drive to do this stuff, can't push your luck, it won't work.
Russ Gilbert
###

611. Re: How do I create cartridge images???

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: "Mark L. Simonson" <marksim@bitstream.net>
Message-ID: <AE15BF7A-429E9@204.73.77.123>
Source record: 81878

On Sun, 14 Jul 1996 7:50 PM, scharles@superlink.net (Yogi) wrote:

-Don't know if you can - does rainbow support such images?
(referring to supercarts such as OSS BASIC XL)

Rainbow does support such images. Aquiring them seems to be the hard part. I too am seeking the BASIC XL rom images. Chris Lam, Rainbow's creator, gave me some tips on how I might use an assembly-language program from DOS to copy the stuff to disk one bank at a time, but for me it would be a last resort since I have not attempted 6502 assembly in over 10 years. It would be nice if there was someone here who had already succeeded in doing this...

Mark Simonson

612. Re: rom images

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: eru@sover.net
Message-ID: <31ef1c62.25482191@news.sover.net>
Source record: 81879

On Sat, 13 Jul 1996 20:52:24 +0200, Markus Gietzen
<iig05-1@htw.uni-sb.de> wrote:

>Rick Ziegler wrote:
>
>> XL-it absolutely flies on my Pent-133. I get above 180 frames/sec
>> when running from dos, and around 100 when running under win-NT, both
>> with sound support on. I don't know why it is so fast on mine, but it
>> is!
>
>I think I should write some words about this thread.
>
>XL-it! actually renders every frame ! I make no checks if
>something changed on the screen or not. This means that the
>emulation speed depends not only on the CPU but also on the speed
>of your gfx-card in raw dosmode. (Rick: I think that you
>own a good card if XL-it! runs that fast).

I thought this might be the case, as I have a Number 9 Motion 771 with
4 megs of vram. :)

Keep up the great work!

Rick

613. cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31EF4323.5A19@owl.co.uk>
Source record: 81880

I just got hold of an old 800xl which came with
a tape drive and a number of games on cassette.
I have transferred all my old disks to my PC using
APE but how do I transfer the games on tape ?

Rob.

614. Re: Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4so1fs$kum@News.Dal.Ca>
Source record: 81881

In article <4sn8eb$ak_002@news.skypoint.com>, sydtech@skypoint.com (Scott Butler) writes:
>
>Anyone have instructions for this anywhere? I'd like to decipher what the
>abbreviations near the score are for, and also how to land the plane!

Me too please!

615. Re: Old games compatability between 800 and XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Philip_Chapman@qsp.co.uk
Message-ID: <4sof5l$5ql@mailhost.qsp.co.uk>
Source record: 81882

In <4soal0$sf4@magma.Mines.EDU>, ccoffin@slate.Mines.EDU (3032799202) writes:
>Hi all!
>
>I recently got some old copies of games on cassette such as
>Datasoft's Pooyan and Zaxxon and Epyx's Temple of Apshai.
>
>I have tried to load them onto my 800XL and XEGM with little
>success. I will get the introduction screen for the Datasoft
>games, but nothing happens after that.
>
>Does anyone know if these games will run on computers newer
>than the original 400/800?
>
>Thanks,
>
>ccoffin@mines.edu
>
All three of these games definitely work on an 600/800XL.
Temple of Apshai if I remember rightly required Basic to be loaded.

616. Re: Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4sne3p$kqv@newsbf02.news.aol.com>
Source record: 81883

> Anyone have instructions for this anywhere? I'd like to
> decipher what the abbreviations near the score are for,
> and also how to land the plane!

The four letters represent the damage you have received from enemy fire. B is for Bombs (you can actually still bomb, but but not effectively), F is for Fuel (most important item!), M is for movement (joystick response will be slower) and G is for guns. When all four are gone, and you get hit again, the plane is kaput and will crash.

To land the plane, when you hear the bell ring, push the fire button. You will see the "R" (runway) to "L." It takes some timing to get it right. Also, if you land just perfectly (begin the descent just about halfway before the airstrip building), no enemy bombers will come. Also, since timing is part of your ranking, if you decide something doesn't needs to get fixed, just push the button, and it proceeds to the next item. It's somewhat risky, but still playable.

Also, don't bomb your own airstrip...the results are not too pleasing. <g>

617. Cry for help...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31EF7114.52A4@rcp.co.uk>
Source record: 81884

Hi,

When my XFD/ATR web site was first made available it
contained a program called ADIR for displaying a
directory of AtariDOS/MyDOS ATR/XFD files. The first
release of this also came with the source code.

I have managed to do a really stupid thing and delete
my source code file. Did anyone take a copy of the
source and could they email it to me as I now wish
to update the program.

Thanks for any help
Ivan

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

618. Re: Cry for help...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31EF73BC.5DBD@rcp.co.uk>
Source record: 81885

Thanks,

I have got the source file again now.

I am feeling very embarrased. I will have to make more
backups now that I know that the NTFS file system does
not allow undelete.

Ivan

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

619. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn4uvts7.4i.asmolar@smol.fast.net>
Source record: 81886
Cross-posted to: comp.sys.atari.8bit,comp.emulators.cbm

On 18 Jul 1996 19:32:04 -0700, Nick S Bensema <nickb@primenet.com> wrote:

>Sound was in the 64 emulator very early on, and the SID chip is quite
>complex. The Atari, from what I know, just has a tone generator and a
>few distortion modes. The frequency, just one byte.
>
>What's the stumbling block?

It's not that the Pokey is terrible complex, it's just that it works so
differently than the sound hardware in today's PC's. So it's hard to get
right, especially for the distortion.

>
>--
>N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
>" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
>On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
>just START HUMMING. Those who don't know will freak. Tucson-->v

--

Tony Smolar

---

asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

620. Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4sn8eb$ak_002@news.skypoint.com>
Source record: 81887

Anyone have instructions for this anywhere? I'd like to decipher what the abbreviations near the score are for, and also how to land the plane!

621. Re: What you've all been waiting for

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31EFCAB7.5885@inil.com>
Source record: 81888

James R. Gilbert wrote:
>
> Maybe some people have heard me, many moons ago, talk about
> some of my programming efforts on/for A8.
>
> Russ Gilbert
> ###

Russ,

What would we do without ya?

Rory
mcmahon@inil.com

622. Re: fte32g.arc corrupt at umich?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31EFC92E.5B2F@inil.com>
Source record: 81889

```
Mark Steele wrote:
>
> I tried downloading the SpartaDOS update from umich. The
> file is supplied as an arc file (fte32g.arc). I cannot
> seem to unarc this file. I suppose the mirrors would also
> be corrupt as they are mirrors :-). Does anybody know of
> a location that has one that isn't corrupt?
>
> -Mark
>

Mark,

Try here:

http://www.inil.com/users/mcmahon/ftp.htm

Sorry the lettering is small...

Rory
mcmahon@inil.com
```

623. Re: fte32g.arc corrupt at umich?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31EFC986.4218@inil.com>
Source record: 81890

```
Rory McMahon wrote:
>
>
> Mark,
>
> Try here:
>
> http://www.inil.com/users/mcmahon/ftp.htm
>
> Sorry the lettering is small...
>
> Rory
> mcmahon@inil.com

Oops... its an .ATR file...
```

624. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com>
Message-ID: <31EFD1F6.1731@ccm.jf.intel.com>
Source record: 81891
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Annius Groenink wrote:
>
> Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> writes:
>
> >"Vell, ve got gud news und bad news."...
>
> Derr hos ollweys been an Atari pinaries (and sources) grup, wits I wos
> ze modereytor off, putt it wosn't yoost enough to keep it alive, so we
> decided to remove it.

Yes, but who is "we?"

I submitted several files in the last months the group existed, Annius.
I mentioned that here and in email; I never got an acknowledgement that
you received the files, nor did they appear in the newsgroup.

> Woy don't you ket der Files from das Ftp oder der Way Way Way?

I can do that, but all Atari users are not able to do so.

> (I can't point you to a site that has the `intel outside' logo if
> you're interested!)

Thanks, but one of those sites is mine. See below.

--
See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

625. Re: Eidolon and Koronis Rift docs?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <4smn3t$3bl@news.ee.net>
Source record: 82013

nickb@Primenet.Com (Nick S Bensema) wrote:

>Could someone give me some basic information on how to play either Eidolon
>or Koronis Rift? Moving around is simple enough, and I can shoot, but
>there's obviously something else to it.
It has been a few years since I played this but I can tell you a
little about Koronis Rift. You drive around the planet's surface
looking for wrecks on the ground. When you find a wreck, you send your
Repo-Tech robot out to plunder the wreck (can't remeber the key needed
to do it). The repo tech will then return with whatever technology
was in the wreck. You may use the technology to augment your tank or
you may have it analyzed for points (can't remember everything about
this.) You can find shields, propulsion systems, weapon systems and
some esoteric things like a musicbox. Incidentally, the color of your
weapon and shields are important. A red laser is largely ineffective
against a red enemy. Weapon colors should be chromatically dissimilar
to your targets. Your enemies (saucers, last level -ground bases)
also have color coded weaponry. Pay a mind to your shields. I lost
the docs to this but I hope what little I remembered helps.

>--
>N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
>" " " " " " " " " " " """""""""""""""""""" '''''''''''''''''''''' / \
>On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
>just START HUMMING. Those who don't know will freak. Tucson-->v

626. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31eed300.358346@news.superlink.net>
Source record: 82014

```
-
-Just wondering...couldn't the Pokey chip be emulated as well?
Thought
-not, too bad because sound is the major reason to play complete games
on
-the emulator. Heck, guess I'll still keep my 130XE :)
-
-Eric Noss
```

I just want to use emulators for ease of using and loading. I wouldn't even care if the entire atari was on a card, as long as I could use my super sharp svga montior. Until then, I'll stick with APE and my 800xl. It was just a thought.

627. Re: Strange cart found

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Durq6t.C56@iglou.com>
Source record: 82015

Maybe John Harris would know something about it if he still reads this
newsgroup.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

628. Re: New utilities for APE/Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31ef2df6.1046557@news.superlink.net>
Source record: 82016

On Tue, 16 Jul 1996 20:31:31, DougF@gnn.com (Douglas Feldman) wrote:

-I looking forward to trying out your new utilities. Thank You!
-
-How did you make such small sized .ATR images? The bigest is less
than 4K.
-
-That is a neat way of saving disk space.
-
Used the "Create custom image" Of ape and just created one that was as
long as I wanted. I did it mainly because of d/l time and homepage
storage. Since I have a gig partition, all my old atari stuff takes up
minimum 32k of disk space for each program anyway.

629. Re: Help:Transfer ATR files Pc To 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-19 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31EF407E.2F97@owl.co.uk>
Source record: 82017

Rainer Fritz wrote:
>
> Hi there,
> I have some problems transfering atr-files to my old 130XE.
> I have build the sio2pc cable and transfered some disks with
> sio2pc and ape.
> But most of them , I think 90% won`t run.The gfx and sounds are
> damaged.The copy of MyDos is ok .Any ideas??
> Maybe a problem with the 130XE , sorry I don`t know much of the
> Atari System ,I found it a few weeks ago at a fea market.
>
> Thanks for replies
> Rainer

This sounds like it could be a PAL/NTSC problem. I think Yogi
has some PAL images on his site. Try him at:-
http://mars.superlink.net/scharles/

630. Re: fte32g.arc corrupt at umich?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f02566.988081@news.superlink.net>
Source record: 81892

On Fri, 19 Jul 1996 12:44:39 -0500, Rory McMahon <mcmahon@inil.com>
wrote:

-Rory McMahon wrote:
->
->
-> Mark,
->
-> Try here:
->
-> http://www.inil.com/users/mcmahon/ftp.htm
->
-> Sorry the lettering is small...
->
Try inserting <H4> in front of your web page

631. Re: What you've all been waiting for

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f024a6.796581@news.superlink.net>
Source record: 81893

-any interest in my programs since.
-SO, family is gone to Atlanta and Ocean City. And Yogi said
-he wanted to write a boot disk on his pc to use on his A8.
-That is one of the things my programs do.

Uhhhh... I did?

-enough. I think the program would do it.
-Well, the reason for all this msg. is, Yogi's idea. I went
-to work (ha) and reached some success with my 'write

Uhhh.... I did?

-SpartaDOS boot sectors and x32d.dos' for my pc utility.
-I formatted and wrote SpartaDOS on a virgin disk, one never
-touching a A8, AND IT WORKED! (applause, YEA!) Happiness is
-something working.

Hmmm..... if you say so. I don't recall..... at any rate, I DID write
a boot disk (on my atari for my atari).
Maybe my name got attached in a reply somehow? It's hard to tell who
posts what..... I don't think I ever wanted to read atari disks in the
pc drive, too much trouble to hook the pc drives up!
Yogi

632. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-2007962042430001@ts32-12.homenet.ohio-state.edu>
Source record: 81894

In article <31ee79ce.1076347@news.superlink.net>, scharles@superlink.net (Yogi) wrote:

> Here's an idea to run past all emulator users/programmers:
> How about someone cobble together a PC board or serial port device
> that would have a pokey chip on it, and just use that for the sound?
> That seems to be the major stumbling block in the emulators, both xlit
> and xformer and the upcoming rainbow. The sound could still be
> produced in the pc end but if it detected the pokey board, it would
> use that instead. Just a thought.
> Yogi

Sound works great in Mac Rainbow - it's just too fast or slow because it can't be set to exact 100% emulation speed. I think timing is the problem there.

633. Atari Goods For Sale! Free Catalogs! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4sptke$99l@nadine.teleport.com>
Source record: 81895
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

```
See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books & Accessories. At BSC's Web Page you'll View,
& DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Specify Classic 8 Bit or ST. Please Direct all Replies Through
E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!
```

634. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2007960729230001@cisjx91.demon.co.uk>
Source record: 81896
Cross-posted to: comp.sys.atari.8bit,comp.emulators.cbm

In article <slrn4uvts7.4i.asmolar@smol.fast.net>, asmolar@fast.net wrote:

> On 18 Jul 1996 19:32:04 -0700, Nick S Bensema <nickb@primenet.com> wrote:
>
> >Sound was in the 64 emulator very early on, and the SID chip is quite
> >complex. The Atari, from what I know, just has a tone generator and a
> >few distortion modes. The frequency, just one byte.
> >
> >What's the stumbling block?
>
> It's not that the Pokey is terrible complex, it's just that it works so
> differently than the sound hardware in today's PC's. So it's hard to get
> right, especially for the distortion.
>

True. Atari sound is straightforward if you don't get too picky on the
exactness of the distorted sounds which are extremely difficult to
get right unless you use samples.

Chris Lam,
Rainbow Keeper.

635. Re: Wanted Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C4D23E.10C100073C.uuout@compudata.com>
Source record: 81897

To:polari49@citynet.net N

P>Hello, I want to buy an Atari 800xl, 65xe, or 130xe with a working
P>floppy drive, 1050 or xf551. If you have any for sale reply by e-mail.

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $38
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $12
DVE Printer Power Supply Model DV-2412A..... $12
Peripheral Cable for Atari computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

 OLXWin 1.00b Rap Music = Oxymoron

636. FS: Atari HW/SW Update

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31f02001.7916154@netnews.netaxs.com>
Source record: 81898

I have the following Atari Hardware and Hardware available as of
7-19-96

EQUIPMENT:

130XE Computer (doen't work-something wrong), Good Power Supply,
Manual $10 + SH($7-8)

300AT Modem by Supra with software($4) + S&H

Atari 850 Interface, Power Supply and printer cable. $50 + SH

2- Atari joysticks

1 - Suncom Tac 5 joystick(have $5 offer,waiting on payment)

SOFTWARE/CARTRIDGES:
Star Raiders CXL4011
Qix CXL 4027

Antic Magazine Software Disks from May 87 to June/July 1990
(have a $1.50 each for these disks, waiting payment)

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Take any of the above books for $5 & SH or
Take all three books for $10 & SH

SOFTWARE:

Most include manual/instructions

1. THE NEWSROOM (5 disks with lots of clipart)
this is an excellent publisher $20 & SH

2. THE PRINT SHOP - a excellent bundle including:
The Print Shop
The Print Shop Companion
Three Graphic Disks
Holiday & Special Events Graphics Disk
No Frills Software Fonts & Borders 1

7 Total disks $20 + SH

3. TYPESETTER by Xlent Software $5 & SH

4. MAGNIPRINT by Alpha Systems $4 & SH

5. a 3 disk bundle by HI-TECH EXPRESSIONS include:
CardWare
AwardWare
AwardWare Graphics $8 & SH

EXCELLENT GAMES AVAILABLE:

1. THE SEVEN CITIES OF GOLD
by Electronic Arts (made M*U*L*E) $5

2. KARATEKA by Broderbund
excellent Karate game $5

3. SUPER BOLDERDASH
by Electronic Arts $4

4. MICROLEAGUE BASEBALL(1984) $5

5. LEADER BOARD - Dual Pack
Excellent Golf Game includes
Double sided disk with the LEADERBOARD
on one side & Tournament on other $5

6. GAUNTLET
by Mindscape
Excellent Arcade Game
(must have 800XL, 65XE or 130XE) $5

7. HACKER
a simulation games that forces a player to
hack their way into a system. This
game purposly comes with no instructions $4

MISC

1. FAMILY FINANCES I & II $3
by Atari

2. PAINT MASTER DISKETTE $2

3. DIAMOND OS by Reeve Software $3

Take ALL the above software in a disk case for $75 & SH
(cartridges not included)

DISK CASE (hold 100 5 1/4 floppies) $5 ea & SH

---

40 Blank 5 1/4 Disks $10
with disk case $15

I also have about 60-65 5 1/4 disk full of arcade games of unknown
origin. I'll sell all these for $15 & SH. I'll even throw in a disk
case.

Take all above SW and two disk cases for $120 & SH.
(and I throw in the remaining cartridges and 2 Atari joysticks)

COD or personal check (with stuff being sent out when check clears).

Buyer pays shipping.

Make offers including shipping.

Jay

****
Go ERNIE #28
Come visit http://www.intserv.com/~jayski
and http://www.intserv.com/~jayski/irvan.html

637. Joystick Support of Emulators?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4sr0ek$oeg@news.campus.mci.net>
Source record: 81899

I just realized after 4 months that, hey, I can plug a joystick in my Pentium. Can someone recommend the most atari-like one?

Ideally I would like to use my actual atari joystick but I don't think I could get a converter that would work for the output of it.

Xformer supports joysticks I think, but I keep hearing that XL-it has the more natural Atari 'feel' to it. When will XL-it support joysticks? Another XL-it suggestion is that it might include a mouse driven interface ala the Coloeco emulator for Win95.

Daniel

638. Re: 8-Bit Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <31f12a65.9564808@news2.news.demon.net>
Source record: 81900

On Tue, 16 Jul 1996 20:21:25 -0700, Sergey Zakharov
<szakharo@ix.netcom.com> wrote:

> Sounds like Mr. Ortman will try to sell you his Mother next for
>$1000.00 (or best offer)...8)

If his mother has any sense she's left town and forgotten to leave a
forwarding address.

--
andy@troas.demon.co.uk
---

639. Re: Blue Max

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4sra4g$2b3@news.xs4all.nl>
Source record: 81901

In article <4sne3p$kqv@newsbf02.news.aol.com>, Eplicon <eplicon@aol.com> wrote:
>
>Also, don't bomb your own airstrip...the results are not too pleasing.
><g>

Ah yes, I remember. When running it on my 800XL, this crashed the game. I also tried bombing my own airstrip when using a translator to emulate the Atari 400 (don't ask me why I did this), and it didn't crash, but I can't remember what happened.

Ah yes... those were the days when games were games. Forget D**M, give me Boulderdash any day.

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

640. Re: cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4srala$5e0@news.xs4all.nl>
Source record: 81902

In article <31EF4323.5A19@owl.co.uk>, Dr Jest <robp@owl.co.uk> wrote:
>I just got hold of an old 800xl which came with
>a tape drive and a number of games on cassette.
>I have transferred all my old disks to my PC using
>APE but how do I transfer the games on tape ?
>
>Rob.

Just out of curiosity, is it possible to playback the tape on a standard tape-recorder and sample the sound of the tape with your PC's soundcard, and then get the file on the tape from the sampled sound? What sampling rate would be nescesary to ensure that the data can be sampled. Perhaps, it may even be possible to retreive data from damaged tapes that have been stretched. This would be done by analysing the wave to see where the wave rises and falls.

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

641. APE Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <31f13caf.7375079@news.cyberspy.com>
Source record: 81903

Does anyone have one of these for sale? Ive tried twice to build one up, and as far as I can tell its all correct, but it still refuses to work.

I get strange things from APE...like most images will load up about 3 to 20 sectors and just die.

Thanks...

Joe Kearney
tuf@cyberspy.com

642. Re: 8-Bit Equipment MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <31F144B6.5C28@ix.netcom.com>
Source record: 81904

>
> In article <31EC5C35.2F6D@ix.netcom.com>,
> Sergey Zakharov <szakharo@ix.netcom.com> wrote:
> >Terry Ortman wrote:
> >>
> >> ATARI Equipment, MUST SELL!!!
> >>
> >> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks,
> V
> >> connector, original cost $599.00, Joysticks $19.95 each, asking $100.
> 0
> >> or best offer.
> >>
> >
> > Sounds like Mr. Ortman will try to sell you his Mother next for
> >$1000.00 (or best offer)...8)
>
> Yeah, but what was her "original cost?" :-)
>
> Uncle Fester
>
Thanks a bunch for that one, Uncle Fester!! Sure gave me a good
laugh! 8)

Sergey

643. Re: Wanted Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C4D3C3.10C1000742.uuout@compudata.com>
Source record: 81905

To:polari49@citynet.net N

P>Hello, I want to buy an Atari 800xl, 65xe, or 130xe with a working
P>floppy drive, 1050 or xf551. If you have any for sale reply by e-mail.

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $38
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $12
DVE Printer Power Supply Model DV-2412A..... $12
Peripheral Cable for Atari computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

 OLXWin 1.00b Rap Music = Oxymoron

644. DOES XEGM have an 800 mode?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: ccoffin@slate.Mines.EDU
Message-ID: <4srhns$mo0@magma.Mines.EDU>
Source record: 81906

Can you go into "800" mode on an XEGM by holding down the option and start keys? I want to play some old cassette-loading games that don't seem to work in regular XEGM mode.

ccoffin@mines.edu

645. SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4ss8bi$7j6@nnrp1.news.primenet.com>
Source record: 81907

I know there is a whole bunch of room on the Atari to put in extra chips
and stuff. I was wondering if anyone ever tried installing a Commodore
SID chip in there, and did anything with it?

In fact... would it be possible to put the ANTIC or POKEY chips in another
computer? A non-Atari computer, of course.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

646. Re: New Atari Binaries Group

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4ssjr2$og3@nnrp1.news.primenet.com>
Source record: 81908

```
In article <4ss74h$h2a@nyx10.cs.du.edu>,
Uncle Fester <thester@nyx10.cs.du.edu> wrote:
>
> Well, the new Atari binaries group made it to Nyx.
> It's a shame that one of the first things posted there
> is SPAM! ^^^^^

You misspelled "only". Hope this helps!
--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" ''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v
```

647. Demo music

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4ssd3e$eod@nnrp1.news.primenet.com>
Source record: 81909

Do they have some sort of program for the Atari 8=-bit that will automagically put some music in my demo, or some music that is ready to be put in there? Or am I going to have to write it all myself? Or can I find some sucker in Poland that will do it for me?

Preferrably the latter because I'd like to put some recognizable rock music in my demo and all I can find are AMP versions that really don't do it justice, and I know the Atari can do better (I've heard it). But I guess if they don't like rock and roll as much in Poland, I'm screwed because I haven't met anyone on IRC who speaks good English, AND knows anything about coding.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

648. Re: Atari .pic to IBM .gif conversion

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Duuqol.203@iglou.com>
Source record: 81910

Jeff Potter wrote a program called GIFNCODE, which should be available at
umich.edu.

--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

649. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4sr8tj$sta@news.xs4all.nl>
Source record: 81911

In article <4slpuh$357@dfw-ixnews2.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:

>There was alsy the 1050 Happy Drive that could read 180K MSDOS
>floppies.

How? I'm curious!
I've got a Happy 1050 drive, and so far, I've been relying on MYUTIL to transfer stuff between the PC and XL. This tends to work for a while, but soon, MYUTIL has trouble reading the disk, and in some cases, I have to formart it again on the XL (fortunately, I use a seperate disk to do all my transfers with). I'm wondering if my Happy drive is better at handling MSDOS disks than my PC's drive is at handling Happy DD disks. Most of the time, MYUTIL can read or write a few disks before it buggers up the PC's diskdrive. After that, I have to 'reset' the drive. If I'm lucky, typing 'dir' with no disk in the drive usually resets it (I have found that I have to do this nearly every time after using MYUTIL before it can read MSDOS disks again). In the worse case, the drive doesn't work for a while (even when the PC ihas been powered down for a while, but it eventually works again). Also, I always format the 'transfer' disks on my Happy drive (I can never get MYUTIL's Format command to format Atari disks on the PC).
BTW. I've got a 1.2 MB 5.25" diskdrive on my PC. Some people say that MYUTIL doesn't work with this, but I've found that it works for a short time. Is it possible to permanently damage the diskdrive this way?

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

650. Re: cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <31F14182.3F4C@htw.uni-sb.de>
Source record: 81912

> Just out of curiosity, is it possible to playback the tape on a standard
> tape-recorder and sample the sound of the tape with your PC's soundcard, and
> then get the file on the tape from the sampled sound? What sampling rate would
> be nescesary to ensure that the data can be sampled. Perhaps, it may even be
> possible to retreive data from damaged tapes that have been stretched. This
> would be done by analysing the wave to see where the wave rises and falls.

Yes, that is possible. This has already be done for the ZX Spectrum (incl.
recovery of damaged tapes).
I have to admit that I'm not able to write such a tool with my actual knowledge
and I don't have enough time to learn it at the moment.
But perhaps someone else feels encouraged !?!? It would be nice to have
an Atari tape-file-format (like in the C64 scene). I would add support for it
in XL-it!.
Perhaps some of the other emulator authors have thought about this, as well !?

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

651. Atari .pic to IBM .gif conversion

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4sqvap$o75@news.campus.mci.net>
Source record: 81913

I took some of you all's advice and did the screen capture trick from Xformer to make a GIF file from the PIC files displayed by the emulator. The problem is the size. The colors are all fine but the size of the new GIF is like twice the resolution of the original PIC.

I don't want this. So I resize the GIF with an IBM program, but as it gets smaller, some pixels get mangled. The picture gets squeezed wrong. I don't want this.

I want a pixel to pixel conversion of the original art. Is this a realistic expectation? How about an 8bit conversion program that makes GIFs of a modern GIF format? Is there such an animal?

Then I could use the excellent ImageManager program (Thanks Ivan!) to move the GIFs from the image to my IBM harddrive.

Daniel

652. Re: DOES XEGM have an 800 mode?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-20 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960720184128.19765F-100000@ns1.ptd.net>
Source record: 81914

On 20 Jul 1996, 3032799202 wrote:

> Can you go into "800" mode on an XEGM by holding down the option and
> start keys? I want to play some old cassette-loading games that don't
> seem to work in regular XEGM mode.

The XEGS(The proper name of the XE Game System), is as far as hardware goes...a 65 XE computer; also same as the 800XL model. You should be able to load cassette games while holding down 'Start' while turning it on.

To get it to play games that only run on the 800, get Fix-XL or the Translator disk which should be in a PD library somewhere. Hope this helps...

Eric Noss
a.k.a
Mr. Maddog

653. Re: Help:Transfer ATR files Pc To 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f1ccde.1175102@news.superlink.net>
Source record: 81915

```
-> But most of them , I think 90% won`t run.The gfx and sounds are
-> damaged.The copy of MyDos is ok .Any ideas??
-This sounds like it could be a PAL/NTSC problem. I think Yogi
-has some PAL images on his site. Try him at:-
-http://mars.superlink.net/scharles/
-

Hmmm..... never heard of the problem being REVERSED. I always have
problems running PAL images on my NTSC machine, the article I read on
making a PAL machine says that it will also work with ntsc software.
Darn 50Hz/pal crap!

Yogi
```

654. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f1cd59.1298157@news.superlink.net>
Source record: 81916

On 20 Jul 1996 00:43:46 GMT, summers.61@osu.edu (Andrew Summers)
wrote:

-In article <31ee79ce.1076347@news.superlink.net>,
scharles@superlink.net
-(Yogi) wrote:
-
-> Here's an idea to run past all emulator users/programmers:
-> How about someone cobble together a PC board or serial port device
-> that would have a pokey chip on it, and just use that for the
sound?
-> That seems to be the major stumbling block in the emulators, both
xlit
-> and xformer and the upcoming rainbow. The sound could still be
-> produced in the pc end but if it detected the pokey board, it would
-> use that instead. Just a thought.
-> Yogi
-
-Sound works great in Mac Rainbow - it's just too fast or slow because
it
-can't be set to exact 100% emulation speed. I think timing is the
problem
-there.

Yes, that is what I have heard. I'm just impatient :)

Yogi

655. Re: cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f1cdc7.1407719@news.superlink.net>
Source record: 81917

```
-
-(Mr. Ellman and Dr. Jest and somebody else talk about converting
-Atari cassette programs to disk load files.)
-Uhmm. Dr. Jest, I'm gonna take you serious, in all seriousness.
[deleted]
-a disk to tape conversion used the program less time than
-it took me to convert it and got a disk drive, which is
-what I suggest Dr. Jest do.

Or just send me the tapes. I'm getting bored! I need something new to
do with my omnimon!
Yogi
```

656. Re: APE Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f1ce26.1502658@news.superlink.net>
Source record: 81918

On Sat, 20 Jul 1996 20:09:42 GMT, tuf@cyberspy.com (Joe Kearney)
wrote:

-Does anyone have one of these for sale? Ive tried twice to build one
-up, and as far as I can tell its all correct, but it still refuses to
-work.
-
-I get strange things from APE...like most images will load up about 3
-to 20 sectors and just die.
-
-Thanks...
-
-Joe Kearney
-tuf@cyberspy.com

Joe, if you send me the SIO cable I will build you one.
It's the least I can do for the archive space donor!
Scott

657. Re: How do I create cartridge images???

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f1cc49.1025805@news.superlink.net>
Source record: 81919

On 19 Jul 96 22:40:20 -0600, "Mark L. Simonson"
<marksim@bitstream.net> wrote:

-On Sun, 14 Jul 1996 7:50 PM, scharles@superlink.net (Yogi) wrote:
-
--Don't know if you can - does rainbow support such images?
-(referring to supercarts such as OSS BASIC XL)
-
-Rainbow does support such images. Aquiring them seems to be the hard
part.
-I too am seeking the BASIC XL rom images. Chris Lam, Rainbow's
creator,
-gave me some tips on how I might use an assembly-language program
from DOS
-to copy the stuff to disk one bank at a time, but for me it would be
a last
-resort since I have not attempted 6502 assembly in over 10 years. It
would
-be nice if there was someone here who had already succeeded in doing
-this...
-
-Mark Simonson
-
-
Gee, I have basic XL in that lovely orange cart case. As I also have 3
other bank select carts here (battlezone, ace of aces, and flight
simii) if someone would point me in the right direction as to how to
switch the different banks (something with d500 memory locations,
right?) I can spool it out to disk VERY easily with omnimon.
I don't remember the exact details and Bill Wilkinson was very vauge
in his column about the subject in a 1984 issue of Compute!

Yogi

658. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: gmaguire <gmaguire@pennet.net>
Message-ID: <4ssped$hub@crash.microserve.net>
Source record: 81920

He's been trying to sell that Atari 400 since 1986.

659. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: gmaguire <gmaguire@pennet.net>
Message-ID: <4sspfl$hub@crash.microserve.net>
Source record: 81921

He's been trying to sell that Atari 400 since 1986.

660. Re: cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4ssbn2$bnr@madeline.INS.CWRU.Edu>
Source record: 81922

(Mr. Ellman and Dr. Jest and somebody else talk about converting
Atari cassette programs to disk load files.)
Uhmm. Dr. Jest, I'm gonna take you serious, in all seriousness.
The idea of playing a tape back and using a sound sampler, whoa.
No, I don't think it'll work. I don't remember, seems like I
tried copying an Atari tape using a standard tape deck. I don't
think it'll work, either, but I don't remember. One thing,
the atari cassette works on FM and audio tape players/recorders
use AM. That presents some problems, I guess.
I used to do this sort of thing, take a tape and make a load
file out of it. There are utilities to do this around, mostly
just simple, non-protected single stage boot tapes.
Making a load file out of a commercial protected tape is not
real easy or straightforward, It can be done, but requires
some funky what I call hacking/cracking. Probably, Dr. Jest's
tapes are commercial tapes, in the category that are not
easy to fix. WAIT A SECOND, he wants to go the other way,
make a tape out of ATR files. Oh, for goodness sakes, maybe
the best thing is to get an old ANALOG magazine that printed
BASIC programs with hex data for making either boot tape or
load file. That won't help much. A boot tape has a header
. Gees, I'm rambling. So YES, it is possible, but probably
not worth the effort as every person I ever helped with
a disk to tape conversion used the program less time than
it took me to convert it and got a disk drive, which is
what I suggest Dr. Jest do.

661. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <31F2A01F.6F8@total.net>
Source record: 81923

David A. Maxwell wrote:
>
> Wouldn't it be neat if we could put an entire 8bit Atari on an ISA
> card and drop it inside our PC's?

Actually, Chuck S. at Dataque did consider doing that, but he ran into
problems with Atari, as I recall.

Dave Paterson

662. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_837960310@rtfm.mit.edu>
Source record: 81924
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 8 days
Last-modified: July 12, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following three Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu
```

663. 2 chip SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <4str59$1tn@news.ee.net>
Source record: 81925

Could somebody please post the schematics for the 2 chip version of the SIO2PC cable. I'm going to give the one chip version a go but I may want the 2-chip at a later date. The schematic I have for the one chip version specifies the 74LS00 NAND gate. I could only obtain the 74HCT00. Will this substitute work okay?

664. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <4stqc7$13t@news.ee.net>
Source record: 81926

scharles@superlink.net (Yogi) wrote:

>On 20 Jul 1996 00:43:46 GMT, summers.61@osu.edu (Andrew Summers)
>wrote:

>-In article <31ee79ce.1076347@news.superlink.net>,
>scharles@superlink.net
>-(Yogi) wrote:
>-
>-> Here's an idea to run past all emulator users/programmers:
>-> How about someone cobble together a PC board or serial port device
>-> that would have a pokey chip on it, and just use that for the
>sound?
>-> That seems to be the major stumbling block in the emulators, both
>xlit
>-> and xformer and the upcoming rainbow. The sound could still be
>-> produced in the pc end but if it detected the pokey board, it would
>-> use that instead. Just a thought.
>-> Yogi
>-
>-Sound works great in Mac Rainbow - it's just too fast or slow because
>it
>-can't be set to exact 100% emulation speed. I think timing is the
>problem
>-there.

>Yes, that is what I have heard. I'm just impatient :)

>Yogi

Wouldn't it be neat if we could put an entire 8bit Atari on an ISA
card and drop it inside our PC's?

665. Re: Atari .pic to IBM .gif conversion

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4srp9f$3c2@news.campus.mci.net>
Source record: 81927

bmarcum@iglou.iglou.com (Bill Marcum) wrote:

>Jeff Potter wrote a program called GIFNCODE, which should be available at
>umich.edu.

GIFNcode doesn't appear to handle GR 8 files correctly. The digitized
ones.

Any other ideas people? Other native 8bit PIC to GIF converters?

Daniel

666. APE cable common problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4ssn7p$t12@nnrp1.news.primenet.com>
Source record: 81928

I think my ape cable crapped out on me. When it is plutgged into my Atari, no matter what is on the PC end, instead of making that farting "nothing there" noise or booting a disk, it makes this turntable-scratch sound you usually only get when you insert a disk sideways or something, and goes to BASIC or self-test or whatever. The APE software will report that it's getting requests, but I don't know what all that hex stuff means though I know enough hex math to know that the checksums check out.

I unplug the sio side and it goes back to normal.. normal being no disk drives, no errors...

Is this just a sign of age? (about one, two months old) or wear? (I might have stretched it, there are no grommets in the little box)

It's not in the docs.... and I'm having a friend look at it in a few days anyway. Yes, it's the 1489 version. I'm just wondering if this is what happens after a while.

gee, and right after I downloaded all that junk, too....

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" ''''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

667. Re: SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <4stqop$13t@news.ee.net>
Source record: 81929

nickb@Primenet.Com (Nick S Bensema) wrote:

>I know there is a whole bunch of room on the Atari to put in extra chips
>and stuff. I was wondering if anyone ever tried installing a Commodore
>SID chip in there, and did anything with it?
I know a guy who made a MIDI synth with multiple SID chips so I know
the SID chip can be transplanted.

>In fact... would it be possible to put the ANTIC or POKEY chips in another
>computer? A non-Atari computer, of course.
I don't know. It would be cool though wouldn't it? It is possible to
put two pokey chips in an atari for specially written stereo software.

>--
>N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
>" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
>On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
>just START HUMMING. Those who don't know will freak. Tucson-->v

668. FS: Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: rdcarls1@facstaff.wisc.edu
Message-ID: <4stuu2$qjs@news.doit.wisc.edu>
Source record: 81930

I have recently acquired an Atari 800. I was assured of its functionality, but it lacks an AC adapter, so I cannot verify this. If anyone is interested, I would give this for free, although a small compensation in cash or more modern components would be appreciated. I could get this to someone within one hour driving time of Madison WI (in exchange for gas $). If you want it shipped to you, you pay the shipping (it weighs ~10#). E-mail and telephone replies only. My name is Jesse Paulsen; my telephone is (608)246-9193.

669. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4su5ok$rqh@nnrp1.news.primenet.com>
Source record: 81931

In article <4stqc7$13t@news.ee.net>,
David A. Maxwell <dmaxwell@greenapple.com> wrote:
>
>Wouldn't it be neat if we could put an entire 8bit Atari on an ISA
>card and drop it inside our PC's?

Wha'? Great, now someone's going to actually try it.

Probably a good idea of how to salvage dead Ataris... put the ANTIC, GTIA
and POKEY chips in the ISA card and take care of 6502 emulation with the
PC.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, everyone in the world Phoenix-->*_,--._/
just START HUMMING. Those who don't know will freak. Tucson-->v

670. Yogi:I have U3 player disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-21 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <31F28559.F76@ix.netcom.com>
Source record: 81932
Body handling: Inline uuencoded payload not displayed: Mo'slo.com

Hey, Yogi!

I have a nice clean 'virgin' player master disk for Ultima 3 if you still need the .ATR image of it. It was taken from my original which I checked and verified today. I could email the .ATR image to if you'd like. Let me know, huh? Also can you help me out if possible? Could you please shed some light on how to use the 'attachment' listed below & others like it that I've seen elsewhere? The one below is for mo'slo.com for the PC (a small tsr that slows down your too fast PC). I don't necessarily need this particular file; I would just like to know how to get (convert?, decode?) it into a structure that does something. I've also seen these as .zip files; but zipped files should all have the characters "PK" at the beginning shouldnt they? The file below & others like it, all have the common "M" at the beginning of each line. Also,how do you post files (attachments)so that they end up this way?

Regards,
Sergey

BEGIN -- Cut Here -- cut here

[Inline uuencoded payload not displayed: Mo'slo.com]

END -- Cut Here -- cut here

671. ATARI CHAT ON THE WEB!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <4sukth$fba@nuke.csu.net>
Source record: 81933

Hey Atari 8-bitters!

Please come to my chat page this Wednesday (and hopefully every Wednesday)
at 12pm noon (Pacific Time).

No fancy web browser is needed. Just load up Ice-T or FlickerTerm 80 and
run Lynx! :)

http://zippy.sonoma.edu/~kendrick/chat/

I will hopefully have, on occassion, some famous people from the 8-bit
scene (of today and yesterday). For now, though, this is just a place
to get together once a week and talk Atari!

See you there!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

672. Zip Drive?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: gromit@carroll.com
Message-ID: <Dux7M2.Lxq@news2.new-york.net>
Source record: 81934

Rumor has it that the SCSI version of the Iomega Zip drive
can be used with the Black Box adapter in 16MB chunks.
Anyone tried this?

Is is possible to talk bidirectionally through the Atari Serial
adapters? i.e. 850 or that SIO adapter?

Thanks!
Abe Waranowitz
gromit@carroll.com

673. Re: What you've all been waiting for

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4supij$l8m@madeline.INS.CWRU.Edu>
Source record: 81935

(Yogi says I got him mixed up with someone else about someone
wanted to write DOS to an Atari 8 disk using their/his/her PC.)
Sorry Yogi. That's not surprising for me to mix things up.
SOMEBODY wrote a msg that said they had an A8 they just bought
or something, and a disk drive, but no DOS disk. If that person
would give me back a little face they could remind us who they
were.
Nevertheless, I've got my BETA testers, so don't everbody leave
me e-mail asking to test my software now.

674. FS: C64/Amiga/Apple/Atari/Mac/IBM/TI-99 game software (mostly)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: steven@rain.org
Message-ID: <4suq7i$k8q@news.rain.org>
Source record: 81936
Cross-posted to: comp.sys.cbm,comp.sys.ibm.pc.games.marketplace,comp.sys.ti,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.amiga.software,comp.sys.atari.8bit,misc.forsale.computers.pc-specific.software,misc.forsale.computers.other.software,misc.forsale.computers.mac-specific.software

I am posting this message for a friend without his own Internet account.

ALL SOFTWARE PACKAGES ARE ORIGINALS. THEY CONTAIN THE COMPLETE DOCS, DISKS,
AND BOXES unless noted otherwise. All opened disks have been tested and I
will guarantee they work.

Feel free to make reasonable offers on anything below. Few prices are firm,
especially if you are buying several other items.

SOFTWARE FOR SALE:
AMIGA 3.5":
Arkanoid, disk only.....$2
Jack Nicklaus' Golf, no box.....$4
Midwinter.....$4
Netherworld, disk only.....$2
Pioneer Plague, no box.....$5
Warlock.....$4
APPLE II+/E/C 5.25":
15 different PFS:File, PFS:Graph, PFS:Write, etc... 50 cents each disk
(I can provide a complete list if interested in exact PFS titles)
ATARI 8-BIT 5.25":
Print Power (Atari/C64 disks).....$3
Tomahawk (Atari/C64 disk).....$4
ATARI ST 3.5":
E-Z Track MIDI Sequencer, unopened...$3 (also have one opened for $2)
Zork I, disk only.....$1
COMMODORE 64/128 5.25":
Ace of Aces.....$4
Beyond Dark Castle, no box.....$4
Blue Angels.....$3
Border Zone, no box.....$4
Deceptor.....$2
Defender of the Crown.....$4
Die Hard.....$3
Force 7.....$2
GEOS Desk Pack I, no box.....$2
Grave Yardage, no box.....$4
Kings of the Beach, no box.....$4
Murder by the Dozen, no box.....$4
Oil Barons (big and heavy package)...$2
Paperclip 64, no box.....$3
PHM Pegasus.....$3

Pipe Dream, no box.....$4
Print Power (Atari/C64 disks).....$3
Sky Runner.....$2
Tomahawk (Atari/C64 disk).....$4
Top 20 Solid Gold (Cosmi), no box....$3
Top Fuel Eliminator.....$3
TV Sports Football.....$3
X-15 Alpha Mission.....$3
IBM 5.25":
Sword of the Samurai.....$4
MACINTOSH 3.5" (not games):
Click Change 1.04.....$3
Mac Plot, standard V3.4.....$3
Rival 1.1.4.....$3
Status Mac, unopened.....$5
(1991, System 7 compatible)
TI-99/4A CARTRIDGES:
Beginning Grammar, no docs/no box....$2
Household Budget Management, no box..$3

HARDWARE FOR SALE:
Apple IIGS/Mac MIDI interface (manufactured by Apple) with cables & docs,
(plugs into ADB port).....$16
Commodore 64/PET Datasette.....$7

For people on the West Coast near California (unless you like to pay
outrageous shipping prices on the following heavy items):
* At least 4 working 1541 disk drives
* 1 working 1571 disk drive
* 1 working Commodore MPS801 printer, broken ribbon, no docs
* 1 working Commodore MPS802 printer, with tractor unit, extra ribbon
If anyone cares to take all of the above at once, $15 each + shipping.

SOFTWARE WANTED (will also trade for/possibly buy):
ATARI 8-BIT 5.25":
Clowns & Ballons
TI-99/4A CARTRIDGES:
Beyond Parsec, Bigfoot, Choplifter, Computer War, Crossfire, Joust,
Jumpman Jr., Munchman 2, Scrabble, Space Journey, Spy's Demise, Tris

==========
The above prices DO NOT include shipping. I'm in California. Depending on
how far away you are, how many items you want, if they have boxes, and how
heavy everything is, the shipping cost usually ranges from $3 to $8 UPS or
priority US mail. I don't have time to deal with lots of small transactions,
so I need to ask a minimum of $15 worth of items. If you are interested in
buying a lot of stuff at once, I will try to make you a deal on the shipping.
In general, a few pieces of software cost $4 or $5 to ship. Leaving out the
boxes will often significantly reduce the shipping cost.

I will only ship within the UNITED STATES and to CANADA.

Thank you,
Randall

Please send e-mail to steven@rain.org and include at the top of the message
or in the subject header: "Forward to Randall". Because these messages will
be hand-carried on floppy disk or sent to me via modem only once or twice
per week, it may take me a little while to respond.

675. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: chriswil@southern.co.nz
Message-ID: <4sv66v$43h@orm.southern.co.nz>
Source record: 81937
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
:
: And I still haven't found a server that seems to believe my control
: message worked. Anyone out ther in Atari land have root access at a
: news server?

Yup!! Southern Internet Services Ltd. (southern.co.nz) has root access to
alt.binaries.atari newsgroup. Seems we simple folk here in New Zealand
are staying a step ahead of you folk out there...you had better catch up
soon!!! :)

Chris W.
/|\

676. Re: Help:Transfer ATR files Pc To 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31F33B88.2B94@owl.co.uk>
Source record: 81938

Yogi wrote:
>
> -> But most of them , I think 90% won`t run.The gfx and sounds are
> -> damaged.The copy of MyDos is ok .Any ideas??
> -This sounds like it could be a PAL/NTSC problem. I think Yogi
> -has some PAL images on his site. Try him at:-
> -http://mars.superlink.net/scharles/
> -
>
> Hmmm..... never heard of the problem being REVERSED. I always have
> problems running PAL images on my NTSC machine, the article I read on
> making a PAL machine says that it will also work with ntsc software.
> Darn 50Hz/pal crap!
>
> Yogi

You seem to be correct, I can run the images on your site on my PAL machine. How about that - we get all the games and a better TV picture too !

677. Happy Computers

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: ., <>
Message-ID: <4svp7s$flc@dub-news-svc-5.compuserve.com>
Source record: 81939

Is Happy Computers still in business?

678. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4svor2$fc2@sjx-ixn5.ix.netcom.com>
Source record: 81940

In <4sbi2g$1f9@newsbf02.news.aol.com> armstrongj@aol.com (ArmstrongJ) writes:
>
> Okay. I've received many answers to this question before, but I've
>never got this to work. Is there ANY way to write an Atari disk using an
>IBM PC. I have Atari DOS II running on my 65XE with an XF551 disk drive.
>What program can i run on the IBM to write this type of Atari disk? I
>need an exact answer. I've tried to use UTIL and MyUTIL to do it, but
>neither works and neither comes with any true documentation to tell me if
>I'm doing something wrong. Could someone please help! I would love to
>use this 65XE!
>
>Reply here or E-mail me
>
>
>Jeff Armstrong
>JBA Software Laboratories and Armstrong/Irving-Irving Software
>Software for the IBM PC and DEC Rainbow
>http://members.aol.com/armstrongj/jarm.html

Simply put, NO. You can build .XFD or .ATR Atari emulator disk image files then using something like SIO2PC, copy them back to your 8-bit. OR copy the files to your 8-bit using a null-modem cable and communications software on both ends. The latter works well for me.

rely@ix.netcom.com

679. Re: ultima III

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31F367D0.45B6@owl.co.uk>
Source record: 81941

Yogi wrote:
>
> OK Someone sent me the new disk. Now I don't have to fight balrons
> with level 1 characters!
> Oh and oh yeah, it works too!
> Will be u/l to archive as "ult3plyr.zip"

How about player disks for ultimas 1,2 & 4 ?

680. Re: Xformer Users: How Can I Save the Screen as a GIF?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4svukg$e50@news.campus.mci.net>
Source record: 81942

rely@ix.netcom.com(Robert Smith Ely) wrote:

> There is a program for the 8-bit called GIFNCODE.COM (I believe it
>is), that will convert 8-bit images to GIF. Once you do the conversion
>you can use them on any computers that supports GIF. Just be warned
>that 8-bit images don't do well on high res systems. They come out very
>skinny. 80 pixel gr.9 pix tend to be the worst. The ones with higher
>horizontal resolution (192 or 320 pixels) seem to come out better.

I've been trying GIFNcode. It doesn't appear to work. It totally
messes up the PIC's I try to convert. My PIC's are the standard atari
picture files, saved with a program called BBKart.

Anyone actually use GIFNcode who knows what might be wrong?

Daniel

681. Re: Yogi:I have U3 player disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4t0fnj$dp8@news4.digex.net>
Source record: 81943

In article <31F28559.F76@ix.netcom.com>,
Sergey Zakharov <szakharo@ix.netcom.com> wrote:
> Also can you help me out if possible? Could you
>please shed some light on how to use the 'attachment' listed below &
>others like it that I've seen elsewhere? The one below is for mo'slo.com
>for the PC (a small tsr that slows down your too fast PC). I don't
>necessarily need this particular file; I would just like to know how to
>get (convert?, decode?) it into a structure that does something. I've
>also seen these as .zip files; but zipped files should all have the
>characters "PK" at the beginning shouldnt they? The file below & others
>like it, all have the common "M" at the beginning of each line. Also,how
>do you post files (attachments)so that they end up this way?
>
> Regards,
> Sergey
>
>BEGIN -- Cut Here -- cut here
>begin 644 Mo'slo.com
>MZ=L"N&0`ZRNZ.@*X""7-(8`^\P$"=?FA]`'WT(O86>/B]^$%,@"Y9`#W\3T%
>M`'<#N`4`4+ID`/?BB\O1Z0/!@](`]_.^XP*Q"D[V\8#$,(@D,N0*P'7RNI("

[deletia]

>M#0H``
>L``#T
>`
>end
>END -- Cut Here -- cut here

Sergey,

This is a UUENCODED file. Back in the days when all that e-mail could handle
was 7-bit ASCII, a way was devised to convert 8-bit to 7-bit. What you wanna
do is get ahold of a decoder (check any SimTel archive for half a dozen
DOS-based uudecoders), cut the file where it says to be cut so the FIRST line
in the file is
begin xxxxx
and the LAST line is
end
then run your decoder on that file and you'll end up with an executable, or
ZIP file, or something...

682. Upper limit on Sparta DOS partition?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-2207961536480001@news.boulder.noaa.gov>
Source record: 81944

MyDOS 4.5 reportedly supports volumns up to 16 megs. At one point
there was a rumor of version 4.6 that would allow for larger
partition sizes. As this version ever been released?

How about the maximum partition size for Sparta DOS 3.2g?

I have a blackbox connected to a 100 meg HD. I don't think that
I have nearly enough software to fill even the 16 meg limit.

-Mark

--
Mark Steele
325 Broadway E/GC3
Boulder, CO 80303

voice :(303)497-6505
fax :(303)497-6513

steelem@rintintin.colorado.edu
msteele@ngdc.noaa.gov

683. Re: ATARI CHAT ON THE WEB!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4t11b5$6h4@nnrp1.news.primenet.com>
Source record: 81945

In article <31f3ebcb.6883417@news.sover.net>,
Rick Ziegler <rziegler@sover.net> wrote:
>On 22 Jul 1996 01:18:41 GMT, kendrick@sitka.sonoma.edu (William
>Kendrick) wrote:
>
>>Hey Atari 8-bitters!
>>
>>Please come to my chat page this Wednesday (and hopefully every Wednesday)
>>at 12pm noon (Pacific Time).
>>
>> http://zippy.sonoma.edu/~kendrick/chat/
>
>I'll be there, Bill! But isn't IRC easier to use for this purpose?
>(I've seen your web chat before). #atari8 is building quite a
>following.

I agree with that, and I'd like to add that 12 p.m. noon is a bit early
for some people, who may be at work during that time. Me, I get out of
school right now about that time, and can probably get home by about
12:15. But I'd much rather IRC, because having limited experience with
Lynx as a chatting tool, and knowing how screwy the Web can be, and the
fact that I can't abort the loading of a web page without quitting thew
whole browser..... IRC would just be better.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, I expected everyone in Phoenix-->*_,--._/
in the world to just START HUMMING. They didn't. Darn. v

684. Wireless Joy Sticks

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: depeche@rtd.com
Message-ID: <4t0jj2$ip0@rap.SanDiegoCA.NCR.COM>
Source record: 81946

I saw this in a "American Science & Surplus" catalog, so I thought someone here might be interested.

"Atari From Afar"

"Remote joy sticks made by Cynex in Korea for Atari 400 & 800, Sears and Commodore VIC20 video systems and home computers. Game Mate II(tm) system consists of (2) joy stick units with radio transmitters and a receiver that hooks up to the regular joy stick inputs on the Atari game unit. Put a couple of batteries in the units, hook them up following the simple included instructions, and you are all set to play the game from further afield. Except that the units appear used and are, we believe returns from customers. Thus they may not work right. On the other hand, perhaps the customers failed at the games they attempted and blamed the joy sticks?! Try your own luck."

"20665 Wireless Joy Sticks $7.50 a set"

Fax Orders 800-934-0722, Phone Orders 847-982-0870
American Science & Surplus
3605 Howard Street
Skokie, Illinois, 60076

Considering how obsolute hardware for the Atari will eventually just disappear, perhaps this might be useful for somone.

Depeche

Disclaimer: I take no responsibility for anything that may result from calling this company. I take no responsibility for anything anyone may do as a result of this post, including but not limited to, their loss of money, spouse, or even their life as a result of suicide. Any responses to me concerning this post will be ignored if negative, and gleefully read if positive. If you want to send ME money for any reason, you are free to do so with the understanding that I am not sending you anything, and you may not get your money back. I am no way associated with the above company, and am only posting this as an informational post for people in the Atari community who may be interested in such a product. Blech.

685. Re: Happy Computers

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: bodysurf@netcom.com
Message-ID: <bodysurfDuyvs0.Bu1@netcom.com>
Source record: 81947

```
.,@compuserve.com wrote:

: Is Happy Computers still in business?

No. Richard Adams dissolved the company in the last 1980s.

Lates!
---------------------------------
Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.2 Public Key
```

686. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960722072657.27209B-100000@ganesh.lm.com>
Source record: 81948
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Don't even know what root access is but I can read the spammer messages
that have already appeared there!!

On 22 Jul 1996, Chris Wilkinson wrote:

> Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
> :
> : And I still haven't found a server that seems to believe my control
> : message worked. Anyone out ther in Atari land have root access at a
> : news server?
>
> Yup!! Southern Internet Services Ltd. (southern.co.nz) has root access to
> alt.binaries.atari newsgroup. Seems we simple folk here in New Zealand
> are staying a step ahead of you folk out there...you had better catch up
> soon!!! :)
>
> Chris W.
> /|\
>
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

687. Another dead 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31F3461B.454F@rcp.co.uk>
Source record: 81949

Hi,

I know that there has been many mails about dead 1050s
in this group and at the time I ignored them all as
my 1050 worked. But alas...

Anyway the problem is:

When I switch it on the head moves about 1/2 inch towards
the centre of the disk and stops. So I switch it off and
on again and it moves another 1/2 inch towards the centre.
I never actaully studied it when it worked but I guess a
working one should move the head all the way to the centre
of the disk and back again.

Does this sound like the stepper motor is bust or could it
be a transister or a capacitor or something.

Anyone have any ideas?

Any help appreciated.
Ivan
--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

688. Re: ultima III

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f36501.24261545@news.superlink.net>
Source record: 81950

OK Someone sent me the new disk. Now I don't have to fight balrons
with level 1 characters!
Oh and oh yeah, it works too!
Will be u/l to archive as "ult3plyr.zip"

689. Re: Xformer Users: How Can I Save the Screen as a GIF?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4svog6$qds@dfw-ixnews10.ix.netcom.com>
Source record: 81951

In <4sbaoo$9u1@news.campus.mci.net> daniel11@appstate.campus.mci.net (Daniel Clinton) writes:

>
>
>I have some artwork on my disk images (ATRS) that I can display while
>running a view program on the emulator. I would like to save the
>artwork as a standard IBM GIF file.
>
>I'm running Win95. Anyone know how to do this?
>
>Thanks,
>
>Daniel
>
>

There is a program for the 8-bit called GIFNCODE.COM (I believe it is), that will convert 8-bit images to GIF. Once you do the conversion you can use them on any computers that supports GIF. Just be warned that 8-bit images don't do well on high res systems. They come out very skinny. 80 pixel gr.9 pix tend to be the worst. The ones with higher horizontal resolution (192 or 320 pixels) seem to come out better.

rely@ix.netcom.com

690. Re: Xformer Users: How Can I Save the Screen as a GIF?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4svp8a$eg5@sjx-ixn6.ix.netcom.com>
Source record: 81952

In <31EA0AAD.72F@htw.uni-sb.de> Markus Gietzen <iig05-1@htw.uni-sb.de>
writes:
>
>Daniel Clinton wrote:
>
>> I have some artwork on my disk images (ATRS) that I can display
while
>> running a view program on the emulator. I would like to save the
>> artwork as a standard IBM GIF file.
>
>That's how I did it with XL-it! (and this works with XF, as well):
>
>As you use Win95, you can run XF in a window. Now mark the
>complete screen and make a copy (to the clipboard).
>Now start paintbrush (or Paint Shop Pro or ....) and make a paste.
>That's all.
>
>Bye,
> Markus
>
>--
>Markus Gietzen Author of XL-it! Atari XL/XE-emulator
>
>E-Mail: iig05-1@htw.uni-sb.de
>WWW: http://www.htw.uni-sb.de/people/mgietzen.html
The only problem here is that neither pbrush nor PS Pro handle GIF.
Use one of these to capture the image to a BMP or PCX format file then
use Graphics Workshop ir MS Office Imager to convert to GIF or any
other major file format.

rely@ix.netcom.com

691. Re: cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t09fh$2c4_001@jf.intel.com>
Source record: 81953

In article <4ssbn2$bnr@madeline.INS.CWRU.Edu>,
cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:
>
>(Mr. Ellman and Dr. Jest and somebody else talk about converting
>Atari cassette programs to disk load files.)
>Uhmm. Dr. Jest, I'm gonna take you serious, in all seriousness.
>The idea of playing a tape back and using a sound sampler, whoa.
>No, I don't think it'll work. I don't remember, seems like I
>tried copying an Atari tape using a standard tape deck. I don't
>think it'll work, either, but I don't remember.

It worked fine for me. You do have to use a good-quality deck and turn off
all noise-suppression stuff like Dolby, however.

>One thing,
>the atari cassette works on FM and audio tape players/recorders
>use AM. That presents some problems, I guess.

Not strictly accurate. The recording is always plain analog. "AM" and "FM"
mean nothing in those terms. Decoding the data is a different kettle of fish,
but that has nothing to do with the actual recording technique.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

692. Re: How do I create cartridge images???

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: "Mark L. Simonson" <marksim@bitstream.net>
Message-ID: <31F41115.6AEA@bitstream.net>
Source record: 81954

>On Sun, 21 July, Yogi wrote:

>Gee, I have basic XL in that lovely orange cart case. As I also have 3
>other bank select carts here (battlezone, ace of aces, and flight
>simii) if someone would point me in the right direction as to how to
>switch the different banks (something with d500 memory locations,
>right?) I can spool it out to disk VERY easily with omnimon.

Here's the info Chris gave me:

>...the super carts ought to be quite easy... you need something like
>
>LDA#value
>STA $D501
><copy contents of $A000 to $BFFF to, say, $6000 onwards>
>RTS
>
>If you run this OBJ file from DOS (using L option) then the copy
>takes place and you can then use DOS to save the the copied memory.
>Repeat for the other banks. For 'value' start at zero and increment
>by 1 each time. Once you you have saved four different files, stitch
>them in order (see 'v1.2 Update' textfile for more).

The Rainbow v1.2 Update text file has this to say about OSS Super
cartridges:

>...Rainbow expects such an image in the following file format:
> [bank 1] 4k at $A000 to $AFFF
> [bank 1] 4k at $A000 to $AFFF
> [bank 2] 4k at $A000 to $AFFF
> [bank 1] 4k at $B000 to $BFFF
>
>Bank 4 cannot be switched out, it usually takes control after the OS
>has finished starting up. Banks 1, 2, and 3 are switched into the
>window $A000 to $AFFF by poking locations in page $D5 and naturally
>can only be viewed one at a time.
>
>If you have a SuperROM image (say be reading from an EPROM blower)
>and it doesn't work then try the following...
>
>1) Make sure bank 4 is at the end of the file as above. Bank 4 is
> very simple to determine; use HexEdit to find the 6 cartridge
> control bytes which are at the end of each 4k segment. These bytes
> are lo,hi (exec address), 0, 5(?) and lo, hi, (init address). The
> addresses usually point in $B000 to $BFFF region. Move bank 4 to
> the end if necessary.

>
>2) If 1) is not enough then the other banks maybe in the wrong order.
>
>3) Otherwise the SuperROM uses some $D5xx locations which aren't
> emulated (let me know and I'll fix it)...

Does this help?

Mark Simonson

693. Re: Zip Drive?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DuyG5r.3y7@iglou.com>
Source record: 81955

In article <Dux7M2.Lxq@news2.new-york.net>, <gromit@carroll.com> wrote:
>Rumor has it that the SCSI version of the Iomega Zip drive
>can be used with the Black Box adapter in 16MB chunks.
>Anyone tried this?
>
>Is is possible to talk bidirectionally through the Atari Serial
>adapters? i.e. 850 or that SIO adapter?
>
If you're asking about a bidirectional parallel port, the 850 port is
strictly output only. As far as I know, SIO2PC should have no problem
working with a parallel-port drive attached to the PC.
--
Bill Marcum bmarcum@iglou.com
On 22 July, 1996, at 6:00 pm GMT, everyone in the world
just START HUMMING. Those who don't know will freak.

694. Re: ATARI CHAT ON THE WEB!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: eru@sover.net
Message-ID: <31f3ebcb.6883417@news.sover.net>
Source record: 81956

On 22 Jul 1996 01:18:41 GMT, kendrick@sitka.sonoma.edu (William
Kendrick) wrote:

>Hey Atari 8-bitters!
>
>Please come to my chat page this Wednesday (and hopefully every Wednesday)
>at 12pm noon (Pacific Time).
>
>No fancy web browser is needed. Just load up Ice-T or FlickerTerm 80 and
>run Lynx! :)
>
> http://zippy.sonoma.edu/~kendrick/chat/
>
>
>I will hopefully have, on occassion, some famous people from the 8-bit
>scene (of today and yesterday). For now, though, this is just a place
>to get together once a week and talk Atari!
>
>See you there!
>
>-bill!

I'll be there, Bill! But isn't IRC easier to use for this purpose?
(I've seen your web chat before). #atari8 is building quite a
following.

Rick

695. Re: Yogi:I have U3 player disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <31F41618.61@ix.netcom.com>
Source record: 81957

```
> Sergey Zakharov wrote:
>
> Hey, Yogi!
>
> I have a nice clean 'virgin' player master disk for Ultima 3 if you
> still need the .ATR image of it. It was taken from my original which I
> checked and verified today. I could email the .ATR image to if you'd
> like. Let me know, huh? Also can you help me out if possible? Could you
> please shed some light on how to use the 'attachment' listed below &
> others like it that I've seen elsewhere? The one below is for mo'slo.com
> for the PC (a small tsr that slows down your too fast PC). I don't
> necessarily need this particular file; I would just like to know how to
> get (convert?, decode?) it into a structure that does something. I've
> also seen these as .zip files; but zipped files should all have the
> characters "PK" at the beginning shouldnt they? The file below & others
> like it, all have the common "M" at the beginning of each line. Also,how
> do you post files (attachments)so that they end up this way?
>
> Regards,
> Sergey
>
> BEGIN -- Cut Here -- cut here
> begin 644 Mo'slo.com
> MZ=L"N&0`ZRNZ.@*X""7-(8`^\P$"=?FA]`'WT(O86>/B]^$%,@"Y9`#W\3T%
>
> <snip>
> L```````````````````````````````````````````````````````````#T
> `
> end
> END -- Cut Here -- cut here
>
```

Yogi has a nice clean Ultima 3 'player master' disk for the archives
and I got my questions answered!
Ain't life on the internet great?!

Thanks guys!

Sergey

696. Re: New Atari Binaries Group

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t09fi$2c4_003@jf.intel.com>
Source record: 81958

In article <4ss74h$h2a@nyx10.cs.du.edu>,
thester@nyx10.cs.du.edu (Uncle Fester) wrote:
>
> Well, the new Atari binaries group made it to Nyx.
> It's a shame that one of the first things posted there
> is SPAM!

Sorta figures. I don't have it here at all yet. I thought it had arrived,
but it turned out that m,y gating software is actually gating to the group
if it's included in the header from another newsgroup. %^(As soon as it
arrives, however, my cancelbot will go to work on the spammers. Meanwhile,
please send email to the postmaster(s) of the spammers, copying the entire
spam including header data, and complaining that, well, here's my usual
format:

The following inappropriate (and possibly illegal) post appears to have
originated from your system. Please take action to inform the poster of the
charter of alt.binaries.atari and similar groups:

#include CHARTER.TXT

#include spam headers
#include spam body

#include my.sig

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

697. Portfolio stuff wanted - UK

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: drc@YES.york.ac.uk
Message-ID: <drc.45.000BC8BB@YES.york.ac.uk>
Source record: 81959

I've recently purchased a second-hand Portfolio. Lovely little beast, but lacking in so many things, like memory cards and other storage media.

Does anyone know how I can get hold of anything like a floppy drive, or some such, or any memory cards. Or anything really. First, second or fifteenth-hand.

Cheers muchly,

Dave C. Windows 95 into Portfolio wont go. Bloody good job too.

698. Re: Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-22 00:00:00 UTC
From: jhughes@mail.kdcol.com
Message-ID: <31f3b1cf.1122255@news.kdcol.com>
Source record: 81960

On 17 Jul 1996 12:43:11 GMT, rely@ix.netcom.com(Robert Smith Ely)
wrote:

> First off, which version of PC Xformer are you using. It must be
>3.50 or later. Curiously, I was about to build this cable from the
>wiring instructions provided by BraSoft. It shows the following cable
>connections:
> SIO end PC end (DB25)
> 2 3
> 5 5
> 7 7
> 10 9
> 3 11
> 4 18
> 4.7K ohm resistor connecting pins 2 and 11
>
>The odd part of this is that RS232C does NOT use pins 9,11 and 18 They
>are either reserved or not used. What is he doing here? I don't have a
>db25 serial port on my PC, so I wanted to convert this to db9. Can't be

The reason that you can't match up this cable to your RS232 db9 is
that the XFormer cable is designed for the parallel port (printer).
The SIO cable and PC XFormer cable are completely different animals.
The SIO is for serial ports but needs extra chips and circuitry to
convert TTL levels to RS232 levels. The PC XFormer uses input and
ouput bits on the parallel port which are already at TTL levels.
Trying to build the XFormer cable for a serial port may end up
disabling your system!
jhughes@mail.kdcol.com

699. 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: "James E. King" <jeking@xmission.com>
Message-ID: <4t392e$sgr@news.xmission.com>
Source record: 81819

Does anybody out there still call (on a regular or failry regular basis) atari 8bit related or specific BBS systems? Would it be worth my effort to put my BBS back online - in Carina format?

700. Re:Wanted: Wico 'bat' joystick(s)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: "James E. King" <jeking@xmission.com>
Message-ID: <4t3946$sgr@news.xmission.com>
Source record: 81820

In article 4fioii$jds@nnrp1.news.primenet.com,
oscar@primenet.com (Oscar Fowler) said:
>
>
>So did all of these perish with years of overuse, or are
>there still working ones out there?

I still have several that are VERY functional.. Probably the best joystick I've ever used, including those I've purchased for my peecee.

701. Re: ultima 3 revisited

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f55f1e.789716@news.superlink.net>
Source record: 81821

OK I have now received all FOUR ultimas with FRESH character disks.
Thanks whomever suggested it. They will be in the Archive On saturday.

702. Re: alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: Kim Andersen <dksoft@image.dk>
Message-ID: <31F548A5.2BE8@image.dk>
Source record: 81822
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Rich Tietjens wrote:

> And I still haven't found a server that seems to believe my control
> message worked. Anyone out ther in Atari land have root access at a
> news server?

I do Rich.

Greets
Kim Andersen

703. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4t3ucl$kob@nnrp1.news.primenet.com>
Source record: 81823

In article <4t392e$sgr@news.xmission.com>,
James E. King <jeking@xmission.com> wrote:
>Does anybody out there still call (on a regular or failry regular basis) atari 8bit related or specific BBS systems? Would it be worth my effort to put my BBS back online - in Carina format?
>

Carina rules the universe. Put it back up.

I'd like to be first in line for the "drop-to-BASIC" access. Let's see another system do that!

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, I expected everyone in Phoenix-->*_,--._/
in the world to just START HUMMING. They didn't. Darn. v

704. Odyssey^2 and Odyssey^3 videogames FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: kaiser@pofvax.pnb.sunysb.edu
Message-ID: <4t3b4i$e14@abel.cc.sunysb.edu>
Source record: 81824

Robert D. Kaiser kaiser@pofvax.pnb.sunysb.edu

Odyssey2 (Philips G7000)
Odyssey3 Command Center (Philips Videopac + G7400)

Welcome to the world of the Odyssey^2 and Odyssey^3 !
Magnavox's Odyssey^2 was a popular American videogame console, sold
in the United States from 1978 and 1983. It never was quite as
popular as the Atari 2600 or Mattel's Intellivision, but it did
sell more units that the GCE Vectrex, Bally Astrocade, Emerson
Arcadia 2001, Fairchild Channel F or the RCA System II.

It is less well known that the Odyssey^2 was even more
popular in Europe, where it was marketed by Magnavox's parent
company, Philips Electronics. In Europe (and in other parts
of the world as well) the Odyssey^2 was sold as the Philips G7000
Videopac console. In France, it was known as the Philips C52.

Around 1983, the videogame market was beginning to
contract, and the Odyssey^2 totally lost its market share to the
next generation 8 bit videogames like the Colecovision, Atari 5200,
and the original Nintendo. In order to compete, Magnavox developed
their own next generation system, code named the Odyssey^3. Later
press releases revealed that it would be termed the Command Center.

The Odyssey^3 Command Center was to have 16k ROM, 16k RAM,
and a capacity for detailed background and foreground graphics.
The keyboard was redesigned to have more keys, and a real computer
keyboard was added in place of the Odyssey^2's flat plastic
membrane. There was a built in joystick holder, so that one person
could use both joysticks at once, for arcade style games. The unit
also had two planned accessories: A voice synthesizer and a 300
baud modem. The Odyssey^3 Command Center was hyped to the press,
and previewed at the 1983 Consumer Electronics show.

It never was released.

For years, people searched for prototypes of this unit,
although the chances of finding one were slim since only a few
prototypes were made. In time, the Odyssey^3 became known
as vaporware among most, and a 'holy grail' of videogame collectors
among those who knew that a few prototypes really existed.

Last year I made an amazing discovery: Philips had
released the Odyssey^3 ! It was only sold for a limited time in
1983, and 16 cartridges were ever made for it - but it did exist!
It was sold as the Philips Videopac + G7400. The Videopac +

console had almost exactly the same internal hardware as the
American Odyssey^3 prototype, but externally it was very different.

The keyboard did indeed have extra keys, but a flat plastic
membrane keyboard was used instead of a real keys to save costs.
Also, there was no built in joystick holder.

The Philips Videopac + G7400 could play four types of cartridges.

(1) All the standard Odyssey^2 / Philips G7000 cartridges.
The backward compatibility would ensure that many Odyssey owners
would upgrade to this system and still be able to use all their old
games.

(2) A series of remakes, in which popular Odyssey^2/Philips
G7000 games were re-released with high resolution, beautifully
rendered background graphics, similar in quality to what one would
see on a Colecovision. If these game were played on a regular
Odyssey^2/ Philips G7000 the game would play just like the classic
version, but the high-res background graphics would not be visible.

(3) A series of totally new Odyssey games. These had standard
Odyssey foreground graphics but also had high resolution background
graphics. If these game were played on a regular Odyssey^2/Philips
G7000 the game would play correctly, but the high-res background
graphics would not be visible.

(4) A series of totally new Odyssey^3/Philips G7400 only games
that could only be played on the Odyssey^3 or G7400. These games
not only had hi-res background graphics, but they had hi-res
foreground graphics, scrolling screens, multiple screens and the
ability for more complex gameplay. Only four such games were ever
made: Norseman, Helicopter Rescue, Trans-American Ralley and the
Home Computer Module.

Rarity: C = Common
U = Uncommon
R = Rare
ER = Extremely rare
UR = Ultra Rare
P = Only exists as confirmed prototype

NR = Never released/No known prototypes. Games in this
category may have been advertised, or just planned,
but apprently never even made it to the prototype stage.

****
* Magnavox Odyssey^2 *
****

Model number / name Rarity

AC9400 Speedway!/Spin-Out!/Crypto-Logic! C

AJ9401 Blackjack! R
AJ9402 Football! U
AJ9403 Sub Chase!/Armored Encounter! C
AJ9404 Bowling!/Basketball! U
AJ9405 Math-a-Magic!/Echo! R
AC9406 Computer Intro! U
AJ9407 Matchmaker!/Buzzword!/Logix! C
AJ9408 Baseball! C
AJ9410 Computer Golf! U
AJ9411 Cosmic Conflict! C
AJ9412 Take the Money and Run! U
AC9413 I've Got Your Number! R
AK9414 Invaders From Hyperspace! C
AK9415 Thunderball! R
AK9416 Showdown in 2100 A.D. C
AK9417 War of Nerves! U
AK9418 Alpine Skiing! U
AC9419 Out of This World!/Helicopter Rescue! R
AK9420 Hockey!/Soccer! U
AK9421 Dynasty! U
AA9422 Volleyball! R
AA9423 Electronic Table Soccer! R
AC9424 Pocket Billiards R
AA9425 Pachinko! R
AA9426 Casino Slot Machine! U
AA9427 Blockout!/Breakdown! C
AA9428 Alien Invaders - Plus! C
AC9429 The Quest for the Rings! U
AB9430 U.F.O.! U
AB9431 Conquest of the World! U
AM9432 Monkeyshines! R
AC9433 Keyboard Creations ER
AC9434 The Great Wall Street Fortune Hunt R
AC9435 K.C. Munchkin! C
AC9436 Freedom Fighters! C
AC9437 Pick Axe Pete! U
AC9438 S.I.D. the Spellbinder (voice) ER
AC9439 Nimble Numbers Ned! (voice) ER
AC9440 Type & Tell! (voice) R
AC9441 Smithereens (voice) ER
AC9422 K.C.'s Krazy Chase! (voice) U
AC9433 P.T. Barnum's Acrobats (voice) ER
AC9445 Attack of the Timelord! (voice) R
AC9446 Turtles (voice) ER
AC9447 Killer Bees! (voice) ER
AC9448 Power Lords UR

??7605 The Voice of Odyssey^2 R
Voice and music synthesizer.

GE7710 Odyssey^3 Command Center P
GE7610 Odyssey^3 Voice Module P
Odyssey^2 Pink Panther NR
Odyssey^2 Sherlock Holmes P
Odyssey^3 Modem P
Odyssey^3 Flashpoint P
Odyssey^3 Baseball P

Odyssey^3 Killer Bees P
As an American release, this only exists as a prototype.
The prototype for the American version has not yet been found, but
I have seen a videotape of this game in action. An altered version
of this game was released in Europe (UR), the difference being that
the background graphics are completely different. In the American
prototype video we see a colorful geometric background, while in
the European release we see a yellow honey comb, and several large
'Killer Bees'.

Odyssey^3 Attack of the Timelord P
As an American release, this only exists as a prototype.
However, this game was released in Europe as "Terrahawks +" (ER).
Oddly, two large stars blink in the American version, yet are
static in the European version.

Odyssey^3 Freedom Fighters P
As an American release, this only exists as a prototype.
However, this game was released in Europe as "Freedom Fighters +"
(ER). One notable difference is that the background graphics for
this American version are *not* used on the European version.
Instead these background graphics (of a big red floating asteroid
and a starfield) are used on the European Videopac "Satellite
Attack +" which is the European Odyssey^3/Philips G7400 version of
"U.F.O.!" The G7400 version of "Freedom Fighters" features a
background with several planets (one with rings) and a starfield.

****
* Magnavox Odyssey games for Colecovision *
****
War Room R
This was the only Odyssey game that ever made it to the
Colecovision market. It was sold under the label 'Probe 2000'.

Power Lords NR
This game was advertised with screen shots, but it was never
sold and no prototype has yet been found. The Odyssey^2 version
is UR, and was commercially released.

Flashpoint NR
Creatures and Caverns NR
These games were planned but never apprently made it to the
prototype stage. No prototypes have ever been found.

```
*****************************************************************
* Imagic Odyssey^2 *
*****************************************************************

Model number / name Rarity
-----------------------------------------------------------
Atlantis ER
Demon Attack ER
Demon Attack Plus UR

Demon Attack Plus was a limited release for the Philips
G7400, known only to have been sold in France and Portugal. One
known copy has a label showing that it was released by To Tec
International, and licsenced by Imagic. In addition to the regular
release of these Imagic games, they were also sold in some European
countries under the Philips label.

*****************************************************************
* Parker Brothers Odyssey^2 *
*****************************************************************

Model number / name Rarity
-----------------------------------------------------------
Popeye UR
Q*Bert UR
Super Cobra UR
Frogger ER
Tutankham NR

Note that Popeye, Q*Bert and Super Cobra all work on American
Odyssey^2 units, but Frogger does not. In addition to the regular
release of these games, they were also released in some European
countries under the Philips label. Tutankham was advertised but
never released, and no prototype has yet been found.

*****************************************************************
* Philips Videopacs for the G7000, G7200, or G7400 *
*****************************************************************

In the following list, if there is a '+' sign next to the
Videopac number, then this means that there was a '+' version of
this game released.

Videopac number / name Rarity
(followed by name of American version.)
-----------------------------------------------------------
Philips G7000 ER
Videogame console; equivalent to an Odyssey^2.

Philips G7200 UR
Videogame console with built-in B/W monitor.

Philips G7400 UR
Videopac '+' console, equivalent to the unreleased Odyssey^3
```

Command Center.

01+ Race/Spinout/Cryptogram C
Speedway/Spinout/Cryptologic

02 Pairs/Space Rendezvous/Logic R
Matchmaker/Out Of This World/Logix
These games were released in the US, but
not together on one cartridge!

03 American Football R
Football

04 Air-Sea War/Battle R
Armored Encounter/Subchase

05 Blackjack R
Las Vegas Blackjack

06 Ten Pin Bowling/Basketball R
Bowling/Basketball

07 Mathematician/Echo R
Math-a-Magic/Buzzword

08 Baseball R

09 Computer Programmer R
Computer Intro

10 Golf R

11+ Cosmic Conflict R

12 Take the Money and Run R

13 Playschool Math UR
I've Got Your Number

14 Gunfighter R
Showdown in 2100 A.D.

15 Samurai ER
Dynasty

16 Depth Charge/Marksman R
Never released in US

17 Chinese Logic R
Never released in US

18 Laser War R
Invaders From Hyperspace

19 Catch the Ball/Noughts and Crosses R
Never released in US

20+ Stone Sling R
Smithereens

21 Secret of the Pharoahs ER
Never released in US

22 Space Monster R
Alien Invaders - Plus!

23 Las Vegas Gambling R
Casino Slot Machine

24 Flipper Game R
Pinball

25 Skiing R
Alpine Skiing

26 Basket Game R
Pachinko

27 Electronic Table Football R
Soccer

28 Electronic Volleyball R

29 Dam Buster R
Blockout/Breakdown

30 Battlefield R
War of Nerves

31 Musician (by Sierra) ER
Never released in US

32 Labyrinth Game/Supermind R
Never released in US

33 Jumping Acrobats R
P.T. Barnum's Acrobats

34+ Satellite Attack ER
U.F.O.!

35 Electronic Billiards R
Pocket Billiards

36 Electronic Hockey/Electronic Soccer R

37 Monkeyshines R

38 Munchkin R
K.C. Munchkin

39+ Freedom Fighters R

40 Microcat / 4 in 1 Row R
Never released in US

41 Conquest of the World ER

42 The Quest for the Rings ER

43+ Pick Axe Pete R

44 Crazy Chase R
K.C.'s Krazy Chase

45 Morse ER
Never released in US

46 The Great Wall Street Fortune Hunt ER

47 The Mousing Cat /Adversaries ER
Never released in US

48 Backgammon ER
Never released in US

49 Turtles ER

50 Super Bee UR
Never released in US

51+ Terrahawks ER
Attack Of The Timelord

52+ Killer Bees ER

53+ Nightmare UR
Never released in US

54+ Looney Balloon ER
Never released in US

55+ Neutron Star ER
Never released in US

56+ Norseman UR
Never released in US - for G7400 only

57 Blobbers ER
Never released in US

58+ Air Battle UR
Never released in US

59+ Helicopter Rescue UR
Never released in US - for G7400 only

60+ Trans-American Rally UR
Never released in US - for G7400 only

A Newscaster UR
Type'n'Tell

V Kinder Im Verkehr UR
German released only. An Odyssey^2 educational game for kids.
Only a few hundred are rumored to exist.

c7010 Video Chess Module UR

c7420 G7400 Home Computer Module UR
A BASIC programming module.

xx Clay Pigeon P
xx Pink Panther NR

****
* Jopac Videopacs for the Philips Jopac (G7400) *
****

These games were only released in France; All of these are UR.

Syracuse - A ricochot" game. You must catch sunrays (dots)
with a mirror and "shoot" them at a certain angle to a city to
destroy the houses.

Chex Maxime - A platform game. It is a restaurant with three
stores, and you are the waiter and you have to serve people in
a certain time limit.

Exojet Plus

Billiards Plus (Pocket Billiards Plus)

Catapult Plus (Smithereens Plus)

Motor Crash

Robert D. Kaiser
kaiser@pofvax.pnb.sunysb.edu
Dept. of Physiology & Biophysics
SUNY at Stony Brook
Stony Brook, NY
11794-8661

705. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4t48ol$93b@nnrp1.news.primenet.com>
Source record: 81825

In article <4t432c$48a@madeline.ins.cwru.edu>,
James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>
>(J. King asks if he might should put a A8 BBS back up in
>Carina.)
>I got an opinion on everthing. NO, you shouldn't put back
>up your BBS in Carina, unless Carina can do what PRO can
>do that Tom Hunt is doing, that probably nobody else can
>do because that's the way Tom is, because Tom has a way
>to interchange qwk packets and network A8 bbses without
>having long distance, which your bbs needs to be networked
>because you prolly ain't got a whole bunch of callers
>in Utah. Regards

I remember a Carina BBS in Ohio called Pandora. The sysop, Frank Seipel,
had PC Pursuit, which meant that during certain hours, data calls to most
anywhere in the country were free. So he arranged the system so it would
call you back long distance, and so you only paid for that one minute.

I was one of probably more than one 300 baud lamer who spent three hours a
night on there. They just had more files than I'd ever seen anywhere.
And online games. And NO TIME LIMIT. That's not something you want to
unleash a 300-baud eleven-year-old on.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" ''''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, I expected everyone in Phoenix-->*_,--._/
in the world to just START HUMMING. They didn't. Darn. v

706. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4t495l$9tl@nnrp1.news.primenet.com>
Source record: 81826

In article <4t48ol$93b@nnrp1.news.primenet.com>,
Nick S Bensema <nickb@Primenet.Com> wrote:
>In article <4t432c$48a@madeline.ins.cwru.edu>,
>James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>>
>>(J. King asks if he might should put a A8 BBS back up in
>>Carina.)
>>I got an opinion on everthing. NO, you shouldn't put back
>>up your BBS in Carina, unless Carina can do what PRO can
>>do that Tom Hunt is doing, that probably nobody else can
>>do because that's the way Tom is, because Tom has a way
>>to interchange qwk packets and network A8 bbses without
>>having long distance, which your bbs needs to be networked
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>>in Utah. Regards
v>
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>had PC Pursuit, which meant that during certain hours, data calls to most
>anywhere in the country were free. So he arranged the system so it would
>call you back long distance, and so you only paid for that one minute.
>
>I was one of probably more than one 300 baud lamer who spent three hours a
>night on there. They just had more files than I'd ever seen anywhere.
>And online games. And NO TIME LIMIT. That's not something you want to
>unleash a 300-baud eleven-year-old on.

With the advent of the internet, this ought to be easier.

Perhaps you could arrange the BBS to be accessible only over the Internet,
and have a Unix program act as a liaison for telnetting in.... but how
many telnet clients would support ATASCII?

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""" ''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, I expected everyone in Phoenix-->*_,--._/
in the world to just START HUMMING. They didn't. Darn. v

707. Re: WTB: Used Atari 800 power supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: m w grossmann <select@inch.com>
Message-ID: <31F573DB.54CA@inch.com>
Source record: 81827

David Kim wrote:
>
> Anyone have a used Atari 800 power supply they can sell?
> I need one.

If you need to replace a broken transformer, here's a good chance you can fix
it instead.

Crack the thing open and check that fuse. Clip it out and replace it. Even the
shmo at Radio Shack can help you through this one if necessary.

Cheers-

m w "The Atari is STILL a good computer!" grossmann

--
Who steals my purse steals trash. 'Tis something, nothing. 'Twas mine,
'tis his, and has been slave to thousands. ----------------------------
But he who filches from me my good name | http://www.select-ware.com
robs me of that which not enriches him |
and makes me poor, indeed. (Iago) | PGP Key: finger, home
| page or by E-Mail.

the alpha complete news index: http://www.select-ware.com/news/
The French Fries Pages: http://www.select-ware.com/fries/

708. Re: My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: Barry Hom <bfhom@delphi.com>
Message-ID: <p5AOfCp.bfhom@delphi.com>
Source record: 81828

Pork Smelly <porklift@cpcn.com> writes:

>And it sings to me, "La la la la I am the frog who eats triangular
>grapes!"

Um...see what hours of sitting in front of your computer causes... :)

709. XF551 □□□□□□Need Help on XF551

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: kim.renteria@abq.com
Message-ID: <tcpnntpd.16.7.23.23.2.2.2577039569.16503065@abq.com>
Source record: 81829

I have two XF551's, one of which has died. The reason for death is a bad rom, I believe. The part number is C101696-002. Does anyone know what a compatible prom or e-prom might be that I could use to copy the good one onto? I went to an electronic parts store; they were no help as soon as they saw the ATARI name on the chip. It would seem to me though that there must be some available replacement blank prom (or am I wrong?) My second problem is getting the copy made, but I will cross that bridge when I come to it. BTW, I am posting this using my daughter's Atari and account since I am located out of country and am here for only the next couple of weeks.

Thanks in advance,
Kent

710. Wanted Alien Voice Box &/or software

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2307962251260001@ppp3-stk.sonnet.com>
Source record: 81830

Yes, I need/want/must have the Alien Voice Box or at least the software for it!

Thanks

-Marlin
---*** Volkswagen & Atari - That which rules me
---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
--*-*-* Please check out my web page:
-*--*--* http://www.stocko.sonnet.com/Fujidom/

711. Re: Newsletter

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: <>
Message-ID: <2c4_9607240043@pandabbs.com>
Source record: 81831

WK> Sounds neat, but .. 4 pages? :) Small print or low content?
WK> I mean, having a vendors list in every issue? That could take up a page
WK> or two, unless you only list a few each issue...

Small print (get out the magnifying glasses boys!) <g>

WK> I'd be happy to contribute, myself, if I could just think of something..!

Know anyone who has information on the IDE interface?

So far I have "IS XFORMER WORTH IT?"....
--
|Fidonet: Chris Friend 1:333/894
|Internet: Chris.Friend@Chris.Friend@*user@*site.*domain.com.com
| URLs: http://www.pandabbs.com & http://www.pandabbs.com/panda/index.html
| Standard disclaimer applies: The views of this user are strictly their own.
| PandA's Den BBS FidoNet <> internet gateway - email info@pandabbs.com

712. Re: FREE 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: vcam@ucla.edu
Message-ID: <vcam-2307960009580001@ts19-3.wla.ts.ucla.edu>
Source record: 81832

Hi... you may or may not still have the stuff but I will be willing to help you clear some of it out. As a matter of fact, I will be willing to pick it up or pay for shipping. Please email me if you still have some of the items. I particulary need the disk drives.

In article <4sidkc$mkh@csusac.ecs.csus.edu>, lesneskp@ecs.ecs.csus.edu (Paul Lesneski) wrote:

> I'm very sorry if this is not the appropriate newsgroup for this...
>
>
>
>
>
> ATTENTION! LOTS O' FREE 8-BIT STUFF!
>
>
>
> I'm leaving the country in a matter of days, and would like
>
> to ship all of this stuff to the first serious 8-bit enthusiast
>
> who gets back to me... the shipping is on you, of course.
>
> (it's heavy, so it won't be dirt cheap, but still....)
>
>
>
>
>
>
> Mail me ASAP at lesneskp@gaia.ecs.csus.edu
>
>
>
>
>
> HARDWARE:
>
> Atari 130XE computer with dust cover
>
> Atari 1200XL computer with dust cover
>
> (2) Atari 1050 disk drives (5 1/4") with dust covers
>
> Percom Dual RFD Disk Drive set (double density drives -

>
> 176K on one side of a
>
> 5 1/4" disk)
>
> Avatex 1200hc Hayes-compatible 1200 baud modem
>
> ICD P:R: Connection (serial port interface for Atari -
>
> has 2 serial ports, 1 RS232
>
> port - use for modem, etc.)
>
> U Print (parallel printer interface for Atari with 16K
>
> buffer)
>
> RCA 13" Televsion (use as monitor!)(works fine as a TV
>
> except it needs new volume control)
>
> Power supplies for all of above, etc.
>
>
>
>
>
> SOFTWARE:
>
> TONS of disks with lots of stuff; mostly games (fun
>
> ones!) however, but there's ICD's SpartaDOS and
>
> Atari's DOS v2.0, v2.5 and v3.0, a C compiler (!),
>
> AtariWriter Plus (word processor with spell check),
>
> Text Wizard (another word processor), Broderbund's The
>
> PRINT SHOP, Atari Assembler Editor, Atari Macro
>
> Assembler and Program-Text Editor, PASCAL compiler
>
>
>
>
>
> BOOKS:
>
> The Atari BASIC Source Book (includes the interpreter's

>
> actual source code)
>
> Mapping the Atari (good Atari memory guide)
>
> Compute's First Book of ATARI GRAPHICS
>
> Inside Atari Basic
>
> 101 Programming Tips & Tricks for Atari Home Compuers
>
> Atari - An Invitation to Programming 2
>
> Atari - An Invitation to Programming 3
>
> Understanding Atari Graphics
>
> Advanced Atari BASIC Tutorial
>
> Manuals for AtariWriter, Text Wizard, Atari 1050, Atari
>
> DOS 2.5, Atari 130XE, Atari 1200XL,
>
> Assembler Editor, Percom Drives, Macro
>
> Assembler, PRINT SHOP, Kyan PASCAL,
>
> Atari BASIC, ICD P:R: Connection, ICD
>
> SpartaDOS
>
> Atari "Demopacs" (#1 - #8, info on Strings, Data Files,
>
> Programming, Color Graphics, Advanced
>
> Graphics, Advanced System Features, etc.)
>
>
>
>
>
> --
> ---
> |-) paul
>
> "The wise person knows that it is better to sit fishing on the banks
> of a remote mountain stream than to be emperor of the whole world."

713. ultima 3 revisited

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f4268f.771292@news.superlink.net>
Source record: 81833

OK people, I got a fresh copy of the player disk - but now I have been
informed that SIDE A is causing the foul up. HHHHHHEEEEEELLLLLLPPPPP
Same people can send me side a?

714. Re: ATARI CHAT ON THE WEB!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <4t1b0a$k3h@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 81834

Bill,

12 noon PDT is too early! and how does one get to an IRC channel?
I got this AT&T worldnet and CIS access... where do I look?

Jeff Potter
(yeah, the APAC and AGDA guy)

715. My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: porklift@cpcn.com
Message-ID: <4t1i2n$j8a@netaxs.com>
Source record: 81835

And it sings to me, "La la la la I am the frog who eats triangular grapes!"

716. My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: porklift@cpcn.com
Message-ID: <4t1i2v$j8k@netaxs.com>
Source record: 81836

And it sings to me, "La la la la I am the frog who eats triangular grapes!"

717. My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: porklift@cpcn.com
Message-ID: <4t1i2j$j87@netaxs.com>
Source record: 81837

And it sings to me, "La la la la I am the frog who eats triangular grapes!"

718. My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: porklift@cpcn.com
Message-ID: <4t1i1t$j7t@netaxs.com>
Source record: 81838

And it sings to me, "La la la la I am the frog who eats triangular grapes!"

719. My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: porklift@cpcn.com
Message-ID: <4t1i33$j8n@netaxs.com>
Source record: 81839

```
And it sings to me, "La la la la I am the frog who eats triangular
grapes!"
```

720. My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: porklift@cpcn.com
Message-ID: <4t1i3a$j8t@netaxs.com>
Source record: 81840

And it sings to me, "La la la la I am the frog who eats triangular grapes!"

721. My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: porklift@cpcn.com
Message-ID: <4t1i3e$j96@netaxs.com>
Source record: 81841

And it sings to me, "La la la la I am the frog who eats triangular grapes!"

722. My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: porklift@cpcn.com
Message-ID: <4t1i4o$ja8@netaxs.com>
Source record: 81842

And it sings to me, "La la la la I am the frog who eats triangular grapes!"

723. Atari Items for Sale - Print Shop, etc

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31f521c2.28740295@netnews.netaxs.com>
Source record: 81843

I have the following Atari Hardware and Software available as of
7-23-96

EQUIPMENT:

300AT Modem by Supra with software($4) + S&H

Atari 850 Interface, Power Supply and printer cable. $50 + SH

2- Atari joysticks

SOFTWARE/CARTRIDGES:

Star Raiders CXL4011
Qix CXL 4027(order pending arrival of check)

Antic Magazine Software Disks from May 87 to June/July 1990
(have a $1.50 each offer for these disks, waiting payment)

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Take any of the above books for $5 & SH or
Take all three books for $10 & SH

SOFTWARE:

Most include manual/instructions

1. THE NEWSROOM (5 disks with lots of clipart)
this is an excellent publisher $20 & SH

2. THE PRINT SHOP - a excellent bundle including:
The Print Shop
The Print Shop Companion
Three Graphic Disks
Holiday & Special Events Graphics Disk
No Frills Software Fonts & Borders 1

7 Total disks $20 + SH

3. TYPESETTER by Xlent Software $5 & SH

4. MAGNIPRINT by Alpha Systems $4 & SH

5. a 3 disk bundle by HI-TECH EXPRESSIONS include:
CardWare
AwardWare
AwardWare Graphics $8 & SH

EXCELLENT GAMES AVAILABLE:

1. THE SEVEN CITIES OF GOLD
by Electronic Arts (made M*U*L*E) $5

2. KARATEKA by Broderbund
excellent Karate game $5

3. SUPER BOLDERDASH
by Electronic Arts $4

4. MICROLEAGUE BASEBALL(1984) $5

5. LEADER BOARD - Dual Pack
Excellent Golf Game includes
Double sided disk with the LEADERBOARD
on one side & Tournament on other $5

6. GAUNTLET
by Mindscape
Excellent Arcade Game
(must have 800XL, 65XE or 130XE) $5

7. HACKER
a simulation games that forces a player to
hack their way into a system. This
game purposly comes with no instructions $4

MISC

DIAMOND OS by Reeve Software $3

Take ALL the above software in a disk case for $75 & SH
(cartridges not included)

DISK CASE (hold 100 5 1/4 floppies) $5 ea & SH

---

40 Blank 5 1/4 Disks $10
with disk case $15

I also have about 60-65 5 1/4 disk full of arcade games of unknown
origin. I'll sell all these for $15 & SH. I'll even throw in a disk
case.

Take all above SW and two disk cases for $110 & SH.
(and I throw in the remaining cartridges and 2 Atari joysticks)

COD or personal check (with stuff being sent out when check clears).

Buyer pays shipping.

Make offers including shipping.

Jay
Thanks

Jay

```
__ __ _
/ / ____ _ __ __ _____ / /__ (_)
__ / / / __ `/ / / / / / ___/ / //_/ / /
/ /_/ / / /_/ / / / /_/ / (__ ) / ,< / /
\____/ \__,_/ \__, / /____/ /_/|_| /_/
/____/
```

Ernie Irvan Page: http://www.intserv.com/~jayski/ernie/irvan.html
http://www.intserv.com/~jayski

724. Re: ATARI CHAT ON THE WEB!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4t314m$6tb@nut.ucsb.edu>
Source record: 81844

Jeff Potter <jdpotter@worldnet.att.net> writes:

>12 noon PDT is too early! and how does one get to an IRC channel?
>I got this AT&T worldnet and CIS access... where do I look?

Well, if you've got a SLIP/PPP account, you can get a program on your
computer that will be an IRC client for you. Then, you have to find
some site that will be an IRC server for you (maybe your own ISP, maybe
not).

Speaking of which, my account doesn't support IRC, so I have to connect
to some other system. I used to go to ucsd.edu, but that no longer
works. Where else can I go?

Thanks
-Jason
--
Jason Dante Bardis(jasonbar@bolt.ucsb.edu) heartily endorses the following:
The Simpsons.3DO.cycling.Absolutely Fabulous.PWEI.LEGO.Duckman.Tit Wrench
autocrosses/rallyes.Atari 2600&800.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.William Gibson.G-Force.Robotics.Tim Burton.The Cult.fried cheese

725. Re: SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: buesch@srv.net
Message-ID: <wkn30r9omt.fsf@default>
Source record: 81845

In article <4stqop$13t@news.ee.net> dmaxwell@greenapple.com (David
A. Maxwell) writes:

nickb@Primenet.Com (Nick S Bensema) wrote:

>I know there is a whole bunch of room on the Atari to put in extra chips
>and stuff. I was wondering if anyone ever tried installing a Commodore
>SID chip in there, and did anything with it?
I know a guy who made a MIDI synth with multiple SID chips so I know
the SID chip can be transplanted.

I looked at this considering that these days Commodore 64's go for
$5-$10 at thrift stores. Judging from the schematic in the C64 user
manual, it SEEMS possible, however if I recall correctly the SID
depends on a 1 Mhz system clock. So installing one in an Atari *might*
involve overclocking the SID which might be problematic. At the very
least it would throw the audio range of the SID way off.

The hours it would take to make something like this work don't stack
up well against the cost of the Ultrasound ACE wavetable sound card
(well under $100 these days) I put in my peecee about six months ago.
:(

>In fact... would it be possible to put the ANTIC or POKEY chips in another
>computer? A non-Atari computer, of course.
I don't know. It would be cool though wouldn't it? It is possible to
put two pokey chips in an atari for specially written stereo software.

Atari video games used POKEYs. The Star Wars game used four POKEYs.
Ever wonder how they got the sounds so close on the better conversions
like Pole Position? I think for a while the POKEY was Atari's
workhorse sound chip.

Incidentally, I think all those old video games used the 6809,
sometimes several.

The dual POKEY upgrade is pretty cool. It's also trivial to adapt to
three or four POKEYs. I was never able to get the stereo sound nice
and clear and ended up tying the outputs of the POKEYs together and
putting them out the standard audio output, though.

Brent

--
~/.signature

726. Re: APE cable common problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4t4gg5$mmn@nnrp1.news.primenet.com>
Source record: 81846

In article <31f25b5a.583589@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>On 21 Jul 1996 00:46:01 -0700, nickb@Primenet.Com (Nick S Bensema)
>wrote:
>
>-I think my ape cable crapped out on me. When it is plutgged into my

>Try reloading APE. When that happens to me, it usually locks up my PC

Uh, that didn't work, as it sometimes did in the past. But thanks.

I fixed it anyway. My friend stripped the wires too much, and there was a
short. I turned it into a long and it's okay now.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" ''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, I expected everyone in Phoenix-->*_,--._/
in the world to just START HUMMING. They didn't. Darn. v

727. Re: anyone remember Captain Beeble?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <31F5BE78.7324@ix.netcom.com>
Source record: 81847

Brent Aliverti wrote:
>
> From my high school days, I remember playing a game on my Atari 800 called
> Captain Beeble. It was a horizontally scrolling space ship game, as I
> recall. Details are kind of fuzzy and I never see the game mentioned
> anywhere. Does anyone know what company made it? Anyone have one for
> sale?
>
> Thanks!

Brent,

Check Yogi's archive. He just recently added Captain Beeble. See the
post below on 'new files in archive'.

Regards,

Sergey

728. anyone remember Captain Beeble?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: Brent Aliverti <brenta@microsoft.com>
Message-ID: <01bb78db.f627e040$8c4d379d@brenta>
Source record: 81848

From my high school days, I remember playing a game on my Atari 800 called Captain Beeble. It was a horizontally scrolling space ship game, as I recall. Details are kind of fuzzy and I never see the game mentioned anywhere. Does anyone know what company made it? Anyone have one for sale?

Thanks!

729. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: eru@sover.net
Message-ID: <31f494b4.50124805@news.sover.net>
Source record: 81961

On Sun, 21 Jul 1996 14:24:47 -0700, "David A. Paterson"
<davepat@total.net> wrote:

>David A. Maxwell wrote:
>>
>> Wouldn't it be neat if we could put an entire 8bit Atari on an ISA
>> card and drop it inside our PC's?
>
>Actually, Chuck S. at Dataque did consider doing that, but he ran into
>problems with Atari, as I recall.
>
>Dave Paterson

Chuck Steinman actually completed that project did he not? (at least
a prototype for himself) Is he still around? Last I talked to him I
was buying my transkey... perhaps he could share the schmatics and
code, and to hell with Atari. or JTS, or who ever they are now, as
they disowned us 8-bitters back in '89 was it?? It would be an
involved project, but maybe it is the only way for it to be available
to the masses.

Rick

730. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: eru@sover.net
Message-ID: <31f4986d.51077946@news.sover.net>
Source record: 81962
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

```
yes to >Should comp.binaries.atari (all systems) be created?
NO! to >Should comp.binaries.atari (all systems) be moderated?
yes to >Should comp.binaries.atari.8bit be created?
NO! to >Should comp.binaries.atari.8bit be moderated?
yes to >Should comp.binaries.atari.st be created?
NO! to >Should comp.binaries.atari.st be moderated?

You have my votes, let me know when it is time for the real thing.
I'll get you my vote, and all my friends too. : )
Rick
```

731. Re: cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: Rob <robp@owl.co.uk>
Message-ID: <31F4AB4D.5C82@owl.co.uk>
Source record: 81963

I got the file: tapedisk.arc from the Atari archive, I guess
that should do the job (unless its hideously missnamed).

Thanks to all who offered help.

732. TV Tuner card

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31F4CED0.56D1@owl.co.uk>
Source record: 81964

Has anyone used a TV Tuner expansion card to connect their 800XL
to their PC ?
Does it work ?
How Well ?
Are they expensive ?
Do they exist or did I just dream them up ?

Rob.

733. 4 - 400s for postage

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: stdjat02@unx1.shsu.edu
Message-ID: <4t2vp0$s5v@unx1.shsu.edu>
Source record: 81965

stdjat02@unx1.shsu.edu

4 atari 400's to anyone willing to pay for delivery

734. Re: Atari 5200 ROM dumps on the Net?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: mmar-tis@seatimes.com
Message-ID: <4t2slm$892@seatimes.seatimes.com>
Source record: 81966
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic,comp.emulators.misc

In article <4s1ld9$ard@netaxs.com>, heller@cdnow.com says...

>
> rainbow?
>

Rainbow is an excellent Atari 8-bit emulator for the Macintosh.. With the proper ROMs you can emulate a 400/800, 800xl, 130xe, and 5200 game console. It is very fast on a powermac and is pretty much compatible with everything (I have found only some demos and weird cracks that don't work). If you have a Mac and want to relive the old days, roughly $30 and you can have a virtual Atari on your Mac!

-Matt

735. FTE & Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-23 00:00:00 UTC
From: "James E. King" <jeking@xmission.com>
Message-ID: <4t3904$sgr@news.xmission.com>
Source record: 81967

Has anybody at all had communication with Mike Hohman of FTE in the last few months?

Does anybody have a direct VOICE number for him?

Thanks..

736. Re: ultima III

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4t60vc$9e@login.freenet.columbus.oh.us>
Source record: 81769

Dr Jest (robp@owl.co.uk) wrote:
: Yogi wrote:
: >
: > OK Someone sent me the new disk. Now I don't have to fight balrons
: > with level 1 characters!
: > Oh and oh yeah, it works too!
: > Will be u/l to archive as "ult3plyr.zip"

: How about player disks for ultimas 1,2 & 4 ?

It's really only important for Ultima 2 and 3.

In Ultima][,You can only start a new game by copying the master player
disk (disk B,I think) over your player disk.
If you just downloaded the Diskcommed disks,remember to keep a copy of the
PLAYER DCM file so you can re-start.

737. WTB 64K 8-bit, 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-2507961944150001@news-stand.acs.ohio-state.edu>
Source record: 81770

I'm looking for a 64K machine, preferably an 800 or 1200XL but...
and a good 1050

somewhere in the $40 range. anybody have these to sell?

thanks
andy
summers.61@osu.edu

738. Re: My Atari smells like FEET!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t57p1$1gk_003@jf.intel.com>
Source record: 81771

In article <4t1i1t$j7t@netaxs.com>, porklift@cpcn.com (Pork Smelly) wrote:

<deleted inanity>

Killfiles are wonderful.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

739. Re: ATARI CHAT ON THE WEB!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: hobo <hobo@mad.com>
Message-ID: <31F649D6.35C3@mad.com>
Source record: 81772

I've tried using mIRC under win95, but as of yet have been unsuccessful
in connecting to a IRC server. My machines are behind a firewall - and
I think this is causing my problems. Is there a way to Chat through a
firewall?

Cyrus

cyrus.malek@amd.com

Rick Ziegler wrote:
>
> On 23 Jul 1996 10:11:50 -0700, jasonbar@nut.ucsb.edu (Jason D. Bardis)
> wrote:
>
> >Jeff Potter <jdpotter@worldnet.att.net> writes:
> > >
> > >
> > >>12 noon PDT is too early! and how does one get to an IRC channel?
> > >>I got this AT&T worldnet and CIS access... where do I look?
> > >
> > >
> > >Well, if you've got a SLIP/PPP account, you can get a program on your
> > >computer that will be an IRC client for you. Then, you have to find
> > >some site that will be an IRC server for you (maybe your own ISP, maybe
> > >not).
> some good efnet irc servers:
>
> irc.mo.net
> irc.voicenet.com
>
> then join the channel #atari8 by issueing the command : /join #atari8
>
> An aside, the people of #atari are getting frustrated, as attendance
> in #atari8 is larger than #atari now on a nightly basis!! A big thank
> you goes to Gumbie for the new bot, protopipe aka lovelil, and all
> those who drop by frequently, if not every night: AtariXE (that's me!!
> :), tuf, Gumbie, NickB33, AtariLord, and all those whose nick's escape
> me at this late hour.
>
> > >
> > >
> > >Speaking of which, my account doesn't support IRC, so I have to connect
> > >to some other system. I used to go to ucsd.edu, but that no longer
> > >works. Where else can I go?
> >

> If you are unable to run an irc client on your own machine, and your
> ISP doesn't have irc on their machine, (very uncommon) you can always
> get the source and compile it yourself on your host. Otherwise, the
> easy way is to telnet elsewhere. I'm looking into exactly where for
> you.
> >
> >Thanks
> >-Jason
>
> BTW, Jeff, I could help more if I knew your preferred platform for
> netting. Glad to see your still lurking, and interested in chatting!
> I tried to spur interest in this before, but I guess it takes Bill
> Kendrick to spur interest among the "big names"... :)
>
> Rick

740. Re: Commodore 1902A monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.332.0020720D@mindspring.com>
Source record: 81773

In article <xjAsnil.lmcclure@delphi.com> Lonnie McClure <lmcclure@delphi.com> writes:
>From: Lonnie McClure <lmcclure@delphi.com>
>Subject: Re: Commodore 1902A monitor question
>Date: Wed, 24 Jul 96 01:46:45 -0500

>In a message dated 7-18-96, Bruce Willard said:
>|
>| I just picked up a great Commodore 1902A monitor. It
>| works great with my SNES using video and audio, but
>| after searching the web and finding pinouts for the 130XE <--
>| and the 1902A and making a cable, I get nothing. The pinout
>| I found for the 1902A did not show a video connection, just
>| ground, chroma, luminance and sound. Does anyone have a
>| tried and true pinout for a cable to go between them?
>|
>|
>You did not mention which Atari 8-bit model you have, but some lack the
>chroma output line. If yours is one, then you will either have to
>substitute the composite output line, or for better quality, modify
>your A8 to provide a true chroma output.
> -
>One thing that bothers me is that you said you got nothing. Even without
>the chroma line, you should have gotten a monochrome picture from the
>luma connection alone. I suspect the problem is that the 1902A, like most
>Commodore monitors, does not automatically switch between normal
>composite and chroma/luma input. Check for a switch on the back panel
>(possibly labled "CVBAS" or similar), or a switch under the front panel
>that switches between RGBI/composite/split video, and try it in each
>position. One of the settings should at least net you a greyscale pic
>with your cable attached (or full color if you have an old 800 or XE).
>

As you can see above, I did specify the model of Atari. A 130XE. My problem
was the way I looked at the connectors as shown in the Commodore FAQ.
The way I looked at it had me trying to connect my video to the RGB connector.
Of course that didn't work. After I realized my mistake, I was able to make
a cable that works fine. I was surprised to see that artifacting worked,
since this is an 80 column monitor, I thought any programs using artifacting
to get colors would look all white. Of course the artifacted colors are
different than they were on the TV I had been using. Red and green are now
reversed, but you can't have everything!

Thanks to all the people that have responded with information.

Bruce

Bruce Willard bwillard@mindspring.com

741. Re: XF551 □□□□□□Need Help on XF551

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <31F67E9C.16B7@cdsnet.net>
Source record: 81774

kim.renteria@abq.com wrote:
>
> I have two XF551's, one of which has died. The reason for death is
> a bad rom, I believe. The part number is C101696-002. Does anyone know
> what a compatible prom or e-prom might be that I could use to copy the
> good one onto? I went to an electronic parts store; they were no help as
> soon as they saw the ATARI name on the chip. It would seem to me though
> that there must be some available replacement blank prom (or am I
> wrong?) My second problem is getting the copy made, but I will cross
> that bridge when I come to it. BTW, I am posting this using my
> daughter's Atari and account since I am located out of country and am
> here for only the next couple of weeks.
>
> Thanks in advance,
> Kent

Well the rom for the XF551 is compatable with the 2784 eprom, I
think I still have a copy of that prom if you have access to a burner
I sold mine here a while back.

Mike

--
/\
| |
| Atari 800xl, 256k omnimon/omniview |
| Blackbox, 104meg HD, 14.4 modem! |
| Getting old, but still holds a punch! |
| |
| 1982 Bandit bandit@cdsnet.net |
| |
\/

742. FS Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: uj549@freenet.Victoria.BC.CA
Message-ID: <Dv2J8q.BqF@freenet.victoria.bc.ca>
Source record: 81775

```
For Sale

Atari 800xl (not working) $20CDN
Atari 130xe working$55CDN
1050 disk drive $50CND
games etc...joysticks...

email for more detail.

--
```

743. Re: Upper limit on Sparta DOS partition?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4t694o$p9f@madeline.INS.CWRU.Edu>
Source record: 81776

In a previous article, mas@rimmer.ngdc.noaa.gov (Mark Steele) says:

>MyDOS 4.5 reportedly supports volumns up to 16 megs. At one point
>there was a rumor of version 4.6 that would allow for larger
>partition sizes. As this version ever been released?
>
>How about the maximum partition size for Sparta DOS 3.2g?
>
>I have a blackbox connected to a 100 meg HD. I don't think that
>I have nearly enough software to fill even the 16 meg limit.

I think the 16 meg limit is because the standard SIO command can
only address sectors upto $FFFF. 256 bytes x $FFFF = 16 megs.

It would be totally possible to make a bigger partition, if both
the receiving device could understand a 3+ byte sector number and
the receiving dos was designed for it.

It would also be possible to do fun stuff like sectors larger
than 256 bytes, etc. Then again, such a device/dos would be
incompatible with any existing software that accessed the
drive by sector numbers.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

744. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4t69qv$bf3@agate.berkeley.edu>
Source record: 81777

Anyone want to add "Deluxe Invaders" to the next "new files" list?
It would be appreciated. It should even work well on a PC using
the arrow keys (I destroyed many joysticks playing it, though.)

- Anthony

745. WTB: Dr. Wacko's Guide to Programming...

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4t3vca$n8i@nadine.teleport.com>
Source record: 81778

Looking for Dr. Wacko's Guide to Programming Arcade Video Games on the Atari, or something like that. Will pay reasonable price. e-mail me if you have this book for sale, or know where I can get it.

Thanks,

David P. Loewen
Salem, Or USA
produnl2@teleport.com

746. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: "James E. King" <jeking@xmission.com>
Message-ID: <4t50og$4qp@news.xmission.com>
Source record: 81779

In article 4t495l$9tl@nnrp1.news.primenet.com,
nickb@Primenet.Com (Nick S Bensema) said:

>>>I got an opinion on everthing. NO, you shouldn't put back
>>>up your BBS in Carina, unless Carina can do what PRO can
>>>do that Tom Hunt is doing, that probably nobody else can
>>>do because that's the way Tom is, because Tom has a way
>>>to interchange qwk packets and network A8 bbses without

Used to run Pro! and actually was doing the same thing Tom Hunt is
doing - exchanging QWK packets and all.. but I'd rather NOT run Pro! anymore
and go to some other flavor of BBS software.

>>had PC Pursuit, which meant that during certain hours, data calls
>to most
>>anywhere in the country were free. So he arranged the system so
>it would
>>call you back long distance, and so you only paid for that one
>minute.

That idea is definatately out.. Let folks download files on my nickel? Not
going to happen.

>
>Perhaps you could arrange the BBS to be accessible only over the
>Internet,
>and have a Unix program act as a liaison for telnetting in.... but
>how
>many telnet clients would support ATASCII?

This is a very unlikely idea to. The point of my asking the question was
to be able to utilizie my Atari. How many 8bit Atari's out there are running
a CISCO or 3com router with a dedicated T1 for connectivity to the Internet?

None that I'm aware of..

747. Re: APE cable common problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xBAvXGq.lmcclure@delphi.com>
Source record: 81780

In a message dated 7-21-96, Yogi said:
|
| I have a new WD 2.5 gig drive that does this after 5
| minutes of no access and I cant use ape at all during
| that period until its done (about 20 seconds)
|
|
Egads, 20 seconds! As I understand it, T-cal should only have to compare the drift between either adjacent tracks, or at worst, the innermost and outermost tracks, which should not take anywhere near that long. Are you certain there is not a problem with your drive? On most of the (admittedly much smaller capacity) drives I have, thermal recalibration takes no more than a second, if that long.
-
One solution to the problem might be to run Smartdrive under DOS, with write cacheing turned ON.
-
I can imagine what happens if you are using Windows, not writing anything to the drive for 5 minutes, and then it decides it needs to write something to the swap file during that time.

748. Re: TV Tuner card

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Dv1JKB.49K@cix.compulink.co.uk>
Source record: 81781

I used one to display output from a video camera so it should also run OK
from the 800 via composite or RF. The question arises, why?


```
+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

749. BBS Express! Professional ver 2.0 and 2.1a

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4t6cpf$8q@news.tcd.net>
Source record: 81782

Have had a few ask that these programs be made available again, these were the last Keith Ledbetter wrote. Have accumulated the files for distribution and have them avaiable for order. Price $20.00 for BBS Express! Professoinal (tm) and Express!Net comes with Node, and Manuals for both. Add $4.00 for s/h...

BBS Express! Professional (tm), is at Revision 5.0b..This is still avaiable for those who want the updated version at $39.95 plus $4.00 s/h.

If interested send M/O or credit card information (take Visa/MC) to K-Products
4267 W. Midway Dr.
Salt Lake City, Ut. 84120

Or K-Products
P.O. Box 22122 A.M.F.
Salt Lake City, Ut.84122

750. MPP modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C51110.111C000C07.uuout@ccc-bbs.com>
Source record: 81783

```
C | From: ccleving@freenet.columbus.oh.us (Connie Clevinger)
C | Date: 10 Jul 1996 02:35:00 -0400
C | Subject: MPP modem power supply needed
C | Newsgroups: comp.sys.atari.8bit
C | I need to know if the MPP (400 baud) modems use the normal Atari
C | power
C | supply or something special.

My MPP1000C "300 baud" modem is of the type you're asking about.
Its power supply is 9 volts DC, 200 ma.
---
* JABBER v1.1 * * "All Indus -- All The Time!" * *
```

751. monkey wrench cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C51109.111C000C04.uuout@ccc-bbs.com>
Source record: 81784

```
LD > From: dworsky@idx.com (Larry Dworsky)
LD > Newsgroups: comp.sys.atari.8bit
LD > Subject: Instructions for "Monkey Wrench II" Cart
LD > Date: Tue, 16 Jul 1996 18:47:56 -0500
LD >
LD > I recently obtained a copy of "Monkey Wrench II"
LD > ... unfortunately, I don't have the instructions! Any help as
LD > to how to operate the cart would be greatly appreciated....

The Monkey Wrench II is a "right cartridge," useable ONLY in the
right-hand cartridge slot of the 800. It was put out in 1981 by an
outfit called Eastern House in Winston-Salem, North Carolina.
(Presumably long since out of business.) I have the manual that
went along with the cartridge; it runs 30 pages.

<?>--<!>--<?>--<!>--<?>--<!>--<?>--<!>--<?>
<!> <!>
<?> david.moeser@ccc-bbs.com <?>
<!> censornati, ohio <!>
<?> <?>
<!>--<?>--<!>--<?>--<!>--<?>--<!>--<?>--<!>

* "Always take notes!" -- Gerard of Cremona *
```

752. the 400, a million-dollar machine!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C5110E.111C000C05.uuout@ccc-bbs.com>
Source record: 81785

```
UF > From: thester@nyx10.cs.du.edu (Uncle Fester)
UF > Newsgroups: comp.sys.atari.8bit
UF > Subject: 8-Bit Equipment MUST SELL!!!!
UF > Date: 16 Jul 1996 12:16:30 -0600
UF >
UF > Atari 400 for $100! Yeah, right.
UF > The last one I purchased cost $4.95 + tax.
UF > And it was "like new."
UF >
UF > Uncle Fester

You were ripped off. The last one I purchased cost only $3.
(I'm giving it away because it's not worth the space it takes up!)

If there's really anybody out there actually looking for one,
the successor to ATV has them for sale for $49.95 -- and he says
he's selling more 8-bit stuff these days than ever! (Why, at that
price, the buyer "saves" $50.05, which more than pays for the 400!
Wow! What a deal!)

<?>--<!>--<?>--<!>--<?>--<!>--<?>--<!>--<?>
<!> <!>
<?> david.moeser@ccc-bbs.com <?>
<!> censornati, ohio <!>
<?> <?>
<!>--<?>--<!>--<?>--<!>--<?>--<!>--<?>--<!>

* Two most common elements: Hydrogen and Stupidity *
```

753. bandwidth

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C51114.111C000C08.uuout@ccc-bbs.com>
Source record: 81786

```
C | From: cb541@cleveland.Freenet.Edu (James R. Gilbert)
C | Date: 21 Jun 1996 18:11:04 GMT
C | Subject: On 'bandwidth'
C | Newsgroups: comp.sys.atari.8bit
C |
C | On this line of thought (wasted 'bandwidth') ...
C |
C | ... Now if the FAQ keeper tries to keep the # of bytes
C | down, I think we all should be aware of this, like try not to
C | re-post Terry Ortman's entire for sale thing in a two line
C | comment on it ...
C | I'm getting fed up with the huge cross-posted mini-spams. I
C | hope others express something about this because I think it
C | is ruining the group.

I totally agree. Re-posting (a.k.a. "quoting") should be held
down to the absolute minimum necessary to convey the context of the
matter being discussed. There are a great many newbies out there
who need to learn how to edit their quoting! If quoting must be
done, the ideal is to quote one line -- NOT the entirety of the
original message.
--david.moeser@ccc-bbs.com
---
* JABBER v1.1 * * Error 216: Tagline out of paper * *
```

754. autorun files

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C51115.111C000C09.uuout@ccc-bbs.com>
Source record: 81787

RM | From: Ray Mitchell <ray@toad.net>
RM | Newsgroups: comp.sys.atari.8bit
RM | Subject: Whats an R: handler?
RM | Date: Mon, 24 Jun 1996 15:08:08 -0400
RM |
RM | RANDY&TRACY wrote:
RM | > hi, I just got hold of Flickerterm (using VT100 term right
RM | now) and can't
RM | > get it to work. The docs say I need an R: handler. What ...
RM | is that?
RM |
RM | If you have an Atari 850 or ICD P:R: connection then all you
RM | need is the
RM | AUTORUN.SYS from any Atari DOS 2 or 2.5 disk. This will load
RM | the R:
RM | handler from the device.

That's misleading. Perhaps the original DOS disks sold by the Atari Co. had a file on them called AUTORUN.SYS which performed this particular function. But most Atarians over the years probably started out with second-hand or third-hand copies of DOS programs found on disks obtained from their friends, postal contacts, computer clubs, or magazine disks. Such disks would not necessarily have on them exactly the same files as the factory-produced disks. Many people may well have obtained copies of Atari Dos 2.0 or 2.5 without getting any AUTORUN.SYS file.

I have a number of Dos programs, including 2.0 and variants of it, none of which needs an AUTORUN.SYS program to load in -- either without a menu (like O.S.S.'s DOS-XL) or to go into menu mode (such as DUP.SYS). Even for AUTORUN.SYS files that are related to DOSes (micro-DOSes, lazyloaders, etc.), various different versions can be found on different disks. They're not all the same program.

AUTORUN.SYS is a filename that can be assigned to any program one wants loaded in when booting up. Just because people see a file on a disk titled AUTORUN.SYS doesn't mean that it's the same as the file you mentioned, or that running it will produce the same result you mentioned. Often the main program on a disk (maybe an application, maybe a game, whatever) will be given the name AUTORUN.SYS so that it'll load in automatically.

--david.moeser@ccc-bbs.com
censornati, ohio
---

* JABBER v1.1 * I'm sure it's clearly explained in the Zmodem DOCs. *

755. disks wearing out

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C5110F.111C000C06.uuout@ccc-bbs.com>
Source record: 81788

```
N | From: nlshipp@dictator.uwaterloo.ca (Neil Shipp)
N | Date: Thu, 11 Jul 1996 14:08:52 GMT
N | Subject: Backing up old disks
N | Newsgroups: comp.sys.atari.8bit
N |
N | Yogi <scharles@superlink.net> wrote:
N | >... The magnetic coating wears off (just like on cassette and
N | >video tape). This can create bit errors (may be able to fix by
N | >re-reading sector over and over) or hard errors (kiss that
N | >stuff goodbye)
N |
N | I have first hand experience with this. ...
N | About 2/3 of the disks backed up fine to my PC. Most of the
N | rest had read errors ...
N | The worst problem was that 5 of the disks had degraded to the
N | point where the head of the disk drive scraped the oxide
N | right off the disk ...

Except for some old Beta tapes that were used 50 to 75 times
each (which wore out the sound track), I've never experienced any
problems with cassette tapes, video tapes, or 5 1/4" floppy disks
like what you describe. Not with 12-year-old floppy disks, nor
with 20- or 25-year-old cassette tapes! (At least not yet!)

Factors other than age may also be important in determining
how well these magnetic media hold up. Such as:

* QUALITY: Were the items high quality to begin with, or were
they cheap? Often there's not much difference between brands
available on the retail market, but sometimes there are supercheap
versions available that are lower quality, even when new.

* CONDITION: Have the items been used? Or ABUSED?! Have they
been mishandled, damaged, or worn out?

* ENVIRONMENT: How have the items been stored? In perfect en-
vironmental conditions, or in a dank, dusty, or dirty garage or
basement? Have the disks been in a smokey or a smoking-free
environment? If they're crusted with dust or a film of
tobacco residue, it's no wonder you're running into problems.

* RATING: Have you attempted to stretch disks beyond their
rated capacity? Back in the early '80s when 5 1/4" floppies were
still expensive some people notched the second side of "single-
sided" disks. I tried it but gave it up REAL FAST when I experien-
ced data loss problems. But some people kept on doing this for many
```

years. Trying to read those disks will likely produce undependable results.

I think there's more to it than just age. Disks I've had for a dozen years in dry and smoke-free conditions still work perfectly, even after being used many dozens of times. But other people's disks stored in damp or smokey conditions make my disk heads dirty and produce the problems you mentioned.

--david.moeser@ccc-bbs.com
censornati, ohio
---
* JABBER v1.1 * * Is this the Information Backwoods Dirt Road? * *

756. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4t5igk$sl8@crl10.crl.com>
Source record: 81789

Yogi (scharles@superlink.net) wrote:
: Updated 7-23-96 new files in atari archive

: url is http://mars.superlink.net/scharles/

: Title Company
: Megablast I: Prepare to Die FreeWare

etc...

I, for one, am glad to see listings posted here of new additions to the
archive :)
Keep it up!
BTW, anybody have text docs on Activision's "Shuttle: Journey into
Space"? I never could figure that out.

John
jvogel@crl.com

757. Wanted: Game Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4t40t8$obl@nadine.teleport.com>
Source record: 81849

Looking for the following Atari 400/800 Game Cartridges:

* K-razy Antiks
* Star Raiders II
* Blue Max (by Synapse)
* David's Midnight Magic (by Broderbund)

Will pay reasonable prices, depending on condition and contents.
e-mail me if you have any of these for sale, or know where I can
find them.

Thank you.

David P. Loewen
Salem, Or USA
produnl2@teleport.com

758. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4t432c$48a@madeline.INS.CWRU.Edu>
Source record: 81850

(J. King asks if he might should put a A8 BBS back up in
Carina.)
I got an opinion on everthing. NO, you shouldn't put back
up your BBS in Carina, unless Carina can do what PRO can
do that Tom Hunt is doing, that probably nobody else can
do because that's the way Tom is, because Tom has a way
to interchange qwk packets and network A8 bbses without
having long distance, which your bbs needs to be networked
because you prolly ain't got a whole bunch of callers
in Utah. Regards

759. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4t43cf$4n0@madeline.INS.CWRU.Edu>
Source record: 81851

(Somebody IS trying to make a A8 DOS disk using their pc.)
Maybe this was the msg. I thought somebody was trying to
make a A8 DOS disk using their pc. Well, Yes, my program,
currently under beta, does this. Write MyDOS or SpartaDOS
using a pc. I haven't been able to take a fresh disk,
my 1.2 meg and do it. But I have done it on a virgin disk
using a 360k drive. The program can use a 1.2 meg for
file transfers if you have an A8 to format a clean disk
with.

760. Re: Happy Computers

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4t43jo$4ov@madeline.INS.CWRU.Edu>
Source record: 81852

(Somebody asks if 'Happy Computers' is still in business.)
This person's address is messed up from Compuserve, so a
followup instead of reply. I think you're talking about
Bob Puff's CSS company, which makes 'Archiver' 1050 chips.
I think 'Happy' modifications were for the 810 and came
before the 1050 'Archiver' mods. Anyways, CSS is still
in business.
However, you may be talking about some other company.
'Happy Computer' is also what 'Turbo BASIC' has at the
top of the screen when you load it.

761. new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f59218.13841750@news.superlink.net>
Source record: 81853

```
Updated 7-23-96 new files in atari archive

url is http://mars.superlink.net/scharles/

Title Company
Megablast I: Prepare to Die FreeWare
Bewesoft's Race Bewesoft
Emil-Hilf ?
Zahlrat (?) ?
Bilbo AMC
Sludge New Breed S/w (Hey Bill!)
Wyzle! ?
Matrix Shareware
Block Puzzle ?
Robox (?) ?
Dungeonlords ?
Checkers ?
Boulder Dash (3) ?
Cambodia Propoganda Software
Captain Beeble Inhome Software
Captain Cosmo Nexa Corporation
Carnival Massacre Thorn EMI Video Programmes LTD
Colossus (chess) 3.0 UK Soft
Crazy Clown Jumper ?
Boulder Dash (4) ?
Planetary Defense Analog
Fill'Er Up! II Analog
Floyd the Droid Goes Blastin' Analog/Playsoft
Game of Live! ?
Storm (needs playtesting) Mastertronic LTD
Night Strike! TG Software
Bank Panik ?
Space Shuttle: A Journey Into Space Activision
Speed King Mastertronic/Sculpted Software
Eggard Scandsoft
Little Devil Red Rat Software
Planet Attack Red Rat Software
King of the Ring Beowulf Computing LTD
House of Usher Kingsoft
SS Achilles Beyond Software
Misja L.K. Avalon
SOS Saturn Domain Software
Droga Wojownika ASF s.c.
Deimos Sonix Software
Vicky (short file) L.K. Avalon
```

Syn Boga Wiatry L.K. Avalon
Simple Minds ?
Mines! (Minesweeper!) A New Generation Software
Lizard Tiger Developments
Citadel, The Tiger Developments
Vicky (long file w/ intro) L.K. Avalon

762. Re: Commodore 1902A monitor question

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xjAsnil.lmcclure@delphi.com>
Source record: 81854

In a message dated 7-18-96, Bruce Willard said:
|
| I just picked up a great Commodore 1902A monitor. It
| works great with my SNES using video and audio, but
| after searching the web and finding pinouts for the 130XE
| and the 1902A and making a cable, I get nothing. The pinout
| I found for the 1902A did not show a video connection, just
| ground, chroma, luminance and sound. Does anyone have a
| tried and true pinout for a cable to go between them?
|
|
You did not mention which Atari 8-bit model you have, but some lack the
chroma output line. If yours is one, then you will either have to
substitute the composite output line, or for better quality, modify
your A8 to provide a true chroma output.
-
One thing that bothers me is that you said you got nothing. Even without
the chroma line, you should have gotten a monochrome picture from the
luma connection alone. I suspect the problem is that the 1902A, like most
Commodore monitors, does not automatically switch between normal
composite and chroma/luma input. Check for a switch on the back panel
(possibly labled "CVBAS" or similar), or a switch under the front panel
that switches between RGBI/composite/split video, and try it in each
position. One of the settings should at least net you a greyscale pic
with your cable attached (or full color if you have an old 800 or XE).

763. Re: SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xBIu3II.lmcclure@delphi.com>
Source record: 81855

In a message dated 7-20-96, Nick Bensema said:
|
| I know there is a whole bunch of room on the Atari to put
| in extra chips and stuff. I was wondering if anyone ever
| tried installing a Commodore SID chip in there, and did
| anything with it?
|
|
It should work fine. The only hurdle left after installing it would be
to write the software to use it.
-
Since the SID was also used in the C-128, which ran at 2Mhz, the 1.79Mhz
clock rate of the Atari should not be a problem either. (In fact, the
C-65 prototype I have has dual SID's, and it is clocked at 3.58Mhz, so
unless that was a custom run, evidently the SID can handle even higher
clock rates than either the 128 or A8 computers use).
|
|
|
| In fact... would it be possible to put the ANTIC or POKEY
| chips in another computer? A non-Atari computer, of course.
|
|
The only problem I could forsee (at least with another 65xx computer)
would be with the clock rate. The ANTIC chip, at the very least, is
intimately tied to the clock rate, as is the GTIA. Since the only two
other popular 65xx computers (at least in the US), the 64 and Apple II
series, run at about 1Mhz, vs. 1.79MHz for the A8, you've got a large
problem. Also, you have to deal with the halt line.
-
Pokey is less problematic, although using a different clock speed, AFAIK,
would affect the reference clock it uses to determine the pitch of sounds.
-
I have wondered how difficult it would be to graft a GIME chip from a
CoCo 3 (since 65xx and 68xx buses are largely compatible). Since this
chip provides for ST-like resolutions (except for no 640x400 hi-res and
only a 64-color palette vs. 512 or 4096), and a memory mapper that
handles 512K of memory, and comes from a machine that operates at a
speed very close to that of the A8 (needing only slight underclocking,
which would affect the horizontal/vertical sync rate slightly), it would
be an interesting hack. Unfortunately, since there is not a ready supply
of replacement chips at reasonable prices, this be unlikely to ever be
anything more than a "see, it can be done" demo hack if successful.

764. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: prince2@psycfrnd.interaccess.com
Message-ID: <4t49ir$2gi@nntp.interaccess.com>
Source record: 81856

Yogi (scharles@superlink.net) wrote:
: Updated 7-23-96 new files in atari archive

: url is http://mars.superlink.net/scharles/

: Title Company
: Megablast I: Prepare to Die FreeWare
: Bewesoft's Race Bewesoft
: Emil-Hilf ?
: Zahlrat (?) ?
: Bilbo AMC
: Sludge New Breed S/w (Hey Bill!)
: Wyzle! ?
: Matrix Shareware
: Block Puzzle ?
: Robox (?) ?
: Dungeonlords ?
: Checkers ?
: Boulder Dash (3) ?
: Cambodia Propoganda Software
: Captain Beeble Inhome Software
: Captain Cosmo Nexa Corporation
: Carnival Massacre Thorn EMI Video Programmes LTD
: Colossus (chess) 3.0 UK Soft
: Crazy Clown Jumper ?
: Boulder Dash (4) ?
: Planetary Defense Analog
: Fill'Er Up! II Analog
: Floyd the Droid Goes Blastin' Analog/Playsoft
: Game of Live! ?
: Storm (needs playtesting) Mastertronic LTD
: Night Strike! TG Software
: Bank Panik ?
: Space Shuttle: A Journey Into Space Activision
: Speed King Mastertronic/Sculpted Software
: Eggard Scandsoft
: Little Devil Red Rat Software
: Planet Attack Red Rat Software
: King of the Ring Beowulf Computing LTD
: House of Usher Kingsoft
: SS Achilles Beyond Software
: Misja L.K. Avalon
: SOS Saturn Domain Software
: Droga Wojownika ASF s.c.
: Deimos Sonix Software

: Vicky (short file) L.K. Avalon
: Syn Boga Wiatry L.K. Avalon
: Simple Minds ?
: Mines! (Minesweeper!) A New Generation Software
: Lizard Tiger Developments
: Citadel, The Tiger Developments
: Vicky (long file w/ intro) L.K. Avalon

Damn still no Cycle Knight by Artworx :(this game is equally hard to find on the c-64 oh well....the search continues

765. Re: ATARI CHAT ON THE WEB!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: eru@sover.net
Message-ID: <31f5f450.140136365@news.sover.net>
Source record: 81857

On 23 Jul 1996 10:11:50 -0700, jasonbar@nut.ucsb.edu (Jason D. Bardis)
wrote:

>Jeff Potter <jdpotter@worldnet.att.net> writes:
>
>
>>12 noon PDT is too early! and how does one get to an IRC channel?
>>I got this AT&T worldnet and CIS access... where do I look?
>
>
>Well, if you've got a SLIP/PPP account, you can get a program on your
>computer that will be an IRC client for you. Then, you have to find
>some site that will be an IRC server for you (maybe your own ISP, maybe
>not).
some good efnet irc servers:

irc.mo.net
irc.voicenet.com

then join the channel #atari8 by issueing the command : /join #atari8

An aside, the people of #atari are getting frustrated, as attendance
in #atari8 is larger than #atari now on a nightly basis!! A big thank
you goes to Gumbie for the new bot, protopipe aka lovelil, and all
those who drop by frequently, if not every night: AtariXE (that's me!!
:), tuf, Gumbie, NickB33, AtariLord, and all those whose nick's escape
me at this late hour.

>
>
>Speaking of which, my account doesn't support IRC, so I have to connect
>to some other system. I used to go to ucsd.edu, but that no longer
>works. Where else can I go?

If you are unable to run an irc client on your own machine, and your
ISP doesn't have irc on their machine, (very uncommon) you can always
get the source and compile it yourself on your host. Otherwise, the
easy way is to telnet elsewhere. I'm looking into exactly where for
you.
>
>Thanks
>-Jason

BTW, Jeff, I could help more if I knew your preferred platform for
netting. Glad to see your still lurking, and interested in chatting!
I tried to spur interest in this before, but I guess it takes Bill

Kendrick to spur interest among the "big names"... :)

Rick

766. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4t51s0$jbj@dfw-ixnews4.ix.netcom.com>
Source record: 81858

In <4t392e$sgr@news.xmission.com> James E. King <jeking@xmission.com>
writes:
>
>Does anybody out there still call (on a regular or failry regular
basis) atari 8bit related or specific BBS systems? Would it be worth my
effort to put my BBS back online - in Carina format?
>
James,
Just for a point of reference, JACS (The Jersey Atari Computer
Society) BBS is still in full operation and is active in ALL Atari
computer and game system related topics and files. The club is also
still active, albeit mostly Jaguar gamers these days. The JACS BBS
number is (609) 346-1224 and is run on an Atari 1040ST using Fnordadel,
a Citadel compatible BBS program. BTW, it is networked across the
country and Canada.
There is a version of Citadel for the 8-bit called ATKEEP. It was
written in BASIC XE and requires SpartaDOS and an R-Time8. That version
is not a network version, but if someone (hint, hint) could make it so
and get it working properly... I'd like to run one myself.

rely@ix.netcom.com

767. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4t5269$kfe@sjx-ixn5.ix.netcom.com>
Source record: 81859

In <4t43cf$4n0@madeline.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu
(James R. Gilbert) writes:
>
>
>(Somebody IS trying to make a A8 DOS disk using their pc.)
>Maybe this was the msg. I thought somebody was trying to
>make a A8 DOS disk using their pc. Well, Yes, my program,
>currently under beta, does this. Write MyDOS or SpartaDOS
>using a pc. I haven't been able to take a fresh disk,
>my 1.2 meg and do it. But I have done it on a virgin disk
>using a 360k drive. The program can use a 1.2 meg for
>file transfers if you have an A8 to format a clean disk
>with.
This is good to know. I was under the impression that because of
controller and sector size differences, that the PC drives couldn't do
it.
What are you calling your program? I'm sure there will be a big
call for this. Good Luck!!!

rely@ix.netcom.com

768. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4t53uc$chk@dfw-ixnews8.ix.netcom.com>
Source record: 81860

In article <4t49ir$2gi@nntp.interaccess.com>, prince2@interaccess.com wrote:

>Damn still no Cycle Knight by Artworx :(this game is equally hard to
>find on the c-64 oh well....the search continues
>

I bought that. I'm not sure if I still have it though. I'll have to
ask the person that has all my disks.

769. Re: cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4t43ri$57r@madeline.INS.CWRU.Edu>
Source record: 81861

(I got a pre-prepared response, but I re-read the msg. and
I think Mr. T. meant he used a audio tape deck to copy
A8 tapes. The question of using a 'sampler' type thing in
Windows and extracting a A8 file from it, I don't think
that is posssible.)
(Ain't got no easy reader, this is all done by hand.)
JG>>One thing, the atari cassette works on FM and audio
tape players/recorders use AM. That presents some
problems, I guess.

RT>Not strictly accurate. The recording is always plain
analog. "AM" and "FM" mean nothing in those terms.
Decoding the data is a different kettle of fish, but that
has nothing to do with the actual recording technique.

I'll be satisfied if it is even a little accurate. I know
A8s tapes were unique, AFAIK, in that they used an FM type
of scheme in their recording of digital information.
Commodore, Sinclair, even IBM again AFAIK, used AM on their
tape drives.

Analog information can be represented in either 'ups' and
'downs' of AMplitude or Frequency changes (Modulation). The
magnetizing of the medium is such that there are 'stronger'
and 'weaker' areas of the tape, which is picked up by the
reading head. That would be AM. FM on the A8 would have a
single amplitude 'clock' frequency tone, upon which there
would be square wave pulses of frequency 'peaks' and
'valleys', instead of pulses of 'stronger' and 'weaker'
magnetism to record the digital 0s and 1s. I've heard A8s
were much more reliable than other computer tape drives
because of this feature.

I'mover my head here, but my point was that copying A8
tapes using an audio tape recorder might not work because of
the difference in techniques used by audio and A8 tapes. I
wasn't correct, as you mentioned you have successfully
copied A8 tapes using an audio tape deck. The digital info
on an A8 tape is still variations on a tone, so the tape can
be copied using an ordinary audio tape recorder. There must
be an analog to digital converter in there somewhere.

I also want to mention that most commercial A8 tapes used a
variety of copy protection techniques, some of which I am
sure prevented copying the tape using an audio deck.
Russ Gilbert (James R. Gilbert)

cb541@cleveland.freenet.edu

770. Re: TV Tuner card

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <31F5FB02.2FA8@owl.co.uk>
Source record: 81862

Iain Laskey wrote:
>
> I used one to display output from a video camera so it should also run OK
> from the 800 via composite or RF. The question arises, why?

Basically so I don't have to move the TV upstairs everytime I play
one of my 8Bit games.

771. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: eru@sover.net
Message-ID: <31f5f5af.140487380@news.sover.net>
Source record: 81863

On 23 Jul 1996 21:35:01 -0700, nickb@Primenet.Com (Nick S Bensema)
wrote:

>Perhaps you could arrange the BBS to be accessible only over the Internet,
>and have a Unix program act as a liaison for telnetting in.... but how
>many telnet clients would support ATASCII?

sounds like a job for a programmer out there... :)

Rick

772. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4t5t1t$a55@madeline.INS.CWRU.Edu>
Source record: 81864

(Talk about J. King putting his BBS back up, using Carina.)
I just wanted to point out that I didn't mean anything about
the state of Utah. There aren't many A8 callers anywhere,
I think and thus the need for some kind of networking.
Utah is the birthplace of Atari, or at least its founder AFAIK.

773. Re: ATARI CHAT ON THE WEB!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t57p1$1gk_004@jf.intel.com>
Source record: 81865

In article <4t314m$6tb@nut.ucsb.edu>,
jasonbar@nut.ucsb.edu (Jason D. Bardis) wrote:

>Jeff Potter <jdpotter@worldnet.att.net> writes:
>
>>... how does one get to an IRC channel?
>
>Well, if you've got a SLIP/PPP account, you can get a program on your
>computer that will be an IRC client for you. Then, you have to find
>some site that will be an IRC server for you (maybe your own ISP, maybe
>not).

Here are several:

irc.primenet.com
irc.ais.net
irc.cerf.net

Once connected, type:

/join #atari

Other channels of interest are atari8 and atari_st (sometimes atarist). One
might reasonably hope that the channel w/o special designator will be all
Atarians, whereas the others are more specialized.

>Speaking of which, my account doesn't support IRC, so I have to connect
>to some other system. I used to go to ucsd.edu, but that no longer
>works. Where else can I go?

There's also mickey.cc.utexas.edu.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

774. Re: APE cable common problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4t69bs$pqg@madeline.INS.CWRU.Edu>
Source record: 81866

In a previous article, lmcclure@delphi.com (Lonnie McClure) says:

>In a message dated 7-21-96, Yogi said:
>|
>| I have a new WD 2.5 gig drive that does this after 5
>| minutes of no access and I cant use ape at all during
>| that period until its done (about 20 seconds)
>|
>|
>Egads, 20 seconds! As I understand it, T-cal should only have to compare
>the drift between either adjacent tracks, or at worst, the innermost and
>outermost tracks, which should not take anywhere near that long. Are you
>certain there is not a problem with your drive? On most of the (admittedly
>much smaller capacity) drives I have, thermal recalibration takes no more
>than a second, if that long.
> -
>One solution to the problem might be to run Smartdrive under DOS, with
>write cacheing turned ON.

I bet his drive is going into its second power saving mode. Some drives
(expecially new and large ones) will spin down the platters after a
pre-determined idle time to save power and reduce heat.

If it is a problem, there are many free utilitys to tell your IDE
drive not to do this when you boot the system. They are little
.COM files about 1k in size that do only that and then exit without
taking up any memory.

Its worth a try at least :)

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

775. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4t5p22$5ej@madeline.INS.CWRU.Edu>
Source record: 81867

(R. Smith Ely asks about my ibm<->A8 program.)
I'm calling it PCUTIL on the ibm sid and SIO Plus on the A8
side. You mentioned ibm not being able to make a boot disk.
It can. Don't ask me, exactly why, but if you write the 128
bytes of the first 3 sectors (we're talking double density here)
the disk will boot, regardless of what else the other 128 bytes
are.

776. FS: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-24 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <31f6a806.5845320@netnews.netaxs.com>
Source record: 81868

```
Email me with any interest

**********************************************
Go ERNIE #28
Come visit http://www.intserv.com/~jayski
and http://www.intserv.com/~jayski/irvan.html
```

777. Re: APE cable common problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f6e6b1.404312@news.superlink.net>
Source record: 81790

On Wed, 24 Jul 96 01:50:02 -0500, Lonnie McClure <lmcclure@delphi.com>
wrote:

-In a message dated 7-21-96, Yogi said:
-|
-| I have a new WD 2.5 gig drive that does this after 5
-| minutes of no access and I cant use ape at all during
-| that period until its done (about 20 seconds)
-|
-|
-Egads, 20 seconds! As I understand it, T-cal should only have to
compare
-the drift between either adjacent tracks, or at worst, the innermost
and
-outermost tracks, which should not take anywhere near that long. Are
you
-certain there is not a problem with your drive? On most of the
(admittedly
-much smaller capacity) drives I have, thermal recalibration takes no
more
-than a second, if that long.
- -
-One solution to the problem might be to run Smartdrive under DOS,
with
-write cacheing turned ON.
- -
-I can imagine what happens if you are using Windows, not writing
anything
-to the drive for 5 minutes, and then it decides it needs to write
-something to the swap file during that time.
-
Actually, I think that may what it's doing I did set the swap file to
write to that drive. Who knows with win95 (Actually thats right, I
shut OFF the swap file, as I have 48 MB of ram. What is it writing?)
Betcha the next msg in this thread from S. tucker is about ape locking
up! (I havent read it yet!)

778. Re: APE cable common problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f6e71a.508988@news.superlink.net>
Source record: 81791

```
On 24 Jul 1996 22:50:36 GMT, dh395@cleveland.Freenet.Edu (Steven J
Tucker) wrote:

-
-In a previous article, lmcclure@delphi.com (Lonnie McClure) says:
-
->In a message dated 7-21-96, Yogi said:
->|
->| I have a new WD 2.5 gig drive that does this after 5
->| minutes of no access and I cant use ape at all during
->| that period until its done (about 20 seconds)
->|
->|
->Egads, 20 seconds! As I understand it, T-cal should only have to
compare
->the drift between either adjacent tracks, or at worst, the innermost
and
->outermost tracks, which should not take anywhere near that long. Are
you
->certain there is not a problem with your drive? On most of the
(admittedly
->much smaller capacity) drives I have, thermal recalibration takes no
more
->than a second, if that long.
-> -
->One solution to the problem might be to run Smartdrive under DOS,
with
->write cacheing turned ON.
-
-I bet his drive is going into its second power saving mode. Some
drives
- (expecially new and large ones) will spin down the platters after a
- pre-determined idle time to save power and reduce heat.
-
-If it is a problem, there are many free utilitys to tell your IDE
- drive not to do this when you boot the system. They are little
- .COM files about 1k in size that do only that and then exit without
- taking up any memory.
-
-Its worth a try at least :)
-
-Steve
---
--- Video game playing, adventure junkie, choclate craving, woman
```

loving,
- Limbaugh hating, Trek watching, all around lazy computer fart.
-
-!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+
Lines !!

OK, so I was Wrong! SUE ME! (See previous post from me) :)

779. Re: anyone remember Captain Beeble?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f6e77f.610328@news.superlink.net>
Source record: 81792

On Tue, 23 Jul 1996 14:14:40 -0700, "Brent Aliverti"
<brenta@microsoft.com> wrote:

-From my high school days, I remember playing a game on my Atari 800
called
-Captain Beeble. It was a horizontally scrolling space ship game, as
I
-recall. Details are kind of fuzzy and I never see the game mentioned
-anywhere. Does anyone know what company made it? Anyone have one
for
-sale?
-
-Thanks!
-
It was produced by a company called "Inhome Software"

780. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f6e7ac.655305@news.superlink.net>
Source record: 81793

YES! I know! They're all CORRUPT!
Will be fixed As soon as the corrupt ones are DELETED!

781. Re: XF551 □□□□□□Need Help on XF551

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <4t6ouf$qur@darla.visi.com>
Source record: 81794

> <kim.renteria@abq.com> writes:
> I have two XF551's, one of which has died. The reason for death is
> a bad rom, I believe. The part number is C101696-002. Does anyone know
> what a compatible prom or e-prom might be that I could use to copy the
> good one onto? I went to an electronic parts store; they were no help as
> soon as they saw the ATARI name on the chip. It would seem to me though
> that there must be some available replacement blank prom (or am I
> wrong?) My second problem is getting the copy made, but I will cross
> that bridge when I come to it. BTW, I am posting this using my
> daughter's Atari and account since I am located out of country and am
> here for only the next couple of weeks.
>
> Thanks in advance,
> Kent
>
>
>>>>
Humm, read this earlier and passed over it as I wasn't sure. Later
it dawned on me that I HAVE a XF551 PROM doing nothing. One that I
removed when I upgraded to a Bob Puff, Dual 551 (5.25, 360K and a 3.5
720K).
BTW, a 2764 EPROM is what you were looking for.

Best to contact me via EMail,

Rich Mier
rbmier@visi.com

782. Re: IBM ---> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4t7m2n$7p4@sjx-ixn3.ix.netcom.com>
Source record: 81795

In <4t5p22$5ej@madeline.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu
(James R. Gilbert) writes:
>
>
>(R. Smith Ely asks about my ibm<->A8 program.)
>I'm calling it PCUTIL on the ibm sid and SIO Plus on the A8
>side. You mentioned ibm not being able to make a boot disk.
>It can. Don't ask me, exactly why, but if you write the 128
>bytes of the first 3 sectors (we're talking double density here)
>the disk will boot, regardless of what else the other 128 bytes
>are.
So, you're saying replace the boot sectors of the DOS disk with
AtariDOS boot sectors makes it bootable AND readable for all sectors? I
can see the boot part, but the rest would have to be 128 or 256
bytes/sector depending on the density and DOS--ie. SpartaDOS in double
density mode. I can see being able to read the rest with sector editor,
but can it be read by regular programs? AtariDOS boot sectors are
always 128 b/sector so that is single density even for Sparta and MyDOS
double and enhanced density. Hmmm.... Hey, if it works, then I want it.
I like utilities! I must have most of the ones that have ben floating
around over the years.

rely@ix.netcom.com

783. Best color composite monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <4t8ni1$4k8@newsbf02.news.aol.com>
Source record: 81796

Hello,
I'm looking for a color composite monitor to use with my
Atari 8-bit's, Apple][']s, and modified 2600.

Does anyone have any suggestions/opinions as to which model
gave the best picture (particularly on Atari's) and has held
up best with time?

(Amdek, various Commodores, Apple Color Composite, etc.)

Any monitor I'd consider would need to have a built-in speaker,
too. A Chroma/Luma input would be ideal but isn't necessary.

Thanks!
Richard
richczeta@aol.com

784. Re: SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4t8apb$avp@charm.magnus.acs.ohio-state.edu>
Source record: 81797

In article <wkn30r9omt.fsf@default>, <buesch@srv.net> wrote:
>In article <4stqop$13t@news.ee.net> dmaxwell@greenapple.com (David
>A. Maxwell) writes:
>manual, it SEEMS possible, however if I recall correctly the SID
>depends on a 1 Mhz system clock. So installing one in an Atari *might*
>involve overclocking the SID which might be problematic. At the very
>least it would throw the audio range of the SID way off.

It shouldn't be a problem to divide the Atari 1.79 MHz clock in half,
and underclock the SID at 895 kHz. It might still throw off the audio
a bit, but not nearly as much.
--
============= R o b F u n k =============|=========> funk+@osu.edu <=========
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

785. Re: Best color composite monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4t8nt6$d5j@charm.magnus.acs.ohio-state.edu>
Source record: 81798

In article <4t8ni1$4k8@newsbf02.news.aol.com>,
RichCZeta <richczeta@aol.com> wrote:
>Does anyone have any suggestions/opinions as to which model
>gave the best picture (particularly on Atari's) and has held
>up best with time?
>
>(Amdek, various Commodores, Apple Color Composite, etc.)
>
>Any monitor I'd consider would need to have a built-in speaker,
>too. A Chroma/Luma input would be ideal but isn't necessary.

I have two Commodores, a 1702 and a 1902, and both are excellent. The
1702 seems to tolerate my barely-shielded 1200xl much better though,
but the 1902 does have the switch on the front and all jacks on the
back.
--
============= R o b F u n k =============|=========> funk+@osu.edu <=========
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" |rfunk@freenet.columbus.oh.us
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

786. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <4t6f6m$jqo@news.ee.net>
Source record: 81799

eru@sover.net (Rick Ziegler) wrote:

>On Sun, 21 Jul 1996 14:24:47 -0700, "David A. Paterson"
><davepat@total.net> wrote:

>>David A. Maxwell wrote:
>>>
>>> Wouldn't it be neat if we could put an entire 8bit Atari on an ISA
>>> card and drop it inside our PC's?
>>
>>Actually, Chuck S. at Dataque did consider doing that, but he ran into
>>problems with Atari, as I recall.
>>
>>Dave Paterson

>Chuck Steinman actually completed that project did he not? (at least
>a prototype for himself) Is he still around? Last I talked to him I
>was buying my transkey... perhaps he could share the schmatics and
>code, and to hell with Atari. or JTS, or who ever they are now, as
>they disowned us 8-bitters back in '89 was it?? It would be an
>involved project, but maybe it is the only way for it to be available
>to the masses.

>Rick
We could get the proms and specialty chips from surplus 8-bits. I
paid 7 bucks for a 130XE and an Indus GT drive. I'm an electronics
tech and the idea of ripping the copywrited stuff out of whole
computer doesn't scare me. The ISA card could have sockets for the
GTIA, POKEY, 6502C, , OS ROMS, etc, etc. I know some of those chips
are even available from parts houses. Bring on dem schematics and PCB
layouts!!

787. monkey wrench cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31f83053@pianosa.demon.co.uk>
Source record: 81800

Whilst reading the usual rubbish I find here, DAVID MOESER wrote something
interesting to All about monkey wrench cartridge:

Hello DAVID,

DM> The Monkey Wrench II is a "right cartridge," useable ONLY in the

The original was, yes. Eastern House re-vamped MWII when the 800XL appeared,
with a pass-through cartridge like SpartaDOS X, or R-Time8.

I bought the right cart version for my 800, and used it for, oooh, about 8
weeks. When I upgraded(?) to a 130XE, I didn't miss MW at all.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... The only things we've got today. - Hate and War; The Clash

788. Lemmings for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31f830ed@pianosa.demon.co.uk>
Source record: 81801

Whilst reading the usual rubbish I find here, John Veness wrote something
interesting to All about Lemmings for the Atari 8-bits?:

Hello John,

JV> I'm a fan of the Lemmings series of games, and am looking to collect

Since this game post-dates the Atari's *useful* life-span by a decade or so,
it's highly unlikely that a commercial port exists. A PD clone may, but not
/really/ being a games player, I wouldn't like to say. :-(

JV> Thank you for listening,

And thank *you* for asking. :-)

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... I don't want no uniform, and I don't want no book of rules.
Youth Youth Youth; Generation X

789. 850 modem cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-2607960006360001@news-stand.acs.ohio-state.edu>
Source record: 81802

Could some kind person help me? i'd like to know the difference between an 850 to 25-pin modem cable and a 9-pin to 25-pin PC modem cable. Is it a matter of 2 pins or can someone suggest a place to get this cable (850-hayes modem (25-pin)) pre-made?

thanks
andy
summers.61@osu.edu

790. Lemmings for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: John Veness <john@drl.ox.ac.uk>
Message-ID: <31F7C19C.650F@drl.ox.ac.uk>
Source record: 81803

Hi,

I'm a fan of the Lemmings series of games, and am looking to collect all the versions of it that I can. I was wondering if it ever came out on the Atari 8-bits? I couldn't find it in Yogi's Jellystone Park (http://mars.superlink.net/scharles/).

Thank you for listening,

John

--
John Veness, Network Support, Diabetes Research Labs, University of Oxford

791. Re: emulators' sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2507961546470001@194.125.2.242>
Source record: 81804

In article <4t6f6m$jqo@news.ee.net>, dmaxwell@greenapple.com (David A. Maxwell) wrote:

> We could get the proms and specialty chips from surplus 8-bits. I
> paid 7 bucks for a 130XE and an Indus GT drive. I'm an electronics
> tech and the idea of ripping the copywrited stuff out of whole
> computer doesn't scare me. The ISA card could have sockets for the
> GTIA, POKEY, 6502C, , OS ROMS, etc, etc. I know some of those chips
> are even available from parts houses. Bring on dem schematics and PCB
> layouts!!

Just make it a PCI card instead? That way it works on the Mac too. Thanks!

Maury

792. Re: ATARI CHAT ON THE WEB!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4t7tfd$1pc_001@jf.intel.com>
Source record: 81805

In article <31F649D6.35C3@mad.com>, hobo <hobo@mad.com> wrote:
>
>I've tried using mIRC under win95, but as of yet have been unsuccessful
>in connecting to a IRC server. My machines are behind a firewall - and
>I think this is causing my problems. Is there a way to Chat through a
>firewall?
>
>Cyrus
If your proxy server supports it, yes. If not, you can still do it if you can
telnet to an outside account; enter irc at the UNIX prompt and away you go.
Assuming you are good terms with your support people, ask them the proxy name
and port for using IRC through the firewall. Then put that info in your
winsock settings; you may also need to put them into mIRC's setup.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

793. Re: Best color composite monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-25 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <31F83304.6E53@inil.com>
Source record: 81806

Rob Funk wrote:

> I have two Commodores, a 1702 and a 1902, and both are excellent. The
> 1702 seems to tolerate my barely-shielded 1200xl much better though,
> but the 1902 does have the switch on the front and all jacks on the
> back.

A guy locally is selling 2 1702 for $100... cant say if they're in good
shape though..

Rory
mcmahon@inil.com

794. Return of Heracles Game

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: Guilherme <guil@vnet.ibm.com>
Message-ID: <31F9AC3C.55BC@vnet.ibm.com>
Source record: 81719

Hi friend, my name is Guilherme and i had a game called Return
fo Heracles to play on Apple Computers or Atari. Today i use PC but that
was the most interesting game i have ever seen and i really
would be very happy if i could play it on my PC 486 computer.
Please sell me this game for PC or help me like you can.
I would be very happy if you could answer this message
to my e-mail : guil@vnet.ibm.com.

Thank you very much,

Guilherme - guil@vnet.ibm.com

795. Re: cassette->atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4tb87e$r67@linet06.li.net>
Source record: 81720

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (I got a pre-prepared response, but I re-read the msg. and
: I think Mr. T. meant he used a audio tape deck to copy
: A8 tapes. The question of using a 'sampler' type thing in
: Windows and extracting a A8 file from it, I don't think
: that is posssible.)
: (Ain't got no easy reader, this is all done by hand.)
: JG>>One thing, the atari cassette works on FM and audio
: tape players/recorders use AM. That presents some
: problems, I guess.
:
: RT>Not strictly accurate. The recording is always plain
: analog. "AM" and "FM" mean nothing in those terms.
: Decoding the data is a different kettle of fish, but that
: has nothing to do with the actual recording technique.
:
: I'll be satisfied if it is even a little accurate. I know
: A8s tapes were unique, AFAIK, in that they used an FM type
: of scheme in their recording of digital information.
: Commodore, Sinclair, even IBM again AFAIK, used AM on their
: tape drives.
:
: Analog information can be represented in either 'ups' and
: 'downs' of AMplitude or Frequency changes (Modulation). The
: magnetizing of the medium is such that there are 'stronger'
: and 'weaker' areas of the tape, which is picked up by the
: reading head. That would be AM. FM on the A8 would have a
: single amplitude 'clock' frequency tone, upon which there
: would be square wave pulses of frequency 'peaks' and
: 'valleys', instead of pulses of 'stronger' and 'weaker'
: magnetism to record the digital 0s and 1s. I've heard A8s
: were much more reliable than other computer tape drives
: because of this feature.
:
: I'mover my head here, but my point was that copying A8
: tapes using an audio tape recorder might not work because of
: the difference in techniques used by audio and A8 tapes. I
: wasn't correct, as you mentioned you have successfully
: copied A8 tapes using an audio tape deck. The digital info
: on an A8 tape is still variations on a tone, so the tape can
: be copied using an ordinary audio tape recorder. There must
: be an analog to digital converter in there somewhere.
:

: I also want to mention that most commercial A8 tapes used a
: variety of copy protection techniques, some of which I am
: sure prevented copying the tape using an audio deck.
: Russ Gilbert (James R. Gilbert)
: cb541@cleveland.freenet.edu

796. 8-bitter on a card (Was Re: emulators' sound)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960726171319.25152C-100000@ns1.ptd.net>
Source record: 81721

On Thu, 25 Jul 1996, David A. Maxwell wrote:

> eru@sover.net (Rick Ziegler) wrote:
>
> >Chuck Steinman actually completed that project did he not? (at least
> >a prototype for himself) Is he still around? Last I talked to him I
> >was buying my transkey... perhaps he could share the schmatics and
> >code, and to hell with Atari. or JTS, or who ever they are now, as
> >they disowned us 8-bitters back in '89 was it?? It would be an
> >involved project, but maybe it is the only way for it to be available
> >to the masses.

If the patent runs out on it(which may take a while), then it would be
legally possible. Someone even suggested a 2600 on a card but it's an
idea right now. Sure beats emulators which run cheesy on a Pentium :P

> We could get the proms and specialty chips from surplus 8-bits. I
> paid 7 bucks for a 130XE and an Indus GT drive. I'm an electronics
> tech and the idea of ripping the copywrited stuff out of whole
> computer doesn't scare me. The ISA card could have sockets for the
> GTIA, POKEY, 6502C, , OS ROMS, etc, etc. I know some of those chips
> are even available from parts houses. Bring on dem schematics and PCB
> layouts!!

Include a way to use carts and I'll be interested in it myself :)

Eric Noss
a.k.a
Mr. Maddog

797. I've asked before..

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4tc801$hh@nnrp1.news.primenet.com>
Source record: 81722

Is there anyone out there, anyone I can contact, that will help me
put some music in my demo page?

Preferably, some classic rock, but I suppose I'll be happy enough if I can
get some ripped game music, if there is any.

Nothing elaborate or digitized.... I might need it to fit between DOS and
$4000... am I dreaming here? I could put the scrolltext there, I'm pretty
sure I'll have $9000-$bfff available....

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, I expected everyone in Phoenix-->*_,--._/
in the world to just START HUMMING. They didn't. Darn. v

798. ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: starfleet.software@juno.com
Message-ID: <19960726005923.aaaa000rV@babyblue.cs.yale.edu>
Source record: 81723

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00.

Supra External 2400 Baud Modem, includes powewr supply, no manual,
Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

799. Re: disks wearing out

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f8b8d9.391775@news.superlink.net>
Source record: 81724

```
-each (which wore out the sound track), I've never experienced any
-problems with cassette tapes, video tapes, or 5 1/4" floppy disks
-like what you describe. Not with 12-year-old floppy disks, nor
-with 20- or 25-year-old cassette tapes! (At least not yet!)
-
- Factors other than age may also be important in determining
-how well these magnetic media hold up. Such as:
-
- * QUALITY: Were the items high quality to begin with, or were
-they cheap? Often there's not much difference between brands
-available on the retail market, but sometimes there are supercheap
-versions available that are lower quality, even when new.
-
- * CONDITION: Have the items been used? Or ABUSED?! Have they
-been mishandled, damaged, or worn out?
-
- * ENVIRONMENT: How have the items been stored? In perfect en-
-vironmental conditions, or in a dank, dusty, or dirty garage or
-basement? Have the disks been in a smokey or a smoking-free
-environment? If they're crusted with dust or a film of
-tobacco residue, it's no wonder you're running into problems.
-
- * RATING: Have you attempted to stretch disks beyond their
-rated capacity? Back in the early '80s when 5 1/4" floppies were
-still expensive some people notched the second side of "single-
-sided" disks. I tried it but gave it up REAL FAST when I experien-
-ced data loss problems. But some people kept on doing this for many
-years. Trying to read those disks will likely produce undependable
-results.
-
- I think there's more to it than just age. Disks I've had for a
-dozen years in dry and smoke-free conditions still work perfectly,
-even after being used many dozens of times. But other people's
-disks stored in damp or smokey conditions make my disk heads dirty
-and produce the problems you mentioned.

Well, since the disks in question were not * MY * disks, I can't tell
you about any of the above factors. If I still had mine and hadn't
stupidly sold them 11 years ago, I'm sure most of them would have
worked. These were disks that came with a system I bought, and looked
like they were iffy to begin with (and yes, all of them were flippies)
```

800. Looking for C compiler

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: Brian Hutchinson <hutch@ena-east.ericsson.se>
Message-ID: <31F8BFE5.167EB0E7@ena-east.ericsson.se>
Source record: 81725

Hello all,

I'm starting to use my 800XL more these days and I would like
to know if there is a C compiler out there for the Atari?

I'd also like to get a good editor too!

Thanks for any info!

Brian

--
,---.
| ERICSSON /// |
| |
| Brian T. Hutchinson |
| Software Engineer |
| Private Radio Systems |
| |
| Ericsson Inc. Telephone: (804)948-6442 |
| Mountain View Road, Room 2630 FAX: (804)948-6340 |
| Lynchburg, VA 24502 hutch@ena-east.ericsson.se |
| |
`---'

801. Re: E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.333.0011032A@mindspring.com>
Source record: 81726

In article <4t9lkd$3ra@madeline.INS.CWRU.Edu> fu511@cleveland.Freenet.Edu (Kevin S. Moore) writes:
>From: fu511@cleveland.Freenet.Edu (Kevin S. Moore)
>Subject: E477
>Date: 26 Jul 1996 05:38:21 GMT

> One of the things that I hate to do with the 8-bit is
>to keep turning off the computer to reboot. That includes
>holding down the Option Key. But, there is a rather easy
>solution. I call it E477! This is one of the those 'Wierd'
>machine langauge subroutines built into the Atari 8-bit OS.

If in BASIC, POKE 580,1 and hit RESET. Does the same thing.

Bruce Willard bwillard@mindspring.com

802. Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <31F94982.3DE2@interport.net>
Source record: 81727

Does anyone own a version of Superman by Atari? Not the one by First Star Software but a completely different one by Atari Corp.

I Beta tested this game years ago for Atari. It was pretty fun but very difficult as well. It was arcade-ish if I remember correctly. I don't think it ever came out on the market, but when did that ever prevent a piece of software from being distributed!

The beta test was at a test site so I never owned the cart/disk.

--

Glenn B. (Spud)
"``'``'``'``'``'``'``'``'``'``'``" voluntary experimentation
email: glennb@interport.net going through soft core
mutation
ISLANDERS/DOLPHINS

803. Re: E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4tb6qq$8qn@nnrp1.news.primenet.com>
Source record: 81728

In article <31f8b9cc.635254@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>-holding down the Option Key. But, there is a rather easy
>-solution. I call it E477! This is one of the those 'Wierd'
>-machine langauge subroutines built into the Atari 8-bit OS.
>-
>Weird? It's a system subroutine that exists in every OS built into
>every machine. Maybe it's "weird" because no one knows about it unless
>they're ML programmers?

I learned about it in the Atari DOS 3.0 manual that came with my 1050.
When I was seven.

Please don't double space your Usenet posts.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""" ''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, I expected everyone in Phoenix-->*_,--._/
in the world to just START HUMMING. They didn't. Darn. v

804. FS: Blue Max Cartridge(s)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: Chet Chudasama <CChudasa@pacbell.net>
Message-ID: <31F9BBFD.413A@pacbell.net>
Source record: 81729

Hi,

I have a couple of Blue Max cartridges to sell.
They are still shrinkwrapped (unopened & unused) - good as a collectible
;}

Anyhow, if you're interested, E-mail me with reasonable offer.

I am in California, in the Bay Area.

Thx
Chet

805. Re: ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <31F96809.55B7@ix.netcom.com>
Source record: 81730

```
Terry L Ortman wrote:
>
> ATARI Equipment, MUST SELL!!!
>
> ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
> connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
> or best offer.
>

Hey! Terry has moved up to a classier position! He's NOW Terry "L"
Ortman! Boy, now THATS SOMETHING, huh?
Once again, BUYER BEWARE! (no joke)
```

806. Re: E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4tc1jm$jg1@nnrp1.news.primenet.com>
Source record: 81731

In article <bwillard.333.0011032A@mindspring.com>,
Bruce Willard <bwillard@mindspring.com> wrote:
>In article <4t9lkd$3ra@madeline.INS.CWRU.Edu> fu511@cleveland.Freenet.Edu (Kevin S. Moore) writes:
>>From: fu511@cleveland.Freenet.Edu (Kevin S. Moore)
>>Subject: E477
>>Date: 26 Jul 1996 05:38:21 GMT
>
>
>> One of the things that I hate to do with the 8-bit is
>>to keep turning off the computer to reboot. That includes
>>holding down the Option Key. But, there is a rather easy
>>solution. I call it E477! This is one of the those 'Wierd'
>>machine langauge subroutines built into the Atari 8-bit OS.
>
>If in BASIC, POKE 580,1 and hit RESET. Does the same thing.

You misspelled "A=USR(58487)". Hope this helps. :-)

(I miss that joke so much.)

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
On 22 July, 1996, at 6:00 pm GMT, I expected everyone in Phoenix-->*_,--._/
in the world to just START HUMMING. They didn't. Darn. v

807. Re: Best color composite monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <31F96B06.5D63@pacbell.net>
Source record: 81732

RichCZeta wrote:
>
> Hello,
> I'm looking for a color composite monitor to use with my
> Atari 8-bit's, Apple]['s, and modified 2600.
> ...

I never had much luck on reliability with composite monitors, and it's probably even more iffy with a used one.

My recommendation would be a good tv with av inputs - I have to admit a little bias though. My atari is plugged into my 32inch Magnavox and the picture is more clear than I ever got from a monitor.

808. Re: reading 8-bit tapes with sampler (was "cassette->atr")

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-2607962324180001@news.3rdplanet.com>
Source record: 81733

>: A8 tapes. The question of using a 'sampler' type thing in
>: Windows and extracting a A8 file from it, I don't think
>: that is posssible.)

FWIW, it has been done with other machines. The people over in comp.sys.tandy do this all the time with TRS-80 Color Computer tapes--they hook an old-fashioned mono tape player to the audio input on a sampling sound card, read the sounds in, and then use a custom-written program to extract the executable file. I believe it is also done with Sinclair ZX81 tapes. (Of course, most of the software for those two machines came on tape, so it's more worth the effort than with the Atari.)

Maybe somebody knows enough about tape formats used by various machines to know whether this is possible with Atari tapes, given that it _is_ possible with at least some other machines of the same era.

--

Alex Chamberlain ********** alexc@3rdplanet.com
------ "Don't anthropomorphize computers. They hate that." ------

809. Ortman, Starfleet, Nuguru, Et Al & other criminal Aliases, and activities

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: bjnash@connectnet.com
Message-ID: <4tbhm5$rar@news.connectnet.com>
Source record: 81734
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computer.storage

Yes folks,
I know he seems only harmless and funny, but there are people suffering real loss due to him, not to mention the rapid-fire Bull Shit this guy sends out. He seems to enjoy the aggravation he causes and the attention and doesn't even bother to read the flames... maybe this will get some real action:

You old timers need to protect the "newbys", if you ignore or condone his behavior, you will get the reputation he brings to your group.

If you folks in this newsgroups want to stop this guy phone or send similar mail as this to those listed at the bottom, (and any other interested parties you can think of!). Those of you who took a loss, here's your chance to put some real pressure on this guy. This went out today under our letterhead. bj nash

26 July 1997

An open letter to those who may be concerned.

Gentlemen,

This letter is to make you aware of the activities of a Mr. Terry Ortman, operating under the business name of "Starfleet Software Company" 1037 West Leafland Ave, Decatur, Ill, 62522-1537 Phone numbers reportedly are: (217) 423 6820, (217) 423 7430 I have further information such as SSN, Credit Union Acct, other contacts, etc, if needed to properly identify this person.

This individual is now performing illegal acts in the areas of pornography, fraud and possibly other actions of criminal nature using the Internet computer system and the mails.

I am the operator of a Computer BBS system here in Vista, CA (PDISG 619 749 2741)
and
also the owner and operator of Tel Pay Clearings, a phone billing service to which Mr. Ortman attempted to join.

We refused to do business with him due to his attempting to charge for merchandise he did not deliver, but since we run a free bbs, he continued to have computer access to it and it's Internet e-mail feature and as such to the vastness of the Internet.

During this time we witnessed many acts of his enticing buyers with a "low Ball" price, whereupon they would remit funds for computer merchandise, but Mr. Ortman, citing many excuses "out of his control" would never ship. When the customer would become irate, he would become extremely abusive, turning the fault on the customer, etc, etc.

This he has done many times and it is now time to try to stop him. He evidently has found that most people will not follow through and are satisfied with writing him irate letters, which I'm convinced he doesn't bother to even read.

I understand he was raided by the Illinois State Police on April 22, 1995, where they took away his computer equipment, but he is back at it again, apparently not having learned anything from it.

I wish to file a complaint against him for his harassment of us, but because we were perhaps too wise, he did not get to us where we suffered any monetary loss.

Ortman- Page Two

Here are described some actions of his that need to be looked into by the appropriate authorities:

> Using the mails to receive funds from people whom he has no intention of delivering material to should be a violation of postal regulations and perhaps local laws.

> Demanding that customers send cash or a check made out to him personally would indicate an effort to avoid taxes or that he cannot have a bank account due to nefarious actions in the past.

> Operation of a business with an International name playing on the tv series "Startrek", would indicate a complete disregard for copyright laws.

> Operation of a business from a residence would indicate he could be in violation of city zoning ordinances.

> Sending a non-stop barrage of abusive, threatening material to his defrauded customers accusing them of actions that justify his not delivering, that are designed to intimidate them against making good their claims. Many people have just let him have it, not wishing to be exposed to this treatment. There must be a law against this.

Free free to phone me at any time about this matter.

Sincerely,

William (BJ) Nash
Pres, Tel Pay Clearings Corp
(619) 749 7049

CC:Internal Revenue Service 1-800-732 8866
U.S. Postal Inspection Service, Fraud, 475 L'Enfant Plaza W, SW,
Washington, DC. 20260-2166
Illinois State Police, Agent Grant, 2125 S. 1st St, Champagne,
Il, 61821 (217) 265 0050
State of Illinois Attorney General
(Illinois Consumer Affairs Office) 500 S. 2nd St, Springfield, Il
62706
Better Business Bureau, 3024 W. Lake Ave, Peoria, Il 61605 309
688 3741
Decatur Police Dept. Chief James Williams, 333 S. Franklin,
Decatur, Il, 62523 (217) 424 2711
City of Decatur, Nieborhood standards, No. 1 Gary Anderson Plaza,
Decatur, Il, 62523 (217) 424 2787
CCC: Terry Ortman
AIRCRAFT REMANUFACTURING
1291 E. VISTA WAY, #150
VISTA, CA. 92084 (619) 749 0239 FAX: 749 6384

810. Need Atari Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: LMNC01A@prodigy.com
Message-ID: <4tbepe$1m0k@usenetp1.news.prodigy.com>
Source record: 81735

I lost my only video cable. Does anyone have an extra they would sell
me at a reasonable cost.

811. For Sale (Misc)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <31F99F23.3A7@total.net>
Source record: 81736

Cleaning out the closet... make me an offer:

Atari 850 (x2): With power supply, 2 SIO cables, but still somehow dead.

9600 External modem (V.32, v.42bis) Includes power supply and 850/PRC cable.

27C512 EPROMs. Need to be erased. 12.

SIO cables.

Atari CX85 keypad.

Reply to davepat@total.net

812. Re: ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-2607962212310001@news.cnct.com>
Source record: 81737

In article <19960726005923.aaaa000rV@babyblue.cs.yale.edu>,
starfleet.software@juno.com (Terry L Ortman) wrote:
>lots of overpriced rip-off stuff snipped<

Folks, please note: Terry Ortman, aka "Admiral Nuguru", has a NOTORIOUS reputation and should be avoided at all costs. He is known to lie about anything which he feels will make him money and/or feel better about himself. He is known to distort the facts in order to put himself in a better light. Several of his victims have been scammed out of money for hardware and/or software which Ortman claimed he wanted to sell to them; it is common practice for him to request cash or money orders made out to CASH (presumably so that he cannot be traced). He is VERY well known for sending harassing emails whenever he feels even vaguely threatened, mildly intimidated, or even casually put off. He constantly threatens with lawsuits ranging from $500 to several million dollars for no intelligent reason, and oftentimes he is perpetrating exactly the type of "crime" which he is accusing you of. (The funniest part of it, of course, is that he seems to be quoting Starfleet regulations or something when he "quotes" a "law". The guy just hasn't got a CLUE!)

In short: Dealing with Terry Ortman, aka "Admiral Nuguru", is an invitation for disaster. Unless you enjoy getting royally fleeced and harassed on a daily basis, I advise against dealing with him. Thank you.

Flames (and other messages) from Terry Ortman will, of course, be automatically filtered and responded to. Have a nice day! :-)

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
----

813. Re: E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-2607962214220001@news.cnct.com>
Source record: 81738

My 8-bit has a "cold start" button on it; I forget where I got it from,
but I remember it was easy to install. Hold down the "cold start" button
(and OPTION, if necessary), tap the RESET button, and release the "cold
start" button and the computer will go through a complete boot cycle
without needing a power cycle. RAM disk contents remain intact, too. :-)

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.
----

814. E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <4t9lkd$3ra@madeline.INS.CWRU.Edu>
Source record: 81807

= A powerful =

= Command.. =

= =

==========

One of the things that I hate to do with the 8-bit is

to keep turning off the computer to reboot. That includes

holding down the Option Key. But, there is a rather easy

solution. I call it E477! This is one of the those 'Wierd'

machine langauge subroutines built into the Atari 8-bit OS.

It is a program none the less. I'll just get right

to the point of this message. E477 is a way to 'COLD START'

the Atari 8-bit without hitting the on/off switch.

To hel* with that POWER SWITCH or even, (Grin)..I/O switch!

While using Sparta Dos, at the prompt, D1:...type

RUN E477. With Dos 2.os, or 2.5, use the 'M' selection.

Then just type E477. You first put a boot disket, such

as AtariWriter or a Game, Yes, hold down the Option Key

if you must and hit the Return Key. Why this was never

discribed fully to the 8-byte user is beyond me! So useful!!

But then again..I think know why.. **********

* MoonRaker and the Atari *

* Explorer..so few of us *

* left. I love it..! *

****

--

815. Re: Lemmings for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <31F880AE.3FF5@rcp.co.uk>
Source record: 81808

John Veness wrote:
>
> Hi,
>
> I'm a fan of the Lemmings series of games, and am looking to collect all
> the versions of it that I can. I was wondering if it ever came out on
> the Atari 8-bits? I couldn't find it in Yogi's Jellystone Park
> (http://mars.superlink.net/scharles/).

I have heard of 2 versions of lemmings for the Atari 8bit but have not seen either (posibly due to them never being finished). The first one is advertised on Bill Kendricks' New Breed Software page with a coming soon label next to it. The other one was programmed by a Slovakian guy who unfortunately passed away before the project was complete. Derek Fern (derek@dfern.demon.co.uk) of Micro Discount UK has the source code and is looking for a programmer to finish the game off.

--
e-mail: ivan@rcp.co.uk
XFD/ATR Utilities: http://greebo.onlinemagic.co.uk/~dok/atari8/

816. Re: ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4t9vci$jli@artemis.it.luc.edu>
Source record: 81809

Terry L Ortman (starfleet.software@juno.com) wrote:
: ATARI Equipment, MUST SELL!!!
:
[full text deleted]

Here we go again.....

Give it up Terry!

Ted B

817. cassette > atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <838379609.1648.0@cortexuk.demon.co.uk>
Source record: 81810

When I used to copy A8 Cassette Games onto 5 1/4 I used a piece of software called Transdisk 4.0 (XL & XE only). It would allow you copy single and multi-part cassette software and then put these onto disk with a menu system. I have copied these disks as ATR images and they seem to work fine with SIO2PC or APE (not with emulators though !!).

I can send a copy via email if anyone wants it.

```
O|
/-\_/ \_ O
I # \|-\__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|
```

818. Re: E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f8b9cc.635254@news.superlink.net>
Source record: 81811

```
- One of the things that I hate to do with the 8-bit is
-
-to keep turning off the computer to reboot. That includes
-
-holding down the Option Key. But, there is a rather easy
-
-solution. I call it E477! This is one of the those 'Wierd'
-
-machine langauge subroutines built into the Atari 8-bit OS.
-
Weird? It's a system subroutine that exists in every OS built into
every machine. Maybe it's "weird" because no one knows about it unless
they're ML programmers?
```

819. A few Disk Drives for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: kickass@users.jaxnet.com
Message-ID: <4tao99$lhm@jaxnet.southeast.net>
Source record: 81812

I have a few 1050's and a few 810's for sale. If you are interested in one, make me an offer, if you want 'em all ask me about it and make me an offer!

thanks.

Keep the 8bit alive!

(J.A.C.E. member (Jacksonville Atari Computer Enthusiasts) one of the official test sites of the first networking multi-player 8 bit game ever! (I won both times...))

Zilla

820. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C531B7.10C10007AC.uuout@compudata.com>
Source record: 81813

```
Wednesday, July 17, 1996

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $38
Atari 1050 Disk Driver owners guide........... $ 5
Atari Power Supply part # C017945............. $12
DVE Printer Power Supply Model DV-2412A....... $12
Peripheral Cable for Atari computer........... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable......................... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks........... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for....... $ 5
14 Double side double density disks for........ $ 5
MPS801 Printer for Commodore...(two)........... $15 each
Okimate 20 Color Printer for Commodore........... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..................... $10
TI Modulator PN 321453-01...................... $ 9
TI Cartridge - Reading On for 99/4A............. $ 5
.................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • What was the best thing BEFORE sliced bread?

821. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: pmulvey@newshost.li.net
Message-ID: <4tb9dc$r67@linet06.li.net>
Source record: 81814

James E. King (jeking@xmission.com) wrote:
: Does anybody out there still call (on a regular or failry regular basis) atari 8bit related or specific BBS systems? Would it be worth my effort to put my BBS back online - in Carina format?

822. Re: Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960726170657.25152B-100000@ns1.ptd.net>
Source record: 81815

On Fri, 26 Jul 1996, glennb wrote:

> Does anyone own a version of Superman by Atari? Not the one by First
> Star Software but a completely different one by Atari Corp.
>
> I Beta tested this game years ago for Atari. It was pretty fun but very
> difficult as well. It was arcade-ish if I remember correctly. I don't
> think it ever came out on the market, but when did that ever prevent a
> piece of software from being distributed!
>
> The beta test was at a test site so I never owned the cart/disk.

I'm wondering if this is the same type of game that was on the 2600.
Never even heard of this on the 8-bit. Now if someone could program a
simular version of it... :)

Eric Noss
a.k.a
Mr. Maddog

823. ST Xformer cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960726173009.25152D-100000@ns1.ptd.net>
Source record: 81816

Anyone know where I can find one of these things, or could some kind person sell it? :) I just need to transfer 8-bit programs from my ST where I can download the stuff. The only place I seen it advertised is B&C Computervisions for $30. BTW, not the "PC" Xformer cable which might not work. (But if there was a way to make it work, then do let me know). :)

Eric Noss
a.k.a
Mr. Maddog

824. Re: Need Atari Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4tbf64$1nn4@usenetp1.news.prodigy.com>
Source record: 81817

B&C Computervisions sells them. (408) 986-9960.

825. Re: Best color composite monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-26 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4tbjtj$nat@nadine.teleport.com>
Source record: 81818

RichCZeta (richczeta@aol.com) wrote:
: Hello,
: I'm looking for a color composite monitor to use with my
: Atari 8-bit's, Apple][']s, and modified 2600.

: Does anyone have any suggestions/opinions as to which model
: gave the best picture (particularly on Atari's) and has held
: up best with time?

: (Amdek, various Commodores, Apple Color Composite, etc.)

: Any monitor I'd consider would need to have a built-in speaker,
: too. A Chroma/Luma input would be ideal but isn't necessary.

: Thanks!
: Richard
: richczeta@aol.com

For the best composite video monitor, with no tuner, I would recommend
the Commodore 1084 monitor. It has a great picture and works excellent
with all Atari's using the composite or y/c outputs. It is also
compatible with all Commodore and Amiga computers, as well game machines.
I have one that is in new condition in the box, with about 2 hours use on
it. If you're interested, make me an offer. Glad to help.

David P. Loewen
Salem, Or USA
produnl2@teleport.com

826. Re: ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dv6MHI.80o@iglou.com>
Source record: 81739

Edward A. Brunner (ebrunne@orion.it.luc.edu) wrote:

: Here we go again.....
:
: Give it up Terry!

I made him an offer for $100. Best I can offer, given the age of most
everything out there he's got for sale. heh... Let's see what he says.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

827. Re: E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4td68q$m6b@newsbf02.news.aol.com>
Source record: 81740

Yes, that's one of the standards.

Did you know about this one?

You're in BASIC, and you want to restart the machine. You type "BYE <RETURN> and get either the notepad (on 800's) or the self-test. Then you hit <SYSTEM RESET>!

That's all there is to it!

828. Re: 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4td7q4$mq0@newsbf02.news.aol.com>
Source record: 81741

Pat Mulvey submitted the quote of James King's message, but not his response.

Pat, if I may be permitted, since I already sent James this answer in private:

I call The New Nest BBS on Long Island. From there, I can pick up both the
USF and the IAN nets. It's still very much in demand by local and LD callers,
and it obviously works in PRO.

The last Carina board around here went down several years ago. It was replaced
by a bbs running on an ST and still devoted to things Atari. It had a large 8-bit
following. It has since been replaced by a board running on a Mac and is now
devoted to another topic entirely.

I'd enjoy reading some feedback on local boards, but nobody seems to be forthcoming on this issue. PRO is still very much alive, and I hear that Carina is, too. How about the other 8-bit platforms? And, while we're at it, what about those boards running on other machine platforms that do such things as Fido, Atarinet, etc.?

829. Re: E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <Dv7r0x.CCy@txnews.amd.com>
Source record: 81742

Yogi, I think he was referring to Kevin's double spaced post.

Cyrus

830. Re: HELP ! Problem on my 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4tdn9h$77p@news.tcd.net>
Source record: 81743

You have one or more bad rams, turn the unit on for a while if
you have no equipment to test the rams run your finger over the
bank, when you find one that is hot replace it and any others
that build up extreme heat..may be 1 or 2 or possibly even more.

831. Re: XF551 □□□□□□Need Help on XF551

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: kim.renteria@abq.com
Message-ID: <tcpnntpd.16.7.27.10.20.40.2577039569.16672462@abq.com>
Source record: 81744

Mike and Rich: thanks for the info on the XF551 eprom. Mike, you mentioned a 2784 eprom while Rich mentions a 2764. Are these both acceptable alternatives?

Kent

832. HELP ! Problem on my 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: winter@worldnet.net
Message-ID: <4tdg57$fgg@news.sct.fr>
Source record: 81745

When I turn on my ATARI-800XL, the computer goes to the internal test
program. The ROM tests OK, but when it goes on the RAM setup, the
first square ligths, and just after the second one lights, the computer
hangs. What's wrong ? A RAM chip dead ?
I don't know if I'm right, but for each 4264 RAM chip, I put a 4164
RAM chip just on it, to have these two chips "plugged" in parallel.
Then, I RESET the computer, but results did not changed.
I did the same tests with 4265 chips fro NEC. Nothing changed.
Any help would we very appreciated.
Please EMail me: winter@worldnet.net

833. Re: ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <31fa9acd.461423@nntp.ix.netcom.com>
Source record: 81746

DANGER!!!!! DANGER!!!!!

This guy is a major flakE. check out misc.forsale.computers.storage
for the current ortman flame war.

starfleet.software@juno.com (Terry L Ortman) wrote:

> ATARI Equipment, MUST SELL!!!
>
>ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV
>connector, original cost $599.00, Joysticks $19.95 each, asking $100.00
>or best offer.
>
>ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb
>(IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4
>disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5
>floppies, any IBM compatible printer, modem port for using any RS232C
>compatible external modem, includes Auto-Term Disk for Atari computers,
>CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS
>master Disk, CP/M Supplement Manual, modem cable, printer cable,
>original cost $695.00 for the ATR8000 Basic system, printer cable
>$39.95, Modem cable $39.95, asking $100.00.
>
>Dual Floppy Disk Drives in case with power supply and cooling fan,
>connecting cable, for above ATR8000 or any IBM compatible computer.
>Case can hold 4 half height 5.25 floppies, original cost $895.00, Case
>alone is worth $89.95 at most supply companies, asking $65.00.
>
>Both ATR8000 and Dual Disk Drives, $135.00
>
>ATARI 1027 Letter Quality Printer, New in Box, with ink rollers,
>manual, power supply, connecting cables, oil, original cost $399.95.
>Also have a non-working 1027, can be fixed at any Atari service center,
>both printers cost new $399.95 each, asking $100.00 for both of them.
>
>ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very
>good condition, like new, supports single and dual density modes,
>includes power supply, original cost $179.95, asking $75.00.
>
>Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers.
>Upgrades and replaces the 6502C in the computer with the 16-bit 65C816
>CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up
>programs as much as 350% faster. The 65C816 processes 4 instructions
>per clock cycle (Only the new P6, 80686 Intel chip does that, besides
>this), as compared to the 6502 which processes one instruction per

>clock cycle. Original cost $249.95. Includes T816 assembler $75.00,
>Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks,
>valued at $25.00 each. Asking $250.00 for the entire package.
>
>ATARI 800XL upgraded to 256K memory, will run most 130XE specific
>programs, already wired for Turbo-816 installation, just need to
>re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original
>cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the
>256K DRAMs, asking $125.00.
>
>Supra External 2400 Baud Modem, includes powewr supply, no manual,
>Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00
>
>MUST SELL, will consider any reasonable offers on this equipment.
>
>Send orders to:
>
> STARFLEET SOFTWARE Company
> 1037 West Leafland Avenue
> Decatur, Illinois 62522-1537
>
>Will consider trading for a trak AT-D4 double sided disk drive NEED ONE
>BADLY someone has to have one, or a trak double-sided slave drive.
>MAKE OFFERS!!
>

834. Re: E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31faabf9.160365@news.superlink.net>
Source record: 81747

On Sat, 27 Jul 1996 17:53:19 GMT, cyrus@dvorak.amd.com (Cyrus Malek)
wrote:

-Yogi, I think he was referring to Kevin's double spaced post.
-
-Cyrus
-
Oops. As usual I wasn't paying much attention.

835. Sio2Pc troubles

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <4tdsqk$ajp@mn5.swip.net>
Source record: 81748

Hello All.

I have some small troubles with Sio2Pc.
When loading an .ATR file it sometimes stops and i have
to press the "break" key on my 130XE to continue loading.

Anyone else that have the same problems ??

836. E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <31fac238@pianosa.demon.co.uk>
Source record: 81749

Whilst reading the usual rubbish I find here, Yogi wrote something interesting
to All about E477:

Hello Yogi,

Y> -Please don't double space your Usenet posts.
Y> ???? I don't?
Y> Maybe your newsreader is interpreting it that way?

I don't think that was aimed at you, Yogi. It was the original poster's
message that was double spaced.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... What're you trying to say that you haven't tried to say before?
Time For Truth; The Jam

837. Re: Lemmings for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f9877a.686878@news.superlink.net>
Source record: 81750

On Thu, 25 Jul 1996 11:49:00 -0700, John Veness <john@drl.ox.ac.uk>
wrote:

-Hi,
-
-I'm a fan of the Lemmings series of games, and am looking to collect
all
-the versions of it that I can. I was wondering if it ever came out on
-the Atari 8-bits? I couldn't find it in Yogi's Jellystone Park
-(http://mars.superlink.net/scharles/).
-
Lemmings itself is not available, but there is at least one clone of
it.
However, I am at a loss to remember the name (too much software, too
little gray matter)

838. Re: E477

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31f98817.843673@news.superlink.net>
Source record: 81751

```
-
-Please don't double space your Usenet posts.
-
???? I don't?
Maybe your newsreader is interpreting it that way?
```

839. FS/T: Atari 8-bit computer items [07/27/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4tcjc9$q7i@sjx-ixn4.ix.netcom.com>
Source record: 81752

All VGA FS/T lists are updated weekly and are available on the WWW at
http://www.io.com/~vga2000/

This list was last updated on 07/23/96

NOTE: There are currently 955 ORIGINAL game screen shots available
on my web site, including some for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. For faster service, please
include your full postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
given priority (especially if the trade offer overwhelms me).
I collect for over 40 different systems, so please feel free
to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) No package deals on games or systems. All prices are clearly
listed.

6) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. My personal
philosophy is that something is only worth what someone is
willing to pay for it.

7) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted.

8) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 6.00 Atariwriter
$ 5.00 Basic -- for the 400 and 800
$ 6.00 Basketball
$10.00 Delta Drawing (Spinnaker)
$ 7.50 Deluxe Invaders (Roklan)
$10.00 Jumbo Jet Pilot (Thorn EMI)
$10.00 Kids on Keys (Spinnaker)
$ 5.00 Pac-Man
$10.00 River Raid (Activision)
$ 5.00 Star Raiders

Cartridges with case and manual:
$15.00 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 130XE Personal Computer Owner's Manual (132 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 9.00 Atari DOS 2.5: 1050 Disk Drive Owner's Manual (147 pgs.).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).
$ 9.00 Inside Atari BASIC [Atari / Reston] (183 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they
are marked) you will have the option of buying a BRAND NEW RF
switchbox for $5 that is virtually identical to one sold at Radio
Shack for $7, plus tax. It allows for the connection of both 300 OHM

and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

ATARI 1200XL COMPUTER.

This item has not been tested.

$19.00

*****

LOT #2

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$44.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE, with original power supply, and
one (1) Molex connector cable.

$39.00

*****

LOT #4

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #5

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 8.00

*****

LOT #6

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$24.00

*****

LOT #7

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$29.00

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Sega, Sony, as well as
6861 Anthony Lane all Classic video game and Classic cartridge based
Parma Hts., OH 44130 computers, for over 2 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

For current list, or to be placed on my e-mail list, please leave E-Mail at:
VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

840. Re: Need Atari Video Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <4tc8p6$bl1@madeline.INS.CWRU.Edu>
Source record: 81753

In a previous article, LMNC01A@prodigy.com (Mr. Anthony Venticinque) says:

>I lost my only video cable. Does anyone have an extra they would sell
>me at a reasonable cost.
>
Do you need a color composit 5 pin cable set up? If so, they are
easy enough to make. You can still get the parts at Radio Shack.
Is this for your Monitor? Color? If it is a standard RF cable with
the little 'BOX' (COIL) attached then it you might get away with
a standard 300 ohm cable with out the coil. Depends on the T.V.
you might be using..

I have found though experience that a small color T.V. say, 13" works
ok with out the standared video cable that came with the old xl/xe
series of computers. That's the video cable with the little round
black thing that plugs into the T.V. part of your computer. Some
of these cables had square boxes that the cable had attached
to it. These were coils that filtered out RF video noise. Made the
output to your Screen more readable and so tuned to channel 2
more clear.

Hope that helps..
--

841. Atari Computer Goods For Sale! Free Catalogs! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4tcgov$b43@nadine.teleport.com>
Source record: 81754
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

```
See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books & Accessories. At BSC's Web Page you'll View,
& DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Specify Classic 8 Bit or ST. Please Direct all Replies Through
E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!
```

842. Re: Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4tbt8t$ojl@news2.h1.usa.pipeline.com>
Source record: 81755

On Jul 26, 1996 15:41:06 in article <Superman (Atari)>, 'glennb
<glennb@interport.net>' wrote:

>Does anyone own a version of Superman by Atari? Not the one by First
>Star Software but a completely different one by Atari Corp.
>
>I Beta tested this game years ago for Atari. It was pretty fun but very
>difficult as well. It was arcade-ish if I remember correctly. I don't
>think it ever came out on the market, but when did that ever prevent a
>piece of software from being distributed!
>
>The beta test was at a test site so I never owned the cart/disk.
>
>--
>
>Glenn B. (Spud)

I have a Superman 3 prototype for the 8-bit that was done by Atari. Kind of
hard to play when you have no idea how. Doesn't look like much graphically
either. And it's nothing like the 2600 version.

John

843. Still Trying to Get a Pixel-to-pixel Conversion of PICs

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4tdi87$64q@news.campus.mci.net>
Source record: 81756

I have been trying to get some of my old PIC images transferred to standard GIFs. But I can't get a decent conversion. Both the emulators blow up the emulated screen and so the image gets distorted.

And the GIFncode program for 8bit just doesn't seem to work with my PICs.

Any help would be appreciated...

Daniel

844. Re: ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <31FA5D05.5DD0@earthlink.net>
Source record: 81757

This address "starfleet.software@juno.com" (Terry L Ortman) is a free
e-mail address. Possibly original e-mail no longer active due to
bad-vibes?

Jeff

Terry L Ortman wrote:
>
> ATARI Equipment, MUST SELL!!!
>

845. IBM Version of Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-27 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4tdi1u$64q@news.campus.mci.net>
Source record: 81758

There's an IBM PC EGA version of Alternate Reality at the AR website, and I was wondering if anyone else has tried it. I have, and find it utterly charmless compared to my recollections of the Atari 8bit version.

If it had music, perhaps it would be ok. But it doesn't appear to have music. It makes ugly noises through the PC speaker though...

Anyone else tried this and made the music work? It's at

http://www.ksk.sala.se/~sp93rob/dungeon/misc/games.html

Also I have never quite made Xformer or XL-it run the AR ATR's quite right. Xl-it is still slow and I couldn't get the on-the-fly disk-image change to work. (But the sound is definitely getting there, nice job Markus). And Xformer just mucks up royally with half-baked sound and it won't even run it. (But Xformer is fast)

Anyone else have luck with this?

Daniel

846. Re: XF551 □□□□□□Need Help on XF551

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <31FB8469.2704@cdsnet.net>
Source record: 81669

kim.renteria@abq.com wrote:
>
> Mike and Rich: thanks for the info on the XF551 eprom. Mike, you
> mentioned a 2784 eprom while Rich mentions a 2764. Are these both
> acceptable alternatives?
>
> Kent

Nope! typo error, 2764 is the correct one, IAm try'n to find the
rom code, I sold proburner here a couple of weeks ago, and sent the
disk of roms that might have had the XX551, I do have 1 eprom that
I modified for the XF551 for a 720k drive, IAm still hunting!!

Mike
--
/\
| |
| Atari 800xl, 256k omnimon/omniview |
| Blackbox, 104meg HD, 14.4 modem! |
| Getting old, but still holds a punch! |
| |
| 1982 Bandit bandit@cdsnet.net |
| |
\/

847. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4tg8g6$8q3@agate.berkeley.edu>
Source record: 81670
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <savetz-2807960902500001@news.northcoast.com>,
Kevin Savetz <savetz@northcoast.com> wrote:
>I am happy to announce the launch of the Digital Antic Project. Antic
>magazine was the premiere magazine devoted to 8-bit Atari computers.

(snip snip snip)

Excellent! This will save on mailing and acquisition costs definitely!
Unfortunately I only have 2 or three issues left in my collection (they
went the way of my 800xl - disappeared under mysterious circumstances)
but this was one of the best, most focussed magazines ever. One thing
you might add is a link to the Antic disk archive at ftp.clark.net,
under /pub/atari/mag/antic/. Maybe you can even place a link to the
appropriate file in articles instead of giving the computer listing.
I just checked the archive and the files are under directories corres-
ponding to each issue, that is the disks are not just one zip'd blob
file each.

Oh, and can you post the permission letter to the newsgroup, and have
the info placed into the appropriate FAQs (especially newbie). That
may lessen the confusion later on and the charges of copywrite infringe-
ment from people who don't follow this thread.

>Cheers,
>Kevin Savetz

- Anthony

848. Re: The Home Computer Wars! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4tge0b$72g@nnrp1.news.primenet.com>
Source record: 81671
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <4tg4li$7e8@crl9.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
>Nick S Bensema (nickb@Primenet.Com) wrote:
>: but "To Kill A Commodore" didn't need a character set file, and it had
>: a lot more gags in it. There was also an ATASCII movie based on
>: an Atari castle and a Commodore castle at war.
>
>Anyone know the whereabouts of this file, or can someone upload it to one
>of the archives?

I'll post the disks that contain them on alt.binaries.atari. Boot with
BASIC.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
Ain't talkin' 'bout love, my love is rotten to the core. Phoenix-->*_,--._/
Tucson removed from Australia map due to lawsuit. v

849. Re: 800xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4tg4v5$ksm@main.freenet.hamilton.on.ca>
Source record: 81672

Bill Somrak (cooncat@ncweb.com) wrote:

: Some of the places that sell keyboards still have "replacement"
: keyboards
: for the 130xe. I know you said 800xe, but I assume you meant 130xe ..
: or
: 800xl.

No, he meant 800xe it is a version of the XE line sold in Europe.

Willy

850. Re: The Home Computer Wars! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4tgdud$6uf@nnrp1.news.primenet.com>
Source record: 81673
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <31FBB3FC.5813@ix.netcom.com>,
Jack Followay, Jr. <jacklf@ix.netcom.com> wrote:
>
>ATASCII? Not sure I follow that one, but I have a PETASCII movie file
>which sounds like it matches your description.
><end>

ATASCII is a less colorful version of PETSCII. In fact there is no color,
but you can insert and delete whole lines with one character. This
would be great for full-screen editors, but there's no function to home
the cursor.

But if you have a PETSCII version, put it on FTP somewhere and point us to
it.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
Ain't talkin' 'bout love, my love is rotten to the core. Phoenix-->*_,--._/
Tucson removed from Australia map due to lawsuit. v

851. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <31FBBC15.73CE@pacbell.net>
Source record: 81674
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Kevin Savetz wrote:
>
> I am happy to announce the launch of the Digital Antic Project. Antic
> magazine was the premiere magazine devoted to 8-bit Atari computers.
> Antic, like the 8-bit Atari, has been forgotten by all but a small
> minority...
> Ready and willing to help when I can. I have just about all issues from
#3 thru 1989 and also have almost all STart issues as well.

852. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <31FBBE52.1B8B@pacbell.net>
Source record: 81675
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Forgot to mention I have a PageScan Color as well.

Ready and willing to help when I can. I have just about all issues from
#3 thru 1989 and also have almost all STart issues as well.

853. Re: 800xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: Randy Kramer <rhkramer@fast.net>
Message-ID: <31FBE54F.5B00@fast.net>
Source record: 81676

Rich Mier wrote:
>
> > Randy Kramer <rhkramer@fast.net> writes:
> > Hello... I have an Atari 800xe w/64k, 1050 disk drive, 410 program
> > recorder. We use a Commodore 1702 monitor.
> >
> > Now it seems to not work. When it boots up into basic it makes alot of
> > "n"'s appear on the screen, and won't let me do anything else. When we
> > try to boot up a menu (on a disk) the disk drive makes alot of squeaking
> > noises; it doesn't sound normal. Every thing off the disk seems to work
> > after about 20 minutes of letting it sit there.
> >
> >>>>
> Hummm, sounds like a Power Supply going bad (on the XE).
> Do the 800XE's still use that black 'brick' one? 800XE's were never
> sold in the USA.
>
> Rich Mier

The power supply was/is Black w/ the Atari logo on it?

And one more thing... if it was never made in the u.s. how'd we get one?
Unless my dad picked it up on his trip to europe...

Anyway thanks...

854. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: mez@newshost.li.net
Message-ID: <4tgd2m$ln8@linet06.li.net>
Source record: 81677

I have a 800XL, like new condition, original box, packaging, etc.

Looking for $35 + shipping.

If anyone is interested, let me know.

Thanks,

Michael

855. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.31fbc96foscar9896bb@client1.news.psi.net>
Source record: 81678
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <savetz-2807960902500001@news.northcoast.com>,
savetz@northcoast.com says...
> I am happy to announce the launch of the Digital Antic Project.

Wow - great! Incredible! Awesome! Thanks!

=)

Oscar

856. Re: Please identify this game . . . I am very desperate!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4th91o$6mb@nut.ucsb.edu>
Source record: 81679
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Greg Hackmann <hacker@rnet.com> writes:

>A few years back I bought an Atari 800 with a tape drive, disk drive, and some
>software. One of my favorite games that I got was an RPG game on disk. I don't
>remember its name, but I remember many elements it had. It had a first-person view and
>one-key commands. You would start out by rolling for your character and naming it.
>You would then go into a shop where you could buy weapons, etc. (including a gun) and

[snip wacky-formatted text]

Sounds like Stone of Sysiphus to me. Runs under BASIC. I tried getting
into the code to snoop around or change something on my copy, and I
killed it :(

-Jason
--
Jason Dante Bardis(jasonbar@bolt.ucsb.edu) heartily endorses the following:
The Simpsons.3DO.cycling.Absolutely Fabulous.PWEI.LEGO.Duckman.Tit Wrench
autocrosses/rallyes.Atari 2600&800.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.William Gibson.G-Force.Robotics.Tim Burton.The Cult.fried cheese

857. ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-2807960902500001@news.northcoast.com>
Source record: 81680
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

I am happy to announce the launch of the Digital Antic Project. Antic magazine was the premiere magazine devoted to 8-bit Atari computers. Antic, like the 8-bit Atari, has been forgotten by all but a small minority...

The Digital Antic Project is a small crusade to put all of the old issues of Antic (and eventually its sister magazine, STart) on the Internet. I have received permission from the publisher of Antic to make the material available on the Internet for free.

The site currently features the complete text of the first two issues, as well as cover art and memorable ads from the magazine. More material will be added as time permits -- faster if YOU volunteer to help by scanning, HTMLizing, or proofreading.

The site is at http://www.northcoast.com/savetz/antic/dap.html

Your comments, suggestions and help are welcome!

Current contents of the site include:

----- April 1982 - Vol.1 No. 1
Products in Depth - A survey of three word processors
Starting Line - Glossary for the novice
Systems Guide - Memory Map, part one
Pilot - Pilot your Atari
Tape Topics - Some help for cassette owners
In the Public Domain - Chicken
Forth Factory - Multi-tasking in Forth
Assembly Language - A keyboard mask
Editorial
Software Reviews
Useful Tricks - Assembler-editor cartridge
Looking at Books
Kids Korner
GTIA
What's in a Name? ANTIC and Atari
User Notes - how to tell if you have a GTIA chip

----- June 1982 - Vol.1 No. 2
Modems
Dialing For Data
Communications Software
Assembly Language - Move-it
Starting Line - Screen Editing

'Tari Talkers - Speech Synthesis Comparison
Tricks of the Trade - Game Program Techniques
Pilot Your Atari - Large Text
In the Public Domain - Death Star
Systems Guide - Memory Map
Pascal - A First Look
GTIA
Forth Factory
I/O Board
Inside Atari
When the Chips are Down
New Products
Looking At Books
Kids Korner

Cheers,
Kevin Savetz
savetz@northcoast.com

858. Re: The Home Computer Wars! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4tg4li$7e8@crl9.crl.com>
Source record: 81681
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

Nick S Bensema (nickb@Primenet.Com) wrote:
: but "To Kill A Commodore" didn't need a character set file, and it had
: a lot more gags in it. There was also an ATASCII movie based on
: an Atari castle and a Commodore castle at war.

Anyone know the whereabouts of this file, or can someone upload it to one
of the archives?

John
jvogel@crl.com

859. Re: SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4tgdmr$6jt@nnrp1.news.primenet.com>
Source record: 81682

In article <4tf7po$g31@helios.man.lublin.pl>,
Michal Franczak <mfranczak@ajax.umcs.lublin.pl> wrote:
>Hi atarians!
> I think that conecte SID to atari 8bit is very possible... becouse i did it.
>In my atari computer i have SID chip. SID is clocking 1Mhz ... and Atari - 1.7
>Mhz.. So sound is very.. very... good.. Of course better than Pokey chip..
>And i can for example listen very good music in JOYRIDE demo... (in this
>demo almost all music are from C-64...)... and another demos by HARD.
>(HARD group... very like C-64... sound... code... sometimes gfx... :)

Would it be possible to software-emulate a SID? To any extent?

Just wondering..

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''''' / \
Ain't talkin' 'bout love, my love is rotten to the core. Phoenix-->*_,--._/
Tucson removed from Australia map due to lawsuit. v

860. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: Randy Kramer <rhkramer@fast.net>
Message-ID: <31FBECFF.5846@fast.net>
Source record: 81683
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Kevin Savetz wrote:
>
> I am happy to announce the launch of the Digital Antic Project. Antic
> magazine was the premiere magazine devoted to 8-bit Atari computers.
> Antic, like the 8-bit Atari, has been forgotten by all but a small
> minority...
>
> The Digital Antic Project is a small crusade to put all of the old issues
> of Antic (and eventually its sister magazine, STart) on the Internet. I
> have received permission from the publisher of Antic to make the material
> available on the Internet for free.
>
> The site currently features the complete text of the first two issues, as
> well as cover art and memorable ads from the magazine. More material will
> be added as time permits -- faster if YOU volunteer to help by scanning,
> HTMLizing, or proofreading.
>
> The site is at http://www.northcoast.com/savetz/antic/dap.html
>
> Your comments, suggestions and help are welcome!
>
> Current contents of the site include:
>
> ----- April 1982 - Vol.1 No. 1
> Products in Depth - A survey of three word processors
> Starting Line - Glossary for the novice
> Systems Guide - Memory Map, part one
> Pilot - Pilot your Atari
> Tape Topics - Some help for cassette owners
> In the Public Domain - Chicken
> Forth Factory - Multi-tasking in Forth
> Assembly Language - A keyboard mask
> Editorial
> Software Reviews
> Useful Tricks - Assembler-editor cartridge
> Looking at Books
> Kids Korner
> GTIA
> What's in a Name? ANTIC and Atari
> User Notes - how to tell if you have a GTIA chip
>
> ----- June 1982 - Vol.1 No. 2
> Modems

> Dialing For Data
> Communications Software
> Assembly Language - Move-it
> Starting Line - Screen Editing
> 'Tari Talkers - Speech Synthesis Comparison
> Tricks of the Trade - Game Program Techniques
> Pilot Your Atari - Large Text
> In the Public Domain - Death Star
> Systems Guide - Memory Map
> Pascal - A First Look
> GTIA
> Forth Factory
> I/O Board
> Inside Atari
> When the Chips are Down
> New Products
> Looking At Books
> Kids Korner
>
> Cheers,
> Kevin Savetz
> savetz@northcoast.com

Is it Antic that had a way to improve the 800's video??
If so, please add this to the sight.

861. Re: 800xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: Randy Kramer <rhkramer@fast.net>
Message-ID: <31FBF790.13EE@fast.net>
Source record: 81684

Well... after taking the computer apart and cleaning it, it seems worse then before. Now the screen is blank & silent. The screen (Commodore 1702) then starts to flicks various patterns of red-green-blue then goes blank...

Please help...

862. Please identify this game . . . I am very desperate!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: Greg Hackmann <hacker@rnet.com>
Message-ID: <31FBF65C.2CC9@rnet.com>
Source record: 81685
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

A few years back I bought an Atari 800 with a tape drive, disk drive, and some software. One of my favorite games that I got was an RPG game on disk. I don't remember its name, but I remember many elements it had. It had a first-person view and one-key commands. You would start out by rolling for your character and naming it. You would then go into a shop where you could buy weapons, etc. (including a gun) and put money there for safekeeping. After you leave the store, you start outside the dungeon where you can leave and retire your character. I think there was a mailbox there, too. Some of the things in the dungeon include a troll bridge that you could pass by either giving the trolls a large block of gold or by lighting a match and finding a hidden tunnel (you could fight them, but you would always lose), a room where the walls close that you stop with a metal bar (which gave you the message "HOLY STAR WARS!!!!!"), an arena where you can pick up gold by fighting enemies, a manual-making machine, a ruby so hot you needed gauntlets to pick it up, a giant underground spider web, and a really annoying menu that popped up when you were carrying too much weight (but you couldn't do anything, so it prematurely ended the game). It also had an included sheet of hints coded in something similar to the 1-A, 2-B, 3-C, etc. system. Can anyone help?

My WWW page has been updated! Finally! You must see it!

"You will find that many of the truths we hold dearly depend greatly on our own points of view."

- George Lucas (Return of the Jedi)

VISIT MY HOME PAGE AT http://www.rnet.com/hp/hackmann/ghg.htm

I FIXED IT! IT'S FINALLY UPDATED! YAY!

"It's the end of the world as we know it/And I feel fine"

- R.E.M. (It's the End of the World as We Know It)

---

863. Classic Atari OnLine 0796 MIST ed.

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: dschmud@heartland.bradley.edu
Message-ID: <4tj79s$jn6@news-e2b.gnn.com>
Source record: 81686

```
Well, its been around for about 2 weeks but I'll finally
post this in these newsgroups:

SPECIAL MIST EDITION!!!
Mid-Indiana ST --- Atari Fest

CLASSIC ATARI ONLINE
--------------------

~-=CONTENTS=-~

Editorial........
........Introduction to MIST

CAO at MIST........
........Everything about MIST

Show Highlights........
........My picks of the show
........Greg Coyner's show bests

Save Our System........
........What it is
........Current list of persons

MIST Previews........
........Ed-Tris (2600)
........BattleSphere (Jaguar)
........Breakout 2000 (Jaguar)
```

864. Re: Sio2Pc troubles

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: kock@kockens.pp.se
Message-ID: <4tgfos$o1n@mn5.swip.net>
Source record: 81687

In article <4tftqc$nlf@newsbf02.news.aol.com>, asharkis@aol.com says...

>Pressing BREAK to get an .ATR transferred means that you have a timing
>problem in the SIO2PC software. Changing the timing is well-documented,
>and too difficult to explain here, but I've done it successfully after
>changing from a very slow '286 to a Pentium 100.

Ok.. I have to read the manual a bit more carefull next time..
Thanks mate!

--

____
____________/ http://www.geocities.com/Broadway/1353 ____________
/______ .___ . \
(ST) jesper.kock@kockens.ct.se // //	
|____| or kock@kockens.pp.se || ||	To boldly go
< oo > || || /_ were no Atari
|__/| WiZZard on -*-Kockens BBS-*- _/|| ||_ /| has gone before
____/ ATARI ONLY +46-46-250256 |_/ |_| _|/
____/

865. Re: The Home Computer Wars! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: "Jack Followay, Jr." <jacklf@ix.netcom.com>
Message-ID: <31FBB3FC.5813@ix.netcom.com>
Source record: 81688
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

John M. Vogel wrote:
>
> Nick S Bensema (nickb@Primenet.Com) wrote:
> : but "To Kill A Commodore" didn't need a character set file, and it had
> : a lot more gags in it. There was also an ATASCII movie based on
> : an Atari castle and a Commodore castle at war.
>
> Anyone know the whereabouts of this file, or can someone upload it to one
> of the archives?
>
> John
> jvogel@crl.com

ATASCII? Not sure I follow that one, but I have a PETASCII movie file
which sounds like it matches your description.
<end>

866. Re: 800xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31FB4540.A9B@ncweb.com>
Source record: 81689

Randy Kramer wrote:
>
> Hello... I have an Atari 800xe w/64k, 1050 disk drive, 410 program
> recorder. We use a Commodore 1702 monitor.
>
> Now it seems to not work. When it boots up into basic it makes alot of
> "n"'s appear on the screen, and won't let me do anything else. When we

Sounds like you have a "sticky" 'n' key on your keyboard. The membrane
keyboard on some early 130xe's was notably problematic. You CAN clean
it (the membrane), but its not a job for a novice or the weak of heart.

Some of the places that sell keyboards still have "replacement"
keyboards
for the 130xe. I know you said 800xe, but I assume you meant 130xe ..
or
800xl. The 800xl keys stick for mechanical reasons, rather than from a
membrane keyboard.

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ***********
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

867. Re: BBS Express! Professional ver 2.0 and 2.1a

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <31FB1980.4BC4@total.net>
Source record: 81690

John Hileman wrote:
> In article <4t6cpf$8q@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
> >
> >Have had a few ask that these programs be made available again,
> >these were the last Keith Ledbetter wrote.
>
> Does anyone know where Keith is now?
> I was looking through one of the executables on one of the Free AOL disks and saw his name; apparently he's still programming telecom software, but under Windows now.

Dave Paterson

868. video problems with SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <4tggbf$ffb@news.ee.net>
Source record: 81691

I have built the one chip version of the SIO2PC cable. I used Atari pin 4 (signal ground) as the ground. I have successfully booted the computer using Mydos with both APE and SIO2PC. My 130XE is connected to a color TV using the RF out on channel 2. The video gets a little noisy when I just hook up the interface cable and it REALLY gets lousy when information is travelling over the interface. Does anybody have any suggestions for solving this problem?

Another note regarding the interface. The plans I have seen for the cable for a 74LS00 quad NAND gate. I used a 74HCT00 (a CMOS device) and the interface still worked. The NAND gates are being used as digital inverters. One pin of the three inverters used is left unconnected to anything and the other pin is connected to either the atari or ibm data out. The other pin will usually float high and this allows the gates to operate as inverters. It is a far better idea to tie the open inputs of these gates to +5V as spurious noise can be picked up by the open inputs and cause no end of problems. This is true of any circuit using digital logic. There doesn't seem to be any reason why one couldn't use CMOS or TTL inverters to build the project as well. So one would not be confined to using a NAND gate chip. Incidentally, there is one gate on the 74HCT00 (or 74LS00) that isn't used at all. Does it matter interference wise if the inputs of this gate aren't tied to anything?

869. Re: reading 8-bit tapes with sampler (was "cassette->atr")

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4te8e8$ca8@news.campus.mci.net>
Source record: 81759

alexc@3rdplanet.com (Alex Chamberlain) wrote:

>>: A8 tapes. The question of using a 'sampler' type thing in
>>: Windows and extracting a A8 file from it, I don't think
>>: that is posssible.)

>FWIW, it has been done with other machines. The people over in
>comp.sys.tandy do this all the time with TRS-80 Color Computer tapes--they
>hook an old-fashioned mono tape player to the audio input on a sampling
>sound card, read the sounds in, and then use a custom-written program to
>extract the executable file. I believe it is also done with Sinclair ZX81
>tapes. (Of course, most of the software for those two machines came on
>tape, so it's more worth the effort than with the Atari.)

A lot of atari stuff came on tape at first too, but I think most was
transferred to disk a long time ago. There might be a few odd things
left on tape in someones closet.

As the first poster said, it seems like a scratch-your-head
no-that-won't-work sort of idea, this transferring the tape to digital
format. But I bet an engineer/techie type person could do that
lickedy-split.

Daniel

870. Re: Lemmings for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <4tedb4$f5b@news1.t1.usa.pipeline.com>
Source record: 81760

On Jul 27, 1996 03:07:01 in article <Re: Lemmings for the Atari 8-bits?>,
'scharles@superlink.net (Yogi)' wrote:

>On Thu, 25 Jul 1996 11:49:00 -0700, John Veness <john@drl.ox.ac.uk>
>wrote:
>
>-Hi,
>-
>-I'm a fan of the Lemmings series of games, and am looking to collect
>all
>-the versions of it that I can. I was wondering if it ever came out on
>-the Atari 8-bits? I couldn't find it in Yogi's Jellystone Park
>-(http://mars.superlink.net/scharles/).
>-
>Lemmings itself is not available, but there is at least one clone of
>it.
>However, I am at a loss to remember the name (too much software, too
>little gray matter)
>

There was a lemmings clone called "The Brundles" that cam out a few years
back. I believe Best Electronics still sells it.

John

871. Re: BBS Express! Professional ver 2.0 and 2.1a

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <4tembt$2pv@crash.microserve.net>
Source record: 81761

In article <4t6cpf$8q@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
>
>Have had a few ask that these programs be made available again,
>these were the last Keith Ledbetter wrote. Have accumulated the
>files for distribution and have them avaiable for order. Price
>$20.00 for BBS Express! Professoinal (tm) and Express!Net comes
>with Node, and Manuals for both. Add $4.00 for s/h...
>
>
>
>BBS Express! Professional (tm), is at Revision 5.0b..This is
>still avaiable for those who want the updated version at $39.95
>plus $4.00 s/h.
>
>If interested send M/O or credit card information (take Visa/MC)
>to K-Products
>4267 W. Midway Dr.
>Salt Lake City, Ut. 84120
>
>Or K-Products
>P.O. Box 22122 A.M.F.
>Salt Lake City, Ut.84122
>
>

Does anyone know where Keith is now?

John Hileman johnh@newberry.microserve.com

That's Newberry Township in York County, PA
My homepage is at http://www.microserve.net/~johnh

"You don't like your job, you don't strike...you just go in every day, and do it really half-assed. That's the American way!"
-Homer J. Simpson

872. new uploads to archive 7-27-96

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <31fae785.3426965@news.superlink.net>
Source record: 81762

```
New files in archive. The Ultima series is FRESH (no previously played
games on it)
LODRESQA ZIP Lode Runner's Rescue A/B
PARISIND ZIP Paris in Danger (ssi, req basic)
SHATALLY ZIP Shattered Alliance (ssi, req basic)
THUNDERF ZIP Thunderfox (PAL)
U1PLAYER ZIP Ultima I Player disk
U1PROGRM ZIP Ultima I Program disk
U2GALACT ZIP Ultima II Galactic disk
U2PLAYER ZIP Ultima II Player disk
U2PROGRM ZIP Ultima II Program disk
U3PLAYER ZIP Ultima III Player disk
U3PROGRM ZIP Ultima III Program disk
U4BRITAN ZIP Ultima IV Britania disk
U4PROGRM ZIP Ultima IV Program disk
U4TOWNE ZIP Ultima IV Towne disk
U4UNDERW ZIP Ultima IV Underworld disk

All these work right!
```

873. Re: The Home Computer Wars! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4tf4mb$e7h@nnrp1.news.primenet.com>
Source record: 81763
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In article <4tesn8$99n@ruby.ucc.nau.edu>, Paul Allen Panks <pap@dana> wrote:
>No, this isn't about the book, although I'd love to read it someday. ;)
>
>The immortal Atari vs. Commodore debate rages on in the fiery pits of
>hell this day. Yes, Jack "The Ripper" Tramiel versus...himself!! The Two
...

yeah, Tramiel really screwed up, but I don't see the point of your post.

but I'm reminded of "Death of an Apple" and "To Kill A Commodore" demos.
The most excellent work I've ever seen in Atari BASIC. Well there might
be something I saw years ago but forgot, but for me these were great.

"Death of an Apple" had some great sound, too. Probably the only time
the Atari ever sounded like a real guitar. More colorful too.
but "To KJill A Commodore" didn't need a character set file, and it had
a lot more gags in it. There was also an ATASCII movie based on
an Atari castle and a Commodore castle at war.

I'm not sure whether the Commodore 64 people ever did anything like
that. The only Commodore demos I've ever seen were intro-style, except
for the occasional porno animation and one entry in the 4K demo contest
called "stickboy", C64 demos seldom tell a story. I do remember a few
though.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
Ain't talkin' 'bout love, my love is rotten to the core. Phoenix-->*_,--._/
Tucson removed from Australia map due to lawsuit. v

874. Re: 800xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <4tfko4$g2r@darla.visi.com>
Source record: 81764

> Randy Kramer <rhkramer@fast.net> writes:
> Hello... I have an Atari 800xe w/64k, 1050 disk drive, 410 program
> recorder. We use a Commodore 1702 monitor.
>
> Now it seems to not work. When it boots up into basic it makes alot of
> "n"'s appear on the screen, and won't let me do anything else. When we
> try to boot up a menu (on a disk) the disk drive makes alot of squeaking
> noises; it doesn't sound normal. Every thing off the disk seems to work
> after about 20 minutes of letting it sit there.
>
>>>>
Hummm, sounds like a Power Supply going bad (on the XE).
Do the 800XE's still use that black 'brick' one? 800XE's were never
sold in the USA.

Rich Mier

875. Re: SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: mfranczak@ajax.umcs.lublin.pl
Message-ID: <4tf7po$g31@helios.man.lublin.pl>
Source record: 81765

Hi atarians!
I think that conecte SID to atari 8bit is very possible... becouse i did it.
In my atari computer i have SID chip. SID is clocking 1Mhz ... and Atari - 1.7
Mhz.. So sound is very.. very... good.. Of course better than Pokey chip..
And i can for example listen very good music in JOYRIDE demo... (in this
demo almost all music are from C-64...)... and another demos by HARD.
(HARD group... very like C-64... sound... code... sometimes gfx... :)

Gumi/TIGHT

876. Re: BBS Express! Professional ver 2.0 and 2.1a

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: nickb@Primenet.Com
Message-ID: <4tf43n$d79@nnrp1.news.primenet.com>
Source record: 81766

In article <31FB1980.4BC4@total.net>,
David A. Paterson <davepat@total.net> wrote:
>John Hileman wrote:
>>
>> Does anyone know where Keith is now?
>> I was looking through one of the executables on one of the Free AOL disks and saw his
>name; apparently he's still programming telecom software, but under Windows now.

May God have mercy on his soul.

What is the fate of the original BBS Express! software? I still want to
fool around with it.

--
N i c k B e n s e m a <nickb@primenet.com> KUPD Red Card #710563 ,-._|\
" " " " " " " " " " " """""""""""""""""""""" '''''''''''''''''''''' / \
Ain't talkin' 'bout love, my love is rotten to the core. Phoenix-->*_,--._/
Tucson removed from Australia map due to lawsuit. v

877. Re: Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <9YeDYAAnU3+xEw6U@signus.demon.co.uk>
Source record: 81767

In article <Pine.SOL.3.91.960726170657.25152B-100000@ns1.ptd.net>, "Mr. Maddog" <mrmaddog@prolog.net> writes
>On Fri, 26 Jul 1996, glennb wrote:
>
>I'm wondering if this is the same type of game that was on the 2600.
>Never even heard of this on the 8-bit. Now if someone could program a
>simular version of it... :)

I wrote a clone of this game several years ago but sadly never got round to completing it :-(Basically it is lacking any control logic around the movement of lex, his henchmen, the helicopter etc. What is complete is the screens, movement of clark/superman, subways system etc. If anyone feels like trying to finish it, or seeing how far I got then drop me a line and I can forward my source code and/or a binary.

HTH
--
David Firth

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

878. Re: Sio2Pc troubles

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4tftqc$nlf@newsbf02.news.aol.com>
Source record: 81768

Pressing BREAK to get an .ATR transferred means that you have a timing problem in the SIO2PC software. Changing the timing is well-documented, and too difficult to explain here, but I've done it successfully after changing from a very slow '286 to a Pentium 100.

879. 8-bit ANSI?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: dandee@gatecoms.gatecom.com
Message-ID: <4th2mu$mgu@www.gatecom.com>
Source record: 81692

Is the Atari 8-bit capable of viewing ANSI graphics? If so what program enables it to do so?
I'm using an ST now, but I was considering pulling out the old 130XE to see what it would be like using it here.

Dan

880. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: eru@sover.net
Message-ID: <31fc4e98.4712305@news.sover.net>
Source record: 81693
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

I have all the Antic and STart issues w/ Antic, and thought about doing this myself. Unfortunately, My friend with a nice flatbed scanner is off to CA visiting a girl he met on IRC. <g> I will be glad to help when he returns. I had thought about digitizing every page until I found out how long that would take, and also how much free HD space I have compared to how much this would take. Also, I need some very good OCR software to come into my possesion, one that does fonts, text placement, line drawing, etc etc.. The package included with his scanner needed alot of help when we tried to ocr the table of contents page of one antic mag.

I would love to see a digital version of every Antic mag online, and catalogued to boot! Both text versions and the actual digitized page, large enough to be readable of course. Any other suggestions? (so far we are dreaming unless someone can donate server space(digitized pages of info get large fast.)

Rick

881. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: eru@sover.net
Message-ID: <31fc5a34.7684299@news.sover.net>
Source record: 81694
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

On Mon, 29 Jul 1996 05:53:20 GMT, eru@sover.net (Rick Ziegler) wrote:

>I would love to see a digital version of every Antic mag online, and
>catalogued to boot! Both text versions and the actual digitized page,
>large enough to be readable of course. Any other suggestions? (so
>far we are dreaming unless someone can donate server space(digitized
>pages of info get large fast.)
Reread the first part of the thread, we got server space covered
already...oops.... :)

What image dimensions do you want for the covers and ads? also, if we
were to digitize every page for _reading_, what image dimensions do we
want? All my mags are almost pristine in condition, provided enough
time I could put them all online, but are there other altruistic
individuals with both a scanner and a large collection of Antics (and
Analog!)?

Anyone know of a program that takes a digitized magazine page and
automatically html-izes it? Now that would be cool.

Rick

882. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4ti765$nib@news.xmission.com>
Source record: 81695
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Kevin Savetz (savetz@northcoast.com) wrote:
: I am happy to announce the launch of the Digital Antic Project. Antic
: magazine was the premiere magazine devoted to 8-bit Atari computers.
: Antic, like the 8-bit Atari, has been forgotten by all but a small
: minority...

The site looks really good. I have every issue of Antic & Analog and
access to a color scanner. I'll see what I can do about helping you
out. This is a very good idea!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

883. Hard Drive for 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4timpp$22j@news.tcd.net>
Source record: 81696

I am going to start putting a couple hard drive system toghether
with parts I have onhand, then list them here.

Have one ready now.

20mger, enclosed case..case used (clean). Hard drive 20mg Seagate
ST225n. The drive has had little use..dug it out, paid $250.00
for the Mech several years ago has been formatted twice..
KPI-Interface, and cables.

Unit complete ready to turn on and boot up from hard drive.
Price $145.00 shipped..

Working on another unit will post that one when completed.

Bob

884. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <4tj0sr$8fp@earth.alpha.net>
Source record: 81697

When is someone going to upload the "Holy Grail" of Atari 8-bit games,
"Bounty Bob Strikes Back"??????

--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

885. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-2907961104390001@news.northcoast.com>
Source record: 81698
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <4tg8g6$8q3@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
(Anthony Maffia) wrote:

> Unfortunately I only have 2 or three issues left in my collection (they
> went the way of my 800xl - disappeared under mysterious circumstances)
> but this was one of the best, most focussed magazines ever.

Great - well, anyone with any or all of: some issues, a scanner, or
knowledge of HTML is invited to help. :)

> One thing
> you might add is a link to the Antic disk archive at ftp.clark.net,
> under /pub/atari/mag/antic/. Maybe you can even place a link to the
> appropriate file in articles instead of giving the computer listing.

I will be doing that. Unfortunatly, the Antic disks didn't start until
1984, but the magazine started in 1982. So there are about 18 issues of
diskless code. :(

> Oh, and can you post the permission letter to the newsgroup, and have
> the info placed into the appropriate FAQs (especially newbie). That
> may lessen the confusion later on and the charges of copywrite infringe-
> ment from people who don't follow this thread.

The information is available in the "About" section of the Web site.

http://www.northcoast.com/savetz/antic/dap.html

--KMS

886. FS: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: ab <burzynas@ctrvax.vanderbilt.edu>
Message-ID: <4tiuia$e3v@news.vanderbilt.edu>
Source record: 81699

Hi,
I have a SIO2PC cable i no longer need (1 chip version). Email me if
interested.

Burzynas@ctrvax.vanderbilt.edu

887. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.336.001D3A42@mindspring.com>
Source record: 81700

In article <4tj0sr$8fp@earth.alpha.net> krieg@earth.execpc.com (Andrew krieg) writes:
>From: krieg@earth.execpc.com (Andrew krieg)
>Subject: Re: new files in archive
>Date: 29 Jul 1996 13:45:47 -0500

>When is someone going to upload the "Holy Grail" of Atari 8-bit games,
>"Bounty Bob Strikes Back"??????

Truthfully, I don't think you'll see it in disk format. That cart was a
40K bank select, and while it might be possible to convert it, I think
it would be a job for a real master. I sure would like it though. It is
number one on my list, and I would trade almost anything in my collection
for it!

I actually had it, ordered it direct when it was first released. On the
130XE though, the cart would not hold tight in the socket. You would just
get going and the game would lock up. At the time, I could not afford
to go out and buy a top-loading Atari to play it. Now I have all of them
except for 1400XL and 1450XLD. I had returned it and gotten another one,
but it did the same thing, so I returned it again and got my money back.
If only I'd known...

Bruce Willard bwillard@mindspring.com

888. Re: Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4ti3q4$km6@newsbf02.news.aol.com>
Source record: 81701

First Star's "Superman: The Game" was awful, considering it came from Fernando Herrera. Instead of basing it on say, the movie series, it was based on the (if memory serves) "Super Powers" thing D.C. comics was doing at the time. Boring villain, bad gameplay, no classic material of the Superman lore. The title screen stuff was neat enough, but the game was not up to par.

Speaking of which, does anyone know what "Superman III" was all about? Not the movie -- the game Atari supposedly put out. I remember seeing it in the software listings from mail order companies, but never saw the game in the flesh. I only know this was a definite movie tie-in, as Atari provided the computer game graphics and sound for the film.

889. Re: ATARI CHAT ON THE WEB

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <31FD653A.544A@worldnet.att.net>
Source record: 81702

Rick Ziegler wrote:
> >>I got this AT&T worldnet and CIS access... where do I look?
> >
> >
> >Well, if you've got a SLIP/PPP account, you can get a program on your
> >computer that will be an IRC client for you. Then, you have to find
> >some site that will be an IRC server for you (maybe your own ISP, maybe
> >not).
> some good efnet irc servers:
>
> irc.mo.net
> irc.voicenet.com
>
> then join the channel #atari8 by issueing the command : /join #atari8
>

Uhhh.... I have Ichat for Netscape Navigator (apparently can detect
IRC and work). So what URL do I connect to???

> BTW, Jeff, I could help more if I knew your preferred platform for
> netting. Glad to see your still lurking, and interested in chatting!
> I tried to spur interest in this before, but I guess it takes Bill
> Kendrick to spur interest among the "big names"... :)
>
> Rick

I'm on now from CIS, using a Pentium 90 (sorry Atari fans, it's my
work machine).

Jeff

890. Re: disks wearing out

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: bryede@emi.net
Message-ID: <4tjb26$7bu@cambridge.emi.net>
Source record: 81703

In article <8C5110F.111C000C06.uuout@ccc-bbs.com>, david.moeser@ccc-bbs.com says...
> I think there's more to it than just age. Disks I've had for a
>dozen years in dry and smoke-free conditions still work perfectly,
>even after being used many dozens of times. But other people's
>disks stored in damp or smokey conditions make my disk heads dirty
>and produce the problems you mentioned.

I've seen many disks go bad to where the magnetic coating just comes off like powder. You'll be reading a disk and suddenly you get nothing but errors, then you take out the disk and there's a groove worn in it, and if you hold it up to light, you can almost see through the grooved area. Plus, you have to clean the drive heads before you can use the drive again. I helped a friend rescue his stuff from failing disks by reducing the pressure the "fake head" of the drive (the felt pad) puts against the disk during a diskcopy. Many of the disks didn't make it though.

-Bry

891. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: Randy Kramer <rhkramer@fast.net>
Message-ID: <31FD8579.1A9A@fast.net>
Source record: 81704
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

```
Rick Ziegler wrote:
>
> On Mon, 29 Jul 1996 05:53:20 GMT, eru@sover.net (Rick Ziegler) wrote:
>
> >I would love to see a digital version of every Antic mag online, and
> >catalogued to boot! Both text versions and the actual digitized page,
> >large enough to be readable of course. Any other suggestions? (so
> >far we are dreaming unless someone can donate server space(digitized
> >pages of info get large fast.)
> Reread the first part of the thread, we got server space covered
> already...oops.... : )
>
> What image dimensions do you want for the covers and ads? also, if we
> were to digitize every page for _reading_, what image dimensions do we
> want? All my mags are almost pristine in condition, provided enough
> time I could put them all online, but are there other altruistic
> individuals with both a scanner and a large collection of Antics (and
> Analog!)?
>
> Anyone know of a program that takes a digitized magazine page and
> automatically html-izes it? Now that would be cool.
>
> Rick

Not really, but with a scanner and OCR software, one could import text
into word/wordperfect: it shouldn't be that hard to convert...
```

892. Re: TV Tuner card

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <31FD3349.446B@cs.byu.edu>
Source record: 81705

Iain Laskey wrote:
>
> I used one to display output from a video camera so it should also run OK
> from the 800 via composite or RF. The question arises, why?

I imagine it's easier to screen dump from a PC than from in the middle
of an 8-bit game. This would be a good tool to create an extensive
Atari 8-bit games web site I've been thinking about for a long time.

893. Brian's Best Offer Sale #2-New Items Added

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: Brian Wiklem <brian_wiklem@interactive.sony.com>
Message-ID: <4tiv7r$90q@news1.sjc.in.sel.sony.com>
Source record: 81706

More stuff to sell, newer items, see the list below.

Thanks to everyone who sent in bids, and a bigger thanks to those
who followed through with payment.

Those who submitted a bid and were notified to send money to secure
your item, and haven't done so, you'll notice your items are back up
for best offers. I may be hesitant to accept another bid from those
who failed to follow through.

Anyhow, here's how it works:

E-mail your best offer, an offer that you think I can't refuse, and
I'll notify you if I choose to accept it. This isn't a once-twice-
sold auction. Things are sold based on best offers, so an item
listed today may be gone tomorrow. I won't spend days and weeks
sorting through the best offers. First best offer, item sold!

Items have a price ($$) that is a mere guideline minimum suggested
bid......

Here's the list:

Atari Items:

Atari Jaguar prototype controller, grey, light blue
buttons, 3 button controller, in box ($10)

Atari XM301 modem, in box, complete ($1)

Centipede, Atari 8-bit, complete in box/cart ($1.50)
Crossbow, Atari 8-bit, cart only, ($2)
Atari Light Pen, 8-Bit, cart software, pen, complete in box ($5)
Atari 2600Jr, complete in box ($5)
Airball, Atari 8-bit cart, complete in box, ($4)
Battlezone, Atari 8-bit cart, complete in box ($4)
Final Legacy, Atari 8-bit cart, complete in box ($4)
Desert Falcon, Atari 8-bit, complete in box ($4)
Crime Buster, Atari 8-bit, complete in box ($4)
Atari 8-bit cart holder, holds 6 carts, grey folder case ($5)
Atari Home Computer binders, case of 12 ($8)
Pole Position II 7800 cart, cart only (.50)

NES
----

3 Stooges, cart, docs, box ($5)
Rescue:Embassy Mission, cart, docs, box ($3)
Dodgeball, cart, box ($3)
Marble Madness, cart only ($5)
720, cart only ($3)
California Games, cart only ($3)
Operation Wolf, cart only ($3)
Nightmare on Elm Street, cart only ($3)
Dragons Lair, cart only ($3)
Bible Adventures, cart only ($3)
Exodus:Journey to Promise Land, cart and docs ($3)

Famicom/Japanese Nintendo

Super Mario 3, complete in box ($2)
Dodgeball, complete in box ($2)
Dragons Lair, complete in box ($1)
McDonalds, complete in box ($3) <not sure if original or HK pirate>
Hook, complete in box, ($2)
Viva Las Vegas, complete in box ($2)

Other Stuff

Dragons Lair, Coleco ADAM cassette, tape only ($1)

Atari 7800 Games ($2) each.: All Brand New in Box

Galaga, Xevious, Winter Games, BallBlazer, Dig Dug, Ms. Pac-Man,
Cracked, Donkey Kong, Donkey Kong Jr., Asteroids.

Atari 2600 Games ($1) ALL BRAND NEW IN BOX:

Gravitar, Space Invaders, Phoenix

Genesis Games (All Brand New In Box)

ESPN Hockey, Football, Baseball, SpeedWorld ($4) each.
No Escape, brand new, complete ($4)
Mickey Mania, brand new, complete ($4)
Mickey Mania, Dracula, Hook, 3 Ninjas Sega CD games ($2) each.

SNES-all brand new in box

ESPN Hockey, ESPN Baseball, complete in box ($4) each.
Skyblazer, complete in box ($4)

Operation Wolf, Golden Axe, complete in box, used AMIGA games ($2) ea.

LYNX power supply, in box ($2)

Please figure at least $3 for priority shipping (more for heavy or large quantity items)

Thanks for reading.

894. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: mnementh@netcom.com
Message-ID: <mnementhDvBF48.E1E@netcom.com>
Source record: 81707
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

rziegler@sover.net wrote:
>I would love to see a digital version of every Antic mag online, and
>catalogued to boot! Both text versions and the actual digitized page,
>large enough to be readable of course. Any other suggestions? (so

I wouldn't mind seeing a digital version (maybe with Postscript too)
on a CD-ROM....

895. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tii0g$1so_003@jf.intel.com>
Source record: 81708
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <savetz-2807960902500001@news.northcoast.com>,
savetz@northcoast.com (Kevin Savetz) wrote:
>
>I am happy to announce the launch of the Digital Antic Project. Antic
>magazine was the premiere magazine devoted to 8-bit Atari computers.
>Antic, like the 8-bit Atari, has been forgotten by all but a small
>minority...
>
>The Digital Antic Project is a small crusade to put all of the old issues
>of Antic (and eventually its sister magazine, STart) on the Internet. I
>have received permission from the publisher of Antic to make the material
>available on the Internet for free.

Kevin, I still have an unpublished article for Antic or STart (I think it was
for Antic, it's on 5.25-inch) that I'd like to submit. Wil you add it if I
post it to you? If so, please email me your snail address and I'll pop it in
the Blue Box down at the corner.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

896. Re: ATARI Equipment MUST SELL!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tj31v$2lg_002@jf.intel.com>
Source record: 81709

```
In article <31FA5D05.5DD0@earthlink.net>,
Jeff Colbert <jcolbert@earthlink.net> wrote:
>
>This address "starfleet.software@juno.com" (Terry L Ortman) is a free
>e-mail address. Possibly original e-mail no longer active due to
>bad-vibes?

Or his ISP cancelled his account due to numerous complaints of postal
fraud, maybe?

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------------------------------+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+-----------------------------------------------------------+
************************************************************
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
************************************************************
```

897. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tj5m5$2lg_010@jf.intel.com>
Source record: 81710
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <31FD2977.2781@cs.byu.edu>,
Eric Sokolowsky <esok@cs.byu.edu> wrote:
>
>I would love to help out on this project. I would be willing to
>HTML-ize text (as long as it can be scanned in and converted to text
>with some OCR previously). I think that articles should be done in HTML
>format, with illustrations as scanned-in pictures. I could even crop
>images to place in illustrations. Too bad I don't have convenient
>access to a flatbed color scanner. :(However, I have most Antic and
>Analog magazines.

A quick and easy way to add plain text in columns is to use the <pre> tag
(indicating preformatted text). Use the <H> tags for headlines, and
inline graphics, and the pages can look just like the original pages
without much storage overhead.

See us at http://www.3rdplanet.com/~starship
Support at http://www.3rdplanet.com/~starship/atari.htm
+---+
| Opinions expressed herein are those of the writer and |
| probably diametrically opposed to those of his employer. |
+---+
****
Do NOT add my address to any mailing list without my express
permission. Unsolicited commerical email will be proofread
at my usual consulting rate: $90/hour, 4 hour minimum.
Failure to pay will be reported to your local credit agency.
****

898. Wanted to Buy: 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: Randy Kramer <rhkramer@fast.net>
Message-ID: <31FD84E8.4D5@fast.net>
Source record: 81711

Since my 800xl clunked out, I am searching for a replacement.

I will even consider giving someone my broken one for parts.

All I want is the computer, although a diskdrive would be nice.

Thank you!

899. Looking for book on 6502 assembly

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-2907961929000001@news.colorado.edu>
Source record: 81712

Way back during the Jurassic period of personal computers, I owned a book on 6502 assembly language. I am now looking to pick up where I left off all those years ago, unfortunatly I don't have the book, any book any more. Does anybody have a good 6502 assembly book that they are willing to part with?

Thanks,

-Mark

900. Zork III: $7.00

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: twonoahs@aol.com
Message-ID: <4tjucg$e7d@newsbf02.news.aol.com>
Source record: 81713

For Sale:

Storebought Zork III on 51/4 disk. Price includes shipping inside U.S.

twonoahs@aol.com

901. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: Eric Sokolowsky <esok@cs.byu.edu>
Message-ID: <31FD2977.2781@cs.byu.edu>
Source record: 81714
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

I would love to help out on this project. I would be willing to HTML-ize text (as long as it can be scanned in and converted to text with some OCR previously). I think that articles should be done in HTML format, with illustrations as scanned-in pictures. I could even crop images to place in illustrations. Too bad I don't have convenient access to a flatbed color scanner. :(However, I have most Antic and Analog magazines.

This is a really good idea! Way to go!

902. Re: Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <31FD57E6.F81@interpoint.net>
Source record: 81715

Maddog, I think I know what you are talking about, years ago I saw an ad for (upcoming) Atari computer games in a Magazine, and it looked like an INCREDIBLE version of the 2600 Superman. The only thing is that I'm not sure if it was for the ST or for the 8-bit! It would be cool to see an improved version of an old game. Kind of like the Atlantis for the 8-bit compared to the 2600.

-Rich.

903. WANTED: AtariWriter+

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: dalessio@manatee.cig.mot.com
Message-ID: <dalessio.838661388@manatee>
Source record: 81716

A person who stopped at my garage sale is looking for AtariWriter+. If you have a copy for sale, please contact him.

His name is Robert Tucibat and he can be reached at (847) 259-8498 (this is in the Chicagoland area, USA).

*** DO NOT REPLY TO ME ***

Thanks.

Mario


```
**********************************************************
* ____ ____ ___ *
* __/\__ Mario D'Alessio ( oo ) //oo\\ /o o\ *
* \RUSH/ dalessio@cig.mot.com \__/ \__/ \_O_/ *
* |/\| Work: (847) 632-2323 Woo Woo *
* 9am to 6pm Central Time Woo *
**********************************************************
```

904. Re: FTE & Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4thdn7$au1@news.umbc.edu>
Source record: 81717

James E. King (jeking@xmission.com) wrote:
: Has anybody at all had communication with Mike Hohman of FTE in the last few months?

: Does anybody have a direct VOICE number for him?

: Thanks..

About three weeks ago I tried to phone the last number I had for him when
I talked with Mike back in February. I received the "no longer in
service" error message. Mike, where are you?

Tom

-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

905. Re: SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-29 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <4thd12$au1@news.umbc.edu>
Source record: 81718

```
Michal Franczak (mfranczak@ajax.umcs.lublin.pl) wrote:
: Hi atarians!
: I think that conecte SID to atari 8bit is very possible... becouse i did it.
: In my atari computer i have SID chip. SID is clocking 1Mhz ... and Atari - 1.7
: Mhz.. So sound is very.. very... good.. Of course better than Pokey chip..
: And i can for example listen very good music in JOYRIDE demo... (in this
: demo almost all music are from C-64...)... and another demos by HARD.
: (HARD group... very like C-64... sound... code... sometimes gfx... :)

: Gumi/TIGHT

Care to share how you did it??

Tom

--
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!
```

906. FS: Unusual Hardware (and a little software)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-30 00:00:00 UTC
From: Deja Vu <dejavu@mail.marble.net>
Message-ID: <19960730171901.aaaa0041M@babyblue.cs.yale.edu>
Source record: 81619

I'm cleaning up my house and I've got some unusual stuff here that you
may be interested in. I've posted this to a few newsgroups where I
think that interested people will see it. Sorry if portions seem
inappropriate. Some of this stuff came from used systems from
auctions and swap meets and some I bought retail.

Any reasonable offers accepted with consideration given to those
who want more than one item. If you want it, go ahead and offer,
email's cheap. I can't give any warranty but I have noted what I've
done to test each item and some info on each.

All of this is from my personal collection and has nothing to do
with the company I work for, I'm just using my work email address.

PC Network and other cards
----

1 DCA Token Ring (ISA/MCA)
Card only, no disks or manuals. I have not tested this yet as I
have not had a chance to get on the BBS and get the drivers and
test program. If you're interested and want to email me the
diagnostic program, I'll test it. DCA's BBS can be reached at
404-740-8428.

1 DCA IRMA3 Convertible (MCA/ISA)
No manual. The diagnostic program for the card
reports this board as OK in all respects. I do not
have the original disks but the system that this
came out of had all(?) the software including E78Plus,
which I assume came with it, which I've zipped and
put on floppy.
DCA's BBS can be reached at 404-740-8428.

1 Wang 210-9454-A WLOC Card (long card)
No manual but information on setup can be found at
http://www.wanguser.co.uk/iwung/iwungwloc.html
I have no diagnostics for this board but I assume
it is ok as everything else with the system worked fine.
No original disks but I have copied the software (there was quite
a bit) that was on the system it came out of to floppy.

1 IBM PC Network Adapter
Full length original ISA card. I have not tested this card at all.
It looks like there are drivers for various os's available around
the net.

1 Data Translation "DT2801 A" Data Aquisition Board
Board only. For Drivers and more info on this card see
http://www.datx.com/
BTW there's all kinds of drivers for this including
linux and windows. I have run the diagnostic program
from the web site on it, and for the tests that are possible
without a test cable, it reports a-ok.

Wang Stuff
---
3 Wang PC-S1-3
Complete, no manuals, some disks. With 2 more without monitors. They
all seem to boot fine.

Amiga Stuff
---
1 520 TV/Composite Adapter
No manuals or box. I bought this new a couple of years ago (right
before I sold my amiga).

1 Digiview Video Digitizer and software
In the box with manuals and software. This has version 3
software. This is the A1000 version but I have a homemade adapter
(that I built with help on the net) so that it works with other
amiga parallel ports.

1 Excellence Word Processor V2
This worked before I sold my 500.

Atari 8-bit stuff
---
1 Atari 800 w/48K BROKEN
Shorted out. Power supply seems good. Has manuals
including Atari basic manuals (lost the cartridge).
May be good for parts.

1 Atari 1050 Dual-Density Disk Drive
No SIO cable. This worked perfectly (BTW this was not connected
when the 800 went up). All manuals and original box. The dos 3 disk
that originally came with this is gone but I will through in a dos
2.5 disk and manual that I bought brand new about a year ago.

Cartridges

1 Star Raiders
Bought this brand new about a year ago - box and manuals included.

1 Jungle Hunt
No box or manuals

1 Music Composer
No box or manuals

1 Atariwriter
No box or manuals

Sorry I had to post via email but the news server here is messed up.

--
Jay Gramlich
dejavu@marble.net

907. Re: anyone remember Captain Beeble?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-30 00:00:00 UTC
From: lstiles@usit.net
Message-ID: <1408.6785T44T2553@usit.net>
Source record: 81620

>On Tue, 23 Jul 1996 14:14:40 -0700, "Brent Aliverti"
><brenta@microsoft.com> wrote:

>-From my high school days, I remember playing a game on my Atari 800
>called
>-Captain Beeble. It was a horizontally scrolling space ship game, as
>I
>-recall. Details are kind of fuzzy and I never see the game mentioned
>-anywhere. Does anyone know what company made it? Anyone have one
>for
>-sale?
>-
>-Thanks!
>-
>It was produced by a company called "Inhome Software"

Guess What! I have the Captain Beeble Cart!...It has to be one of my all time favorite A-8bit games! It wasn't a spaceship though, you had a rocket pack that you had to "fire" to keep from hitting anything white, pink or blue. (and of course the bad guys) and get the crystal and bring it back to the "CPU". I am willing to sell it along with a bunch of other great Atari stuff in my attic...Like maybe my heavilly modified 130XE with 384KB of Ram, Standard 25 pin RS-232 interface (Modem anyone?), a non working 65XE (still can't figure this one out!), 2 1050 Drives (Only one Power supply though! =P), and Software galore! like Technicolor Dreams (256 color paint program), Music, Pinball, and Wargame Construction sets and Mucho More... Also have Atari 7800 stuff too!

If interested E-mail me, If not...Oh well, Whenever nostalgia hits me...

Lowry Stiles...Email: lstiles@usit.net
"Fasten your seatbelt. I'm gonna try something."

908. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-30 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <4tllh8$rru@charm.magnus.acs.ohio-state.edu>
Source record: 81621
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <4tj5m5$2lg_010@jf.intel.com>,
Rich Tietjens <RichardX_Tietjens@ccm.jf.intel.com> wrote:
>A quick and easy way to add plain text in columns is to use the <pre> tag
>(indicating preformatted text). Use the <H> tags for headlines, and
>inline graphics, and the pages can look just like the original pages
>without much storage overhead.

Don't do it!
<pre> is great for some things, but here we DON'T CARE about the
original layout, we care about the information itself. If you try to
do multiple columns, it will just make it harder to read -- and
convert to other forms.

--
========== R o b F u n k ==========|==========> funk+@osu.edu <==========
"Why are you here? Snap out of it. |rfunk@magnus.acs.ohio-state.edu
Wake up. It's all illusions." |rfunk@freenet.columbus.oh.us
"I LIKE THE MOVIE" -- Richard Bach |http://er4www.eng.ohio-state.edu/~funkr

909. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-30 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-3007960939130001@news.northcoast.com>
Source record: 81622
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <31fc4e98.4712305@news.sover.net>, rziegler@sover.net wrote:

> I would love to see a digital version of every Antic mag online, and
> catalogued to boot! Both text versions and the actual digitized page,
> large enough to be readable of course. Any other suggestions? (so
> far we are dreaming unless someone can donate server space(digitized
> pages of info get large fast.

We're using OCR to make text versions of the pages. Covers and necessary images are being scanned as JPEGs.

We won't be doing graphical scans of all the pages: its a TREMENDOUS waste of disk space (5K for the text of an average article, vs. about 1MB for the "actual digitized pages.") Its the INFORMATION that is important and useful, not the layout. And the information is much more useful and searchable as HTML.

--KMS

910. Re: Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-30 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960730173248.13812A-100000@ns1.ptd.net>
Source record: 81623

On Mon, 29 Jul 1996, Rich Tirico wrote:

> Maddog, I think I know what you are talking about, years ago I saw an
> ad for (upcoming) Atari computer games in a Magazine, and it looked like
> an INCREDIBLE version of the 2600 Superman. The only thing is that I'm
> not sure if it was for the ST or for the 8-bit! It would be cool to see
> an improved version of an old game. Kind of like the Atlantis for the
> 8-bit compared to the 2600.

Wow, if the 8-bit version of Atlantis is "better" then the slick 2600
graphics then that wouldbe a very good thing.

I think that games on the 8-bit Atari computers are much better than
their 2600 counter parts. I only have a VCS for games like Yar's Revenge
and the 2600 version of Space Invaders(There's a trick to get near-rapid
fire). But if I can find the 8-bit versions of Asteroids and Super
Breakout, then I would love to trade up. :)

Eric Noss
a.k.a
Mr. Maddog

911. 8 Bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-30 00:00:00 UTC
From: 104174.2375@compuserve.com
Message-ID: <4tl2ek$j27@arl-news-svc-3.compuserve.com>
Source record: 81624

I'll take it. Call me. 908-686-0550, or 908-707-1098.

912. Re: Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-30 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960730180200.13812E-100000@ns1.ptd.net>
Source record: 81625

On 29 Jul 1996, Eplicon wrote:

> First Star's "Superman: The Game" was awful, considering it came from
> Fernando Herrera. Instead of basing it on say, the movie series, it was
> based on the (if memory serves) "Super Powers" thing D.C. comics was doing
> at the time. Boring villain, bad gameplay, no classic material of the
> Superman lore. The title screen stuff was neat enough, but the game was
> not up to par.

I read about in an old magazine review...it was based on the
"Superfriends" cartoon just before it was canceled, and it was a PONG
game if you can believe that! :)

Eric Noss
a.k.a
Mr. Maddog

913. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-30 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_838734371@rtfm.mit.edu>
Source record: 81626
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 8 days
Last-modified: July 12, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following three Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu
```

914. 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-30 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60731204244$6FC8@pointless.gen.nz>
Source record: 81627

> Fm IntrNet: pmulvey@newshost.li.net [comp.sys.atari.8bit]

> it be worth my effort to put my BBS back online - in Carina
> format?

I don't see why not... You know there is a group of ATARI 8-BIT BBS's around the world that are now Networking together through the Internet Mailing System (It's called 'The Independant Atari 8-Bit Network') - It hasn't been going for all that long (a couple of months or so), but the early indications are very encouraging... - In my opinion our 8-bit Atari BBS's still have a place in the BBS society (no matter what anyone else says) and with 8-bit programmers out there writing programs so we can link up in todays information hi-way there is no stopping us...

915. Re: FTE & Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <4tm988$hdb@news1.halcyon.com>
Source record: 81628

drake thomas (phd posi) <tdrake1@umbc.edu> wrote:
>
>About three weeks ago I tried to phone the last number I had for him when
>I talked with Mike back in February. I received the "no longer in
>service" error message. Mike, where are you?

I'm curious as well. When I first heard of FTE, I figured Mike was just an old Atari enthusiast hacking together hardware in his spare time and selling it for a so-so profit. A legimitate business, but nothing to pull in an income above the poverty line.

But after reading his update newsletter that was mailed late last year, I think he's totally bonkers! He mentioned purchasing over $50,000 worth of equipment and just scraping by on shareware fees from Sparta DOS. I certainly think that lunatics are a good thing in the Atari world and I'm still rooting for Mike, but, quite possibly, he's having a bit of trouble right now.

James Hague
junkster@halcyon.com

916. x

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: ejh7678@isc.rit.edu
Message-ID: <4tmj71$n77@news.ao.net>
Source record: 81629

x

917. FS: PC Xformer 3.5 on CD

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: whs@email.unc.edu
Message-ID: <4tnk5j$a9t@newz.oit.unc.edu>
Source record: 81630

CD contains PC Xformer 3.5, ST Xformer, and the software for Gemulator (you still need the Gemulator card to use this). Also included on CD is a lot of PD 8-bit software, including the entire UMich archive. I bought the CD from Toad Computers less than a month ago for $50 -- asking $25. Please respond via email to whs@email.unc.edu.

NOTE: If you read this newsgroup, you are probably already acquainted with the pros and cons of PC Xformer. So am I. Please do not respond with opinions about the software.

William Smith
whs@email.unc.edu

918. Re: Lemmings for the Atari 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: John Veness <john@drl.ox.ac.uk>
Message-ID: <31FFC045.2BA4@drl.ox.ac.uk>
Source record: 81631

Dear all,

Thanks for all the replies to my question as to whether Lemmings was available for the Atari. I realised that it was a long shot, but it *is* available for the C64, Spectrum, Amstrad CPC, which are of a similar generation to the Atari, as well as later 8-bit consoles (GG, GB, SMS, NES), so I thought it *might* be possible.

Thanks also to Kevin Steinhaus <kevins@hutchtel.net> for sending me a LEMMINGS.COM which is certainly *something*. It looks like a demo, with a scrolly text along the top (saying "ARGS-LEMMINGS - IDEE UND GRAFIX: BLACK PANTHER - MUSIK: EISBAR CORP. - PROGRAMM: JOJO JUNGLE SOFT") and some largeish Lemmings falling down the screen. That seems to be it, no playable game or anything.

It looks like the answer is that there is no official Lemmings for the Atari. Thank you for your help!

John

--
John Veness, Network Support, Diabetes Research Labs, University of Oxford

919. Re: FTE & Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <31FF9133.3AA7@total.net>
Source record: 81632

James Hague wrote:
>
> But after reading his update newsletter that was mailed late last year, I
> think he's totally bonkers! He mentioned purchasing over $50,000 worth of
> equipment and just scraping by on shareware fees from Sparta DOS. I
> certainly think that lunatics are a good thing in the Atari world and I'm
> still rooting for Mike, but, quite possibly, he's having a bit of trouble
> right now.
>
> James Hague
> junkster@halcyon.com

Could anyone mail me a copy of that newsletter? I registered my Sparta 3.2, bought SDX and even a Sweet 16, but never got a copy. Pls reply by email

Dave Paterson

davepat@total.net

920. Re: reading 8-bit tapes with sampler (was "cassette->atr")

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4tnnsm$imd@news.xs4all.nl>
Source record: 81633

Once in the Netherlands, there was a program on Dutch radio about programming BASIC for the Atari 8 bits. Every so often, it would broadcast the sounds made by the tape as it was played, and the listeners were supposed to record these sounds and try to load the programs onto their computers. This never seemed to work with me, but if that does work, then it should be theoretically be possible to sample the tapes and convert them to files. If radio-quality is supposed to be good enough for sampling Atari tapes, then it must be possible on modern soundcards that can sample at CD quality.

I also vaguely remember that tapes had two tracks per side. One was used for Audio, and the other was used by the Atari for recording data on tapes.
I also know that some of my tapes were recorded onto tapes that were previously used for recording music, and you could still hear the old music on the tape while it was loading.

AE.

921. Re: Still Trying to Get a Pixel-to-pixel Conversion of PICs

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4tnri0$kg9@news.xs4all.nl>
Source record: 81634

In article <4tdi87$64q@news.campus.mci.net>,
Daniel Clinton <daniel11@appstate.campus.mci.net> wrote:
>
>I have been trying to get some of my old PIC images transferred to
>standard GIFs. But I can't get a decent conversion. Both the emulators
>blow up the emulated screen and so the image gets distorted.

You allways get a 640*400 image on the clipboard when you grab a 320*200
screen from Windows95 (don't ask me why). All you need is a program that
can reduce the screen without making any distortions. One such program is
LView Pro, available from
ftp://ftp.std.com/ftp/vendors/mmedia/lview/lviewpro.zip
(There is a homepage for LView Pro on http://www.lview/.com)
Before you run PCXF, you should start Lview pro with no picture and then run
PCXF. When you grab the image from PCXF with ALT+PRINTSCRN, you switch over to
Lview Pro using ALT+TAB, and when you are there, use SHIFT+INSERT (or use the
paste option on Lview's Edit menu), and you will end up with a 640*400 version
of your image. To get it to whatever size you want, you must resize the image
(use CTRL+R or Resize on the Edit Menu). I reccomend that for some graphics
modes(such as modes 0,1,8,9,10,11,14,15 and that mode who'se name I've
forgotten that is a bit like mode 0 but has 8*10 pixel characters) 320*200 is
a good size, and for others, keep dividing the resolution by 2 until you start
to lose some information.

To cut down on the file size if you are using Graphics 8 or any other
monochrome graphics mode, select Colour Depth from the Retouch menu, and
select Black and White. This is so that any unused colours are ignored
and the number of bitplanes in the image is reduced to just those that are
necessary. Beware when doing this for modes with more than 2 colours, as
LView insists on adding the 16 colours of the Windows palette to your image,
and you must add 16 to the number of colours in your original image, otherwise,
your image will be dithered to Window's palette.

I hope this helps.

AE.

922. Cheap Old Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: Blues@erols.com
Message-ID: <4tnnnp$96q@test-sun.erols.com>
Source record: 81635

I have great deals on the following hardware

12 256k 16pin dip chips for only $1.50 each

4 1meg 32pin simms only $9 each these are very hard to get

5 MFM controllers only $4.50 each

I am just starting this business and I need a good name so if you send me five names I give you $1 off your next order. Please no stupid names.

Grant Riggle
Blues@Erols.com

923. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152874@cup.portal.com>
Source record: 81636
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st

-- Oh, and I DO have access to a flatbed scanner at work. I AM willing to bring my mags to the office for scanning.

Chris

924. Cheap Old Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: Blues@erols.com
Message-ID: <4tnnq6$96q@test-sun.erols.com>
Source record: 81637

I have great deals on the following hardware

12 256k 16pin dip chips for only $1.50 each

4 1meg 32pin simms only $9 each these are very hard to get

5 MFM controllers only $4.50 each

I am just starting this business and I need a good name so if you send me five names I give you $1 off your next order. Please no stupid names.

Grant Riggle
Blues@Erols.com

925. Re: Still Trying to Get a Pixel-to-pixel Conversion of PICs

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <31FF88E4.5547@ncweb.com>
Source record: 81638

ellman wrote:
>
> In article <4tdi87$64q@news.campus.mci.net>,
> Daniel Clinton <daniel11@appstate.campus.mci.net> wrote:
> >
> >I have been trying to get some of my old PIC images transferred to
> >standard GIFs. But I can't get a decent conversion. Both the emulators
> >blow up the emulated screen and so the image gets distorted.
>
> You allways get a 640*400 image on the clipboard when you grab a 320*200
> screen from Windows95 (don't ask me why). All you need is a program that
> can reduce the screen without making any distortions. One such program is
> LView Pro, available from
> ftp://ftp.std.com/ftp/vendors/mmedia/lview/lviewpro.zip
> (There is a homepage for LView Pro on http://www.lview/.com)

There's also a great program called "HyperSnap" for Win95 ... works
great for
capturing screen shots ... can't remember where I got it; maybe PC
Mag's FTP
site ... use a search engine to find it if this is a bum steer.

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

926. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4tnpij$jie@news.xs4all.nl>
Source record: 81639

In article <4tj0sr$8fp@earth.alpha.net>,
Andrew krieg <krieg@earth.execpc.com> wrote:
>When is someone going to upload the "Holy Grail" of Atari 8-bit games,
>"Bounty Bob Strikes Back"??????

I've got it on disk. I'll try to upload it soon.

AE.

927. 800xe problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: 101755.2443@compuserve.com
Message-ID: <4to4ql$cal@hil-news-svc-4.compuserve.com>
Source record: 81640

To Randy Kramer,

Open your computer case and disconect the keyboard then re boot.

You may just have a sticking key.

Derek Fern

928. 8 bit Clone of the Lemmings

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: 101755.2443@compuserve.com
Message-ID: <4to59n$cms@hil-news-svc-4.compuserve.com>
Source record: 81641

The 8 bit Lemmings clone is called Brundells , produced by Key Soft in Germany.
It is still available in England from Micro Discount. E. Mail to 101755.2443@compuserve.com
This program is still subject to copyright and should not be available via the internet.

929. Re: IBM Version of Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: scooby@nym.jpunix.com
Message-ID: <199607312056.PAA21693@alpha.jpunix.com>
Source record: 81642

On Sat, 27 Jul 1996 18:01:58 GMT, daniel11@appstate.campus.mci.net (Daniel Clinton) wrote:

>There's an IBM PC EGA version of Alternate Reality at the AR website,
>and I was wondering if anyone else has tried it. I have, and find it
>utterly charmless compared to my recollections of the Atari 8bit
>version.

I never played the Atari version of The City, but have tried the IBM PC EGA version of it.

>If it had music, perhaps it would be ok. But it doesn't appear to have
>music. It makes ugly noises through the PC speaker though...

I *believe* I read that the IBM version of The City does not have music. It has sounds when you're walking through a door and what-not but no music in places like The Dungeon had on the Atari.

>Also I have never quite made Xformer or XL-it run the AR ATR's quite
>right. Xl-it is still slow and I couldn't get the on-the-fly
>disk-image change to work. (But the sound is definitely getting there,
>nice job Markus). And Xformer just mucks up royally with half-baked
>sound and it won't even run it. (But Xformer is fast)

I have successfully got The Dungeon to work under XL-it! but am having quite some trouble getting The City to run. Still working on it. Haven't tried Xformer. I never tried a previous version of XL-it! (i.e. before 0.14) but as I understand it, the sound was added in this version so given that info, it's quite commendable. As far as speed goes, it's somewhat slow on my Pentium-60 but not too much slower than it was on the Atari 800, especially when you take floppy disk swapping into account on the Atari.

>Anyone else have luck with this?

Am still in pursuit of getting the City to work. Never played it (only tested the IBM version to get it to work)!

930. AZTEC

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <32001CB4.36C4@interpoint.net>
Source record: 81643

Anybody out there remember, or have this game for the 8-bit? I'm not talking about Aztec Challenge, just plain Aztec. It was a great game, I was very much into this game in the past and I am having a hard time finding it, My copy was destroyed when I put the disk it was on into a dusty old 1050 I havn't used for about 6 years, I should have cleaned it first!

If somebody has it, please E-mail me.
results@interpoint.net

THANK YOU!!

-Rich.

931. 8-bit ONLY bulletin board systems (BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60801194946$6FC8@pointless.gen.nz>
Source record: 81644

> PRO is still very much alive, and I hear that
> Carina is, too. How about the other 8-bit platforms?

Well Oasis is still running here in New Zealand, but it is the only 8-bit BBS left in new Zealand... - Also last I heard there was an Oasis board running somewhere up there in Canada... - Not sure if there are any left in the US of A tho, I lost track of them when Oasis-Net closed down...

932. FS:My First Computer (Wha, Wha, Wha)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: edaine@uga.cc.uga.edu
Message-ID: <edaine-3107961831330001@jenkinsi.ecology.uga.edu>
Source record: 81645

Hello Atari Enthusiast,

I dug my old system out of the back-room and plugged er all in and got her up and running. Being inspired by this group mainly. But, I know that my Atari days are over. I played some old games, browsed through a few basic programs that I labored over, wished my Mad Spy vs. Spy disk would load and printed out some dreary sort of pre high-school ramblings on life to keep like a sod. But all nostalgia considered I decided that to keep this machine was silly. I have only used it a few times in the last 5 or 6 years.

So here goes the list, I would like to sell this stuff as a Unit if possible but I will part it out, (it may be easiest that way) at any rate I will except offers and criticism on prices. You may have a better understanding then I do about how much this is worth. Shipping is not included in these prices, once we have a deal I will go to the Post Office and let you know how much to ship, COD.

Listing

Atari 600xl - $25.00
(there is some modification, self installed, ie. a new chip and some pins soldered together on another that bring the machine up to a 64k RAM, same as a 800xl I think, keyboard sticks a little but I feel that all the keys can be restored.)

XDM 121 Printer - $20.00
(still works great, letter quality printer, looks like your stuff went through a typewriter, old printer cartridge ribbon but printer works great)

1050 disk drive - $10.00
(The drive is a little sketchy, It works if you fool with it long enough, but you have to keep taking the lid off and cleaning the "eye" I think some disks are really dirty, and the little pad above the eye is wearing out, again. Missing screws that hold on lid.)

Standard tape drive - $10.00
(Hey what can I say? If you have used em most likely you have cussed em! This one works fine but has been cussed at.)

Flight Simulater Program Disks and Manuals $10

Computes Book of Mapping the Atari - $3.00

Various Books ask me for a list or tell me what you need $negotiable

(I might be persuaded to throw this and another huge pile of books programs disks and software and all in with everything else, it will raise the shipping cost though. Write me for a more complete list.)

All equipment will come with everything needed to make it work and hook up to your Atari or mine. Please respond via Email as well as to this list. Thanks for keeping the Atari alive and well, its a part of my life that I remember fondly. Thanks also for making it through this very long post.

ERic
edaine@uga.cc.uga.edu

933. Re: Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-07-31 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152872@cup.portal.com>
Source record: 81646

I had a "Superman" game for the Atari a LONNNNG time back... a single-sided, single-density "boot disk," which showed a nice graphic of Superman, then a nice graphic of his opponent (Darkseid), then an animation of Superman flying in from the background to the foreground of the screen. Gameplay is less memorable -- in fact, I'm having a hard time remembering it at all. As I recall, you flew Superman over a grid of Metropolis' city blocks and searched out / fought evildoers and/or Darkseid... But I never played it much. Should still be lying around here somewhere...

Chris Chiesa

934. Programming the Atari 8-bit (130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: sunlord@zot.io.org
Message-ID: <4tru6q$6lm@zot.io.org>
Source record: 81569
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

Hello!

very sorry to bother you. I was wondering if someone could point me towards some good NET references on how to program on ther Atari 8-bit computer. Be in in BASIC, or Macine, Game or utility I am interested in learning how to code on the Atari, and the specifics involved with it. I am currently knowelgable of 80x86 C, ASM and of course basic. If someone could give me some starying points/books/code I would be greatly appreciative. Thanks again.

David Bennett
sunlord@io.org

935. Uploaded: Atari800-0.5.0.tar.gz for UNIX and AMIGA

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <rcxKqLAgwPAyEwFE@signus.demon.co.uk>
Source record: 81570
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I've just uploaded Atari800-0.5.0.tar.gz onto my web page
located at:-

http://www.signus.demon.co.uk/david/atari/atari.html

You can also obtain an Amiga binary version at the same location. It
requires an A1200. The Amiga version is currently 0.4.5. If you've
got a C compiler and the resources you should be able compile 0.5.0
yourself - Hopefully I'll be able to upload a new binary shortly.

Changes in 0.5.0

- Simplified interface to CPU module.
- DIRECT_VIDEO now works with PMG collision detection. This option
increases performance by about 28% but can result in different colours
being displayed. This is because this option relies on COLPF0, COLPF1,
COLPF2, COLPF3 and COLBK all having different values, hence the
emulator sometimes modifies the colours :-(This option can be enabled
during the configuration phase.
- Correction to ANTIC Mode 5 Vertical Scrolling.
- Correction to PMG DMA Code - Demon Attack now works OK.
- Added code to limit the emulator to 50fps - this will not have any
effect if your machine can't run the emulator greater than 50fps.
F10 in X11, XVIEW, MOTIF and SVGALIB versions toggles the limit
on/off. When the limit is off the emulator will go as fast as it can.
- Path to directory containing the OS ROM images is now defined during
the configuration phase (Declaration of ATARI_LIBRARY has been removed
from the Makefile).
- Correction to handling of PMG DMA - Pitfall II now Works.
- The unused bits in PMBASE are now ignored correcting errors in Atari
Chess and Frogger.

Bye
--
David Firth

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

936. Re: My new Atari web page is finally up.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <cMBHuDAhFPAyEwjP@signus.demon.co.uk>
Source record: 81571

```
In article <32001a74.47885841@news3.news.demon.net>, Andy D
<andy@troas.demon.co.uk> writes
>
>Please take a look at
>
>http://www.troas.demon.co.uk/atari/atari.html
>
>Some stuff on it now, and a good set of links.
>More to come.
>
>Tell me what you think.
>

Strangly enough mines just become available as well :-)
http://www.signus.demon.co.uk/david/atari/atari.html

--
David Firth

Turnpike evaluation. For information, see http://www.turnpike.com/
```

937. Bits and Pieces

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <wcJMqFAAoPAyEwHw@signus.demon.co.uk>
Source record: 81572

I've just uploaded my life times Atari 8bit work (well some of it) onto
my WEB page located at:-

http://www.signus.demon.co.uk/david/atari/atari.html

Atari800-0.5.0.tar.gz
Source code for an Atari 800, 800XL, 130XE and 5200 Emulator for
UNIX, VMS and AMIGA.

Atari800-0.4.5-amiga-bin.lzh
Amiga Binary for the above emulator.

Superman
Disk image containing an unfinished version of the VCS Superman
for the Atari 800 series. Includes GIF.

Alien Encounter
Disk image containing a crap game (well by todays standards) I
wrote in 1984/85. Sort of a cross between space invaders and
centipede. Includes GIF.

UltraSpeed Copier 2.3
Disk copier that uses the US Doubler Ultra Speed I/O. Copies
Single, Duel and Double density disks. Can copy disks formatted
without special format using Ultra Speed. Includes GIF.

1050 Menu 2.2
Multiboot program written for the 1050 drive. Yes I know a
lot of you prefer DOS files, but I've uploaded it for those
that don't :-) Includes GIF.

Test Computer Language
A small compiler I wrote in 1985/86 and used to write Enigmatix!
published by Page 6. Compiles programs to DOS binary files or
direct to a BOOT disk. Also contains a RUN mode which compiles
and RUNs the program in memory. The language is block structured
and supports procedures, functions, while loop, repeat until
loops, if statements etc. The compiled code can be used in
VBI and DLI Interrupts. WEB page contains semi-finished HTML
User Guide (HTML not index correctly yet!) and a few example
programs (Breakout, 8way scrolling, Interrupt driven music).
Hopefully its not too low level for the remaining 8bit die
hards ;-) This is probably not what you want if you've only
used Atari BASIC. Includes GIF.

See http://www.signus.demon.co.uk/david/atari/atari.html

--
David Firth

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

938. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqgeo$r8_001@jf.intel.com>
Source record: 81573
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

In article <32006a8f.68395358@news3.news.demon.net>,
andy@troas.demon.co.uk (Andy D) wrote:

>On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:
>
>>
>>yes to >Should comp.binaries.atari (all systems) be created?
>>NO! to >Should comp.binaries.atari (all systems) be moderated?
>>yes to >Should comp.binaries.atari.8bit be created?
>>NO! to >Should comp.binaries.atari.8bit be moderated?
>>yes to >Should comp.binaries.atari.st be created?
>>NO! to >Should comp.binaries.atari.st be moderated?
>>
>>You have my votes, let me know when it is time for the real thing.
>>I'll get you my vote, and all my friends too. :)
>>Rick
>
>Me too. :)
>
>Especially as my provider just cut down the expiry on alt.binaries.*
>to 5 days. comp.binaries.* is still 14 days.
>
>*.warez.* is 2 days!!!!!

OK, that's exactly 2 explicit replies. I am currently working with another
person to get the proposal properly assembled; it will be announced in all of
the comp.sys.atari* groups when the RFD (Request For Discussion) is posted, and
again when the CFV (Call For Votes) comes around. You MUST subscribe to
news.groups to particiapte in the discussions - something that was /not/ told us
when the RFD to remove our previous binaries group was opened. This is a
nuisance, but you'll only have to carry the group for a month or so, as a 21-day
discussion period is required, and the CFV can take palce between 21 and 30 days
after posting.

If anyone else has any comments, PLEASE make them now, either here or in email.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

939. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqklg$r8_006@jf.intel.com>
Source record: 81574
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

In article <3200D18D.1223@mad.com>, hobo <hobo@mad.com> wrote:
>
>I noticed the atari subdirectory on cyberspy2 is no longer there.
>Any confirmations?

What's the URL?

I did get in touch with the Webmaster at http://www.filez.com, and he's adding an "Atari" button to the search engine there. Very nice guy, I sent him the most common file extensions for Atari archives, and Hallvard's list of Atari ftp sites.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

940. Re: My new Atari web page is finally up.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqklg$r8_005@jf.intel.com>
Source record: 81575

In article <32001a74.47885841@news3.news.demon.net>,
andy@troas.demon.co.uk (Andy D) wrote:
>
>http://www.troas.demon.co.uk/atari/atari.html
>
>Tell me what you think.

Very pretty - added to my "bookmarks" page at
http://www.3rdplanet.com/~starship/atari.htm

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Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

941. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: cconway@ea.com
Message-ID: <cconway-0108961736010001@cconway.ea.com>
Source record: 81576
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

```
> In article <3200D18D.1223@mad.com>, hobo <hobo@mad.com> wrote:
> >
> >I noticed the atari subdirectory on cyberspy2 is no longer there.
> >Any confirmations?
>

I don't see it anymore either...
```

942. Mail Order Monsters & Crush Crumble & Chomp

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: cconway@ea.com
Message-ID: <cconway-0108961736550001@cconway.ea.com>
Source record: 81577

Anybody have these?

943. Re: BBS Express! Professional ver 2.0 and 2.1a

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: Rich Link <ral@iglou.com>
Message-ID: <320047B7.3332@iglou.com>
Source record: 81647

John Hileman wrote:
>
> In article <4t6cpf$8q@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
> >
> >Have had a few ask that these programs be made available again,
> >these were the last Keith Ledbetter wrote. Have accumulated the
> >files for distribution and have them avaiable for order. Price
> >$20.00 for BBS Express! Professoinal (tm) and Express!Net comes
> >with Node, and Manuals for both. Add $4.00 for s/h...
> >
> >
> >
> >BBS Express! Professional (tm), is at Revision 5.0b..This is
> >still avaiable for those who want the updated version at $39.95
> >plus $4.00 s/h.
> >
> >If interested send M/O or credit card information (take Visa/MC)
> >to K-Products
> >4267 W. Midway Dr.
> >Salt Lake City, Ut. 84120
> >
> >Or K-Products
> >P.O. Box 22122 A.M.F.
> >Salt Lake City, Ut.84122
> >
> >
>
> Does anyone know where Keith is now?
>
> John Hileman johnh@newberry.microserve.com
>
> That's Newberry Township in York County, PA
> My homepage is at http://www.microserve.net/~johnh
>

I saw his name mentioned on the McAfee web page, so he may be working for
them. They has a number of his files online, and since their site is
primarily geared towards their product line, I figured it might be a
logical conclusion. I have never found an address listing.

944. Internet communications

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4tp3t3$kq3@madeline.INS.CWRU.Edu>
Source record: 81648

(Honest, I looked at 'misc' groups, 'alt.internet' and didn't find anything like the great answers we get here on csa8, so I apologize for the 'off topic'ness of this post, but this is the group I read and I can't find a more likely place to get some 'intelligent' answers.)
The two wire line concept is, oh, about 150 years old. It has a maximum transmission rate measured in khz. The internet is based on communications measured in mega baud, and can operate, I believe in at least megahz transmission rates. With the use of fiber optic lines, or even rf co-axial lines, communications could be considerably more advanced than with the limits of a two wire line. Such things as svga quality 'TV', very high resolution visual 'telephones', mega baud computer communications, all would be possible.
All but the local connections in modern phone equipment is microwave, fiber optic, and other 'fast' communications. All that is needed is to hook up our rf or fiber optic cable TV to these 'long distance' networks and we could have the vastly improved communications.
The internet was developed and built using public funds for university and military for reliable data communications. Our government has handed over, free I think, this publicly funded developed system to regional phone companies. That is sort of like putting the fox in charge of the hen house. Regional phone companies have a vested interest in the two wire communications system they have used for over 100 years.
The above are my opinions, as I am not confident of their verity. If anyone wishes to add to, or correct, any or all of the above, that's why I'm posting this.

945. My new Atari web page is finally up.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <32001a74.47885841@news3.news.demon.net>
Source record: 81649

Please take a look at

http://www.troas.demon.co.uk/atari/atari.html

Some stuff on it now, and a good set of links.
More to come.

Tell me what you think.

--
andy@troas.demon.co.uk
----
http://www.troas.demon.co.uk/

946. Oasis

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: sunlord@zot.io.org
Message-ID: <4tpbi4$miv@zot.io.org>
Source record: 81650

I have seen a little bit about this so I was wondering...

Is there anyone out there that knows who owns the rights to the Oasis BBS program and how I couldget in contact with them. Last I recall it was in Toronto (as many BBS's sprug up here, all of them buying it from some guy in Tonorto). If you could help me out I would be appreciative.

dave
k\

947. Atari 800/XL/XE/XEGS Cartridge List (2.1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4tqfua$rr7@uwm.edu>
Source record: 81651
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
Keep sending those updates! They are appreciated!

================================================================================
= Cartridge List for the Classic Atari 800/XL/XE Computers =
================================================================================
= Rev. 2.1 August 1st, 1996 =
= =
= Author: Andrew Krieg krieg@execpc.com =
= =
= This list is also available via the WWW at: =
= http://www.cs.uwm.edu/public/krieg/fun.html =
================================================================================
= Welcome to the Classic Atari Computers Cartridge List! This list is based =
= on a list originally started by Kevin Chase. Many personalized versions of =
= Kevin's list started to pop-up, so I have attempted to consolidate every =
= bit of data I could find into one list. I hope you find it useful! =
================================================================================
= Key =
= ------ =
= NR = Never released =
= ?xx = Year of release not known for certain =
= kbo = Keyboard overlay was included with cartridge =
= <none> = No catalog # on cartridge or manual, box may have had a # on it =
= [O] = Checklist for cartridge ownership =
= [M] = Checklist for manual ownership =
= [B] = Checklist for original box ownership =
= =
= To reuse the checklists, use your favorite editor and replace all of the =
= string patterns "[x]" with "[ ]". You have to calculate your own ownership =
= and ratio values as well. =
================================================================================
= The rarity ratings are still undergoing fine tuning. I would appreciate =
= any feedback on them. It should be noted that common carts for the Atari =
= computers are harder to find than common 2600 carts. They would probably =
= rank as uncommon or rare on the VGR 2600 list. =
= =
= Rarity =
= ------ =
= C Common These carts can be found fairly easily at thrift =
= stores, in sale posts on the 'Net, or in Atari =
= computer vendor catalogs (yes there still are some =
= vendors!). =
= U Uncommon A little harder to find, but they pop up on the 'Net =
```

```
= infrequently. =
= R Rare Very elusive to find carts. Some vendors still have =
= them in stock, but they are generally more expensive. =
= ER Extremely These are very, very hard to find. They usually have =
= Rare had a very low production run or are prototypes. =
= Consider yourself very lucky to come across one! =
================================================================================
= Total = 339 carts Own = 132 carts Ratio = 39% =
================================================================================
Rar-
Manufacturer Catalog # Yr Title ity [O][M][B]
--------------- --------- -- ---------------------------------- --- - - -
Activision Beamrider R [ ][ ][ ]
Activision CC-008-04 83 Decathlon U [x][x][ ]
Activision CC-102-04 84 Designer's Pencil, The U [ ][ ][ ]
Activision CZ-005-04 84 Dreadnought Factor, The C [x][x][ ]
Activision CZ-007-04 84 H.E.R.O. U [ ][ ][ ]
Activision CZ-002-04 83 Kaboom! U [ ][ ][ ]
Activision CZ-006-04 84 Keystone Kapers U [ ][ ][ ]
Activision CZ-003-04 83 MegaMania U [x][x][x]
Activision Pastfinder R [ ][ ][ ]
Activision CZ-004-04 84 Pitfall! U [ ][ ][ ]
Activision CA-011-04 84 Pitfall II U [x][x][ ]
Activision CZ-001-04 83 River Raid U [x][ ][ ]
Activision CA-012-04 83 Space Shuttle: A Journey Into Space U [x][ ][ ]
Activision CZ-010-04 84 Zenji U [x][x][ ]
Activision CC-101-04 84 Zone Ranger U [ ][ ][ ]
Adventure Intl Rally X Speedway R [ ][ ][ ]
Atari CXL4010 79 3-D Tic-Tac-Toe U [x][ ][ ]
Atari 400/800 SALT Diagnostic cartridge ER [ ][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) C [x][x][ ]
Atari RX8109 88 Airball R [x][x][ ]
Atari RX8092 87 Archon (by Electronic Arts) C [x][x][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [ ][ ][ ]
Atari CXL4013 81 Asteroids C [x][x][ ]
Atari RX8053 83 Atari Artist (w/ CX77 Touch Tablet) U [ ][ ][ ]
Atari RX8054 83 Atari Graphics (w/ CX75 Light Pen) R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [x][ ][ ]
Atari AED80013 83 AtariLab: Light Module U [ ][ ][ ]
Atari AED80014 84 AtariLab: Temperature Module U [ ][ ][ ]
Atari RX8036 82 AtariWriter (version A, brown) C [x][ ][ ]
Atari RX8036 84 AtariWriter (version C, silver) U [x][ ][ ]
Atari RX8064 87 Ballblazer (by Lucasfilm) C [x][x][x]
Atari RX8086 87 Barnyard Blaster (uses lightgun) U [x][x][x]
Atari CXL4002 79 BASIC Computing Language (ver. A) C [x][x][ ]
Atari ?81 BASIC Computing Language (ver. B) ER [ ][ ][ ]
Atari CXL4002C ?83 BASIC Computing Language (ver. C) R [ ][ ][ ]
Atari CXL4004 79 Basketball C [x][x][ ]
Atari RX8077 87 Battlezone U [ ][ ][ ]
Atari Berzerk (prototype) ER [ ][ ][ ]
```

Atari RX8081 87 Blue Max (by Synapse) U [x][x][x]
Atari RX8087 87 Bug Hunt (uses lightgun) U [x][ ][ ]
Atari RX8021 87 Caverns of Mars C [x][x][ ]
Atari CXL4020 82 Centipede C [x][x][ ]
Atari RX8096 88 Choplifter! (by Br0derbund) U [x][x][x]
Atari RX8094 Commando R [ ][ ][ ]
Atari CXL4009 79 Computer Chess U [x][ ][ ]
Atari RX8104 88 Crime Buster (uses lightgun) U [x][x][x]
Atari RX8088 87 Crossbow (uses lightgun) U [x][ ][ ]
Atari RX8102 88 Crystal Castles U [x][x][x]
Atari RX8101 88 Dark Chambers U [x][x][ ]
Atari RX8083 87 David's Midnight Magic(by Br0derbund) U [x][x][x]
Atari CXL4025 82 Defender C [x][x][ ]
Atari RX8??? Deflektor R [ ][ ][ ]
Atari RX8089 88 Desert Falcon U [x][x][x]
Atari RX8026 83 Dig Dug C [x][x][ ]
Atari RX8031 83 Donkey Kong C [x][x][ ]
Atari RX8040 83 Donkey Kong Jr. C [x][x][ ]
Atari RX8039 83 Eastern Front (by APX) C [x][d][ ]
Atari CXL4001 79 Educational System Master Cartridge U [x][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [x][ ][ ]
Atari RX8085 87 Fight Night (by Accolade) U [x][ ][ ]
Atari RX8067 84 Final Legacy U [x][x][ ]
Atari RX8091 87 Flight Simulator II (by subLOGIC) C [x][x][ ]
Atari RX8079 87 Food Fight U [x][x][ ]
Atari CXL4024 82 Galaxian C [x][x][x]
Atari RX8090 87 GATO (by Spectrum Holobyte) U [x][x][x]
Atari RX8084 87 Hardball (by Accolade) U [x][x][ ]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [x][x][x]
Atari RX8044 83 Joust C [x][x][ ]
Atari RX8049 83 Jungle Hunt U [x][x][ ]
Atari Kangaroo (prototype) ER [ ][ ][ ]
Atari RX8095 Karateka (by Br0derbund) U [ ][ ][ ]
Atari Letter Tutor (prototype) ER [ ][ ][ ]
Atari RX8082 87 Lode Runner (by Br0derbund) U [x][x][x]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [x][x][ ]
Atari AX2025 ?83 Microsoft BASIC II Computing Language U [ ][ ][ ]
Atari RX8048 84 Millipede U [x][x][ ]
Atari CXL4012 81 Missile Command C [x][x][ ]
Atari RX8052 87 Moon Patrol C [x][x][ ]
Atari RX8043 83 Ms. Pac-Man C [x][x][ ]
Atari CXL4007 80 Music Composer C [x][x][ ]
Atari RX8108 88 Necromancer U [x][x][x]
Atari RX8093 87 One-on-One Basketball (by Elec. Arts) U [x][x][ ]
Atari CXL4022 82 Pac-Man C [x][x][ ]
Atari RX8045 83 Pengo U [x][x][x]
Atari CXL4018 80 Pilot Computing Language U [ ][ ][ ]
Atari RX8080 85 The Learning Phone (PLATO) R [x][ ][ ]
Atari RX8034 83 Pole Position C [x][x][ ]

Atari CXL4027 82 Qix C [x][x][ ]
Atari RX8029 83 RealSports Football C [x][x][ ]
Atari RX8063 87 Rescue on Fractalus (by Lucasfilm) U [x][x][x]
Atari RX8033 83 Robotron: 2084 C [x][x][ ]
Atari SALT II Diagnostic Cartridge ER [ ][ ][ ]
Atari RX8059 84 Skywriter (by EduFun!) U [x][x][x]
Atari CXL4008 81 Space Invaders U [x][x][x]
Atari CXL4011 80 Star Raiders C [x][x][ ]
Atari RX8078 87 Star Raiders II U [x][x][x]
Atari CXL4019 In-Store Demonstration Program Cart R [x][ ][ ]
Atari RX8098 88 Summer Games (by Epyx) U [x][ ][ ]
Atari CXL4006 79 Super Breakout C [x][ ][ ]
Atari CB101931 Super Pac-Man (prototype) ER [ ][ ][ ]
Atari Superman III (prototype) ER [ ][ ][ ]
Atari CXL4015 81 Telelink I U [x][x][ ]
Atari CXL4016 Telelink II R [ ][ ][ ]
Atari RX8042 83 Tennis C [x][ ][ ]
Atari RX8113 88 Thunderfox U [x][x][x]
Atari RX8111 Tower Toppler (prototype) ER [ ][ ][ ]
Atari RX8069 Track and Field R [ ][ ][ ]
Atari RX8057 84 Typo Attack (by APX) U [x][ ][ ]
Atari CXL4005 79 Video Easel U [x][ ][ ]
Atari CA400201 XE Demo Cartridge (4 games) ER [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]
Big Five <none> ?85 Bounty Bob Strikes Back ER [ ][ ][ ]
Big Five <none> 83 Miner 2049er C [x][x][ ]
Br0derbund 82 Choplifter! U [x][ ][ ]
Br0derbund Sea Fox R [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [x][x][ ]
CBS Software 4L0502 84 Astro-Grover (w/ kbo) U [ ][ ][ ]
CBS Software 4L0505 84 Big Bird's Funhouse U [ ][ ][ ]
CBS Software 84 Big Bird's Special Delivery U [ ][ ][ ]
CBS Software Blue Print R [ ][ ][ ]
CBS Software Boulders & Bombs R [ ][ ][ ]
CBS Software 84 Coconotes U [ ][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L9889 84 Ducks Ahoy! U [ ][ ][ ]
CBS Software 84 Ernie's Magic Shapes U [ ][ ][ ]
CBS Software 84 Halftime Battlin' Bands R [ ][ ][ ]
CBS Software M8786 82 K-razy Antiks (by K-Byte) C [x][x][ ]
CBS Software M8788 82 K-razy Kritters (by K-Byte) U [ ][ ][ ]
CBS Software M8784 82 K-razy Shoot-Out (by K-Byte) C [x][x][ ]
CBS Software M8790 82 K-star Patrol (by K-Byte) U [x][x][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L2541 83 Mountain King (by K-Byte) U [x][ ][ ]
CBS Software 84 Movie Musical Madness U [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic R [ ][ ][ ]
CBS Software Satan's Hollow R [ ][ ][ ]

CBS Software 4L9890 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 4L0365 84 Sesame Street Letter-Go-Round(w/ kbo) U [x][x][x]
CBS Software Solar Fox R [ ][ ][ ]
CBS Software 4L0111 Time Bound U [x][x][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
Chalkboard Inc. 10031a-3 83 BearJam (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. Leo's Lectric Paintbrush (Powerpad) ER [ ][ ][ ]
Chalkboard Inc. Leo's Links (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. 10042a-3 83 LogicMaster (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. 10021a-3 83 Micro Maestro (uses Powerpad tablet) ER [ ][ ][ ]
Chalkboard Inc. 10016a-3 Micro Illustrator (Powerpad tablet) ER [ ][ ][ ]
Citibank 84 Direct Access (home banking) ER [ ][ ][ ]
CPS 1200xl Diagnostic Cartridge ER [ ][ ][ ]
Dana <none> 83 Alien Ambush U [ ][ ][ ]
Dana <none> 83 Cloudburst (by Tensor Technologies) R [ ][ ][ ]
Datasoft Letter Wizard R [ ][ ][ ]
Eastern House KISS (right slot only cart) R [ ][ ][ ]
Eastern House Monkey Wrench (right slot only cart) R [ ][ ][ ]
Eastern House 83 Monkey Wrench II (right slot only) R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]
Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx 54 82 Alien Garden U [x][x][ ]
Epyx Fun with Art U [ ][ ][ ]
Epyx Fun with Music R [ ][ ][ ]
Epyx 614R 83 Gateway to Apshai U [x][x][ ]
Epyx <none> 83 Jumpman Junior U [x][x][ ]
Epyx Lunar Outpost R [ ][ ][ ]
Epyx 82 Monster Maze U [ ][ ][ ]
Epyx 604R 83 Pitstop U [x][x][ ]
Epyx 55 82 Plattermania U [x][x][ ]
Epyx 664R 83 Silicon Warrior C [x][x][ ]
Epyx SWAT Rescue R [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]
First Star 82 Astrochase ER [ ][ ][ ]
First Star <none> 83 Bristles ER [ ][ ][ ]
First Star <none> 84 Boulder Dash ER [ ][ ][ ]
First Star <none> 83 Flip and Flop ER [ ][ ][ ]
Fisher-Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher-Price LNL-AT 84 Linking Logic U [ ][ ][ ]
Fisher-Price LLV-AT 84 Logic Levels U [x][ ][ ]
Fisher-Price MEM-AT 84 Memory Manor U [ ][ ][ ]
FTe SpartaDOS X (OS) (by ICD) U [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli Embargo ER [ ][ ][ ]
Gebelli Firebird ER [ ][ ][ ]
GeminiSoft Magic Dump (right slot only cart) R [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]

Hsu Software Math Encounter R [ ][ ][ ]
ICD Basic XL (by O.S.S.) U [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) U [ ][ ][ ]
IDSI 81 Pool 400 R [ ][ ][ ]
IDSI AC1021 82 Speedway Blast R [x][ ][ ]
IDSI Survival of the Fittest R [ ][ ][ ]
Imagic 720125-1A 83 Atlantis C [x][x][ ]
Imagic 720149-1A 82 Demon Attack U [x][ ][ ]
InHome Software Baseball ER [ ][ ][ ]
InHome Software Captain Beeble ER [ ][ ][ ]
K-Byte 81 K-razy Antiks R [ ][ ][ ]
K-Byte ATR 1000 81 K-razy Shoot-Out R [x][x][x]
Koala AT00315-1 83 KoalaPainter (uses lightpen) U [ ][ ][ ]
LJK Data Perfect (80 column) R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect (40 column) U [ ][ ][ ]
LJK Letter Perfect (80 column) R [ ][ ][ ]
MPP Assault Force 3-D R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP <none> 83 Smart Terminal R [x][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
OrionMicro Express! R [ ][ ][ ]
O.S.S. <none> 84 Action! C [x][x][ ]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL U [ ][ ][ ]
O.S.S. <none> 84 Mac/65 U [ ][ ][ ]
O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora <none> 85 Powerstar ER [x][x][x]
Parker Bros. 83 Astrochase (by First Star Software) R [x][ ][ ]
Parker Bros. Chess R [ ][ ][ ]
Parker Bros. PB1110 83 Frogger C [x][x][ ]
Parker Bros. Frogger II: Threedeep R [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss U [ ][ ][ ]
Parker Bros. 84 James Bond 007 R [ ][ ][ ]
Parker Bros. <none> 83 Popeye C [x][x][ ]
Parker Bros. <none> 83 Q*Bert C [x][x][ ]
Parker Bros. Risk R [ ][ ][ ]
Parker Bros. 84 Star Wars: The Arcade Game U [x][ ][ ]
Parker Bros. PB101303 Star Wars: RotJ-Death Star Battle U [ ][ ][ ]
Parker Bros. PB1140 83 Super Cobra U [x][ ][ ]
Parker Bros. Tutankham R [ ][ ][ ]
PPI G2300 Super Sketch Graphics Master ER [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS 1.0 R [ ][ ][ ]
Reevesoft Diamond GOS 2.0 R [ ][ ][ ]
Reston Movie Maker R [ ][ ][ ]
Roklan <none> 83 Castle Hassle R [ ][ ][ ]
Roklan 09-01101 83 Deluxe Invaders C [x][x][ ]
Roklan 09-01131 83 Diamond Mine U [x][x][ ]

Roklan 09-01102 83 Gorf C [x][x][ ]
Roklan 09-01124 83 Journey to the Planets C [x][x][ ]
Roklan Lifespan R [ ][ ][ ]
Roklan Rack Em Up R [ ][ ][ ]
Roklan 09-01116 83 Space Journey U [x][x][ ]
Roklan <none> 81 Wizard of Wor C [x][x][ ]
Romox Ant Eater R [ ][ ][ ]
Romox Attack at EP-CYG-4 (by BRAM) R [ ][ ][ ]
Romox Flapper R [ ][ ][ ]
Romox Fortune Hunter R [ ][ ][ ]
Romox Princess and the Frog R [ ][ ][ ]
Romox Sea Chase R [ ][ ][ ]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox Whiz Kid R [ ][ ][ ]
Scarborough #102 83 MasterType U [ ][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom U [ ][ ][ ]
Sega 006-03 83 Congo Bongo R [x][ ][ ]
Sega 011-03 84 Spy Hunter R [x][ ][ ]
Sega 004-03 83 Star Trek: Strategic Operations Sim. U [x][ ][ ]
Sega 012-03 84 Super Zaxxon R [ ][ ][ ]
Sega Tac-Scan R [ ][ ][ ]
Sega Tapper R [ ][ ][ ]
Sega 009-03 84 Up N Down U [ ][ ][ ]
Sega 008-03 84 Zaxxon U [ ][ ][ ]
Sierra On-Line 83 BC's Quest for Tires U [ ][x][ ]
Sierra On-Line Creepy Corridors U [ ][ ][ ]
Sierra On-Line ORM-001 81 Crossfire U [x][x][x]
Sierra On-Line Jawbreaker U [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line MCL-201 83 Mr. Cool R [ ][ ][ ]
Sierra On-Line Sammy Lightfoot ER [ ][ ][ ]
Sirius <none> 83 Alpha Shield R [ ][ ][ ]
Sirius Capture the Flag ER [ ][ ][ ]
Sirius <none> 82 Fantastic Voyage(by 20th Century Fox) R [ ][ ][ ]
Sirius <none> 82 Fast Eddie R [ ][ ][ ]
Sirius <none> 83 Final Orbit R [x][x][ ]
Sirius <none> 83 Spider City U [x][ ][ ]
Sirius <none> 83 Squish 'Em R [ ][ ][ ]
Sirius <none> 82 Turmoil (by 20th Century Fox) U [ ][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [ ][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator U [x][x][ ]
Spinnaker Aegean Voyage R [ ][ ][ ]
Spinnaker ALF-AT Alf in the Color Caves R [ ][ ][ ]
Spinnaker ABZ-AT 83 Alphabet Zoo U [x][x][ ]

Spinnaker Cosmic Life U [ ][ ][ ]
Spinnaker DLD-AT 83 Delta Drawing Learning Program U [x][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT Facemaker U [ ][ ][ ]
Spinnaker FRF-AT Fraction Fever U [ ][ ][ ]
Spinnaker JUK-AT Jukebox R [ ][ ][ ]
Spinnaker Kid Writer U [ ][ ][ ]
Spinnaker KOK-AT Kids on Keys U [ ][ ][ ]
Spinnaker KDC-AT Kindercomp U [ ][ ][ ]
Spinnaker Ranch ER [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [x][d][ ]
Spinnaker Up for Grabs U [ ][ ][ ]
Synapse <none> 82 Chicken U [x][x][ ]
Synapse <none> 82 Claim Jumper U [x][x][ ]
Synapse <none> Drelbs R [ ][ ][ ]
Synapse <none> File Manager R [ ][ ][ ]
Synapse <none> Fort Apocalypse U [ ][ ][ ]
Synapse <none> Nautilus R [ ][ ][ ]
Synapse <none> Necromancer R [ ][ ][ ]
Synapse <none> Pharoah's Curse, The R [ ][ ][ ]
Synapse <none> 82 Picnic Paranoia R [ ][ ][ ]
Synapse <none> 82 Protector II R [ ][ ][ ]
Synapse <none> Shadow World R [ ][ ][ ]
Synapse <none> 82 Shamus C [x][x][ ]
Synapse <none> Slamball R [ ][ ][ ]
Synapse <none> 82 Slime U [x][x][ ]
Synapse <none> Survivor U [ ][ ][ ]
Synapse <none> Synassembler R [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level I(uses lightpen) ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II(uses lightpen)ER [ ][ ][ ]
TG Software <none> 83 Abracadabra U [ ][ ][ ]
TG Software <none> 83 Droids R [ ][ ][ ]
TG Software <none> 83 Nightstrike R [ ][ ][ ]
TG Software <none> Ozzy's Orchard U [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [x][x][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [x][x][ ]
Thorn EMI THB12004 82 Kickback U [x][x][ ]
Thorn EMI THB12009 83 Major League Hockey U [ ][ ][ ]
Thorn EMI THB12008 ORC Attack ER [ ][ ][ ]
Thorn EMI THB12005 83 River Rescue U [x][x][ ]
Thorn EMI THB12003 82 Soccer U [x][x][x]
Thorn EMI THA12001 82 Submarine Commander U [x][x][ ]
Thorn EMI Tank Commander R [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 83 Springer R [ ][ ][ ]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]

??? Bumper Bash ER [ ][ ][ ]

```
================================================================================
= The following games were never released but prototypes may exist. Until =
= someone claims to own a prototype, they will not be part of the regular =
= list. =
================================================================================
```

Atari Blast 'Em NR [ ][ ][ ]
Atari Macro Assembler NR [ ][ ][ ]
Atari RX8124 MidiMaze NR [ ][ ][ ]
Atari RX8028 RealSports Soccer NR [ ][ ][ ]
Atari RX8037 Star Trux NR [ ][ ][ ]
Atari RX8120 Super Football NR [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]
Atari RX8118 89 Xenophobe NR [ ][ ][ ]
Atari Xevious NR [ ][ ][ ]
CBS Software Big Bird's Egg Catch NR [ ][ ][ ]
Parker Bros. Montezuma's Revenge NR [ ][ ][ ]
Roklan Anti-Sub Patrol NR [ ][ ][ ]

```
================================================================================
```

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```
================================================================================
================================================================================
```

=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =

```
=_ __ _ __ _ _ __==========================================================
```

=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

```
================================================================================
```

--

```
================================================================================
```

=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =

948. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <32006a8f.68395358@news3.news.demon.net>
Source record: 81652
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:

>
>yes to >Should comp.binaries.atari (all systems) be created?
>NO! to >Should comp.binaries.atari (all systems) be moderated?
>yes to >Should comp.binaries.atari.8bit be created?
>NO! to >Should comp.binaries.atari.8bit be moderated?
>yes to >Should comp.binaries.atari.st be created?
>NO! to >Should comp.binaries.atari.st be moderated?
>
>You have my votes, let me know when it is time for the real thing.
>I'll get you my vote, and all my friends too. :)
>Rick

Me too. :)

Especially as my provider just cut down the expiry on alt.binaries.*
to 5 days. comp.binaries.* is still 14 days.

.warez. is 2 days!!!!!

--
andy@troas.demon.co.uk
----

949. Re: The Home Computer Wars! :)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <3200690e.68010286@news3.news.demon.net>
Source record: 81653
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

On 28 Jul 1996 00:26:03 -0700, nickb@Primenet.Com (Nick S Bensema)
wrote:

>but I'm reminded of "Death of an Apple" and "To Kill A Commodore" demos.
>The most excellent work I've ever seen in Atari BASIC. Well there might
>be something I saw years ago but forgot, but for me these were great.

There's a music disk out there with 'Anti-Commodore Soundtrack' on it.
Good tune actually.

--
andy@troas.demon.co.uk
---

950. cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: hobo <hobo@mad.com>
Message-ID: <3200D18D.1223@mad.com>
Source record: 81654

I noticed the atari subdirectory on cyberspy2 is no longer there.
Any confirmations?

Cyrus

951. test

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60801234100$6FC8@pointless.gen.nz>
Source record: 81655

```
Test
```

952. Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0108961846040001@cisjx91.demon.co.uk>
Source record: 81656

Hi,

PC users with Windows 95/NT may be interested to know that a preview
of Rainbow 95 (the Atari 8-Bit emulator) is ready for downloading at

http://www.cityscape.co.uk/users/jx91/emulators.html

Regards,

Chris Lam,
Rainbow 95 Keeper.

953. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152887@cup.portal.com>
Source record: 81657
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st

In article <31fc4e98.4712305@news.sover.net>, rziegler@sover.net wrote:

> I would love to see a digital version of every Antic mag online, and
> catalogued to boot! Both text versions and the actual digitized page,
> large enough to be readable of course. Any other suggestions? (so
> far we are dreaming unless someone can donate server space(digitized
> pages of info get large fast.

Sorry, I don't know who was actually being quoted here...

However, since we're talking about the Web, why should it be a require-
ment that ALL the Antic Online resources (e.g. pages) be online at ONE
site? Sure, that'd be easiest to manage, but... if worse comes to worst,
there's absolutely NOTHING to stop us from parceling the material out to
a whole BUNCH of people at MANY locations, spreading out the load to a
manageable amount for each.

Just thought I'd mention that, since nobody ever actually seems to think
of this approach. :-)

Chris

954. Looking for a game...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: RMLeonard@csupomona.edu
Message-ID: <RMLeonard-0108961313330001@news.csupomona.edu>
Source record: 81658

Way back when....

Ther was a game in which you were a boat captain... you got a perdiem
amount of money and you took out your boat out and searched for treasures

955. Re: reading 8-bit tapes with sampler (was "cassette->atr")

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4tq36t$615@dfw-ixnews9.ix.netcom.com>
Source record: 81659

In <4tnnsm$imd@news.xs4all.nl> ellman@xs4all.nl (ellman) writes:
>
>Once in the Netherlands, there was a program on Dutch radio about programming
>BASIC for the Atari 8 bits. Every so often, it would broadcast the sounds made
>by the tape as it was played, and the listeners were supposed to
record these
>sounds and try to load the programs onto their computers. This never
seemed
>to work with me, but if that does work, then it should be
theoretically be
>possible to sample the tapes and convert them to files. If
radio-quality is
>supposed to be good enough for sampling Atari tapes, then it must be
possible
>on modern soundcards that can sample at CD quality.
>
>I also vaguely remember that tapes had two tracks per side. One was
used for
>Audio, and the other was used by the Atari for recording data on
tapes.
>I also know that some of my tapes were recorded onto tapes that were
>previously used for recording music, and you could still hear the old
music
>on the tape while it was loading.
>
>AE.
>
Actually, saving the files to disk isn't the big problem with the
cassette versions of programs, it's running them once they've been
saved to disk. They still look for the tape I/O. There is some internal
conversion that has to be done to make them runnable. BASIC programs on
tape are no big deal as they are easily reconfigured for disk, but ML
programs must be disassembled, edited, reassembled tested, before they
can be run.
Once you have a tape file loaded into memory, it can be saved to
disk. ML programs are sometimes difficult to do this as these sometimes
don't like having DOS in memory at the same time.

rely@ix.netcom.com

956. Re: test

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: Emmet Leahy <r1pjl@dax.cc.uakron.edu>
Message-ID: <32013143.3220@dax.cc.uakron.edu>
Source record: 81660

John Haines wrote:
>
> Test

test

957. Re: AZTEC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4tqm37$5t6@crl11.crl.com>
Source record: 81661

Rich Tirico (results@interpoint.net) wrote:
: Anybody out there remember, or have this game for the 8-bit? I'm not
: talking about Aztec Challenge, just plain Aztec. It was a great
: game, I was very much into this game in the past and I am having a hard
: time finding it, My copy was destroyed when I put the disk it was on
: into a dusty old 1050 I havn't used for about 6 years, I should have
: cleaned it first!

My copy (pirated) failed as well years ago. Aztec has been a hard-to-find item. If all else fails, there is the Apple2PC emulator and Aztec (Apple version) available on ftp.asimov.net

John
jvogel@crl.com

958. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32012E1B.113A@total.net>
Source record: 81662

Chris Lam wrote:
> PC users with Windows 95/NT may be interested to know that a preview
> of Rainbow 95 (the Atari 8-Bit emulator) is ready for downloading at
> http://www.cityscape.co.uk/users/jx91/emulators.html

I'm going to take a look; any chance it will run under Win32 and WinG? I've only heard and seen horror stories about Win95.

Dave Paterson

959. Software Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4tr95h$nhp@madeline.INS.CWRU.Edu>
Source record: 81663

Can someone help me obtain these items?

1) XEP-80 Software Disk
2) That atari demo with the spinning fuji logo that starts to bounce
around like the amiga ball demo did.

Thanks everyone!

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

960. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: Kit Kimes <kimes@iexist.att.com>
Message-ID: <32010FB6.5B9@iexist.att.com>
Source record: 81664
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

Kevin Savetz wrote:
>
> I am happy to announce the launch of the Digital Antic Project. Antic
> magazine was the premiere magazine devoted to 8-bit Atari computers.
> Antic, like the 8-bit Atari, has been forgotten by all but a small
> minority...

What happened to Michael Current's effort to get the same thing going?
In fact what happened to Michael Current? Anyway, if he is still around
maybe he already has some of the issues scanned. I had volunteered to
help but never got around to it. I do have some of the later issues
of Antic but I gave most of them away at the Atari Mistfest last month.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

961. Re: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: Kit Kimes <kimes@iexist.att.com>
Message-ID: <32011329.415@iexist.att.com>
Source record: 81665

Bruce Willard wrote:
>
> In article <4tj0sr$8fp@earth.alpha.net> krieg@earth.execpc.com (Andrew krieg) writes:
> >From: krieg@earth.execpc.com (Andrew krieg)
> >Subject: Re: new files in archive
> >Date: 29 Jul 1996 13:45:47 -0500
>
> >When is someone going to upload the "Holy Grail" of Atari 8-bit games,
> >"Bounty Bob Strikes Back"??????
>
> Truthfully, I don't think you'll see it in disk format. That cart was a
> 40K bank select, and while it might be possible to convert it, I think
> it would be a job for a real master. I sure would like it though. It is
> number one on my list, and I would trade almost anything in my collection
> for it!

It is my understanding that it was available both on cartridge and on
disk. I have never found it in either format and I've ask a lot.
someone here a year or two ago sent me email that they had it in both
formats but didn't want to advertize the fact by posting information
here. I believe it was on an enhanced disk and so took one of the
later disk drives to use but I believe it could be played on a 64K
machine. It didn't take a 130XE.

Miner 2049'er is still one of my all time favorites.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

962. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4tqklh$r8_010@jf.intel.com>
Source record: 81666

In article <jx91-0108961846040001@cisjx91.demon.co.uk>,
jx91@cityscape.co.uk (Chris Lam) wrote:
>
>PC users with Windows 95/NT may be interested to know that a preview
>of Rainbow 95 (the Atari 8-Bit emulator) is ready for downloading at
>
> http://www.cityscape.co.uk/users/jx91/emulators.html

According to my DNS server, there's no such URL.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

963. Re: Spartados X reboot

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0108961833410001@ppp3-stk.sonnet.com>
Source record: 81667

There is a little utility called "XON2.com" which will turn Sparta X (and
all other SuperCarts for that matter) back on. I do believe UMICH has
it. If any one needs a copy I can file-mail it to them in BinHex.

-Marlin

In article <32014a55.0@news.ndirect.co.uk>, edmund.wells@star.com wrote:

> Stupid question, right? But...
>
> Has anyone figured how to reboot the Spartados X cartridge once it's
> been shut down with COLD /N?
>
> I've tried jumping though E477, but nothing will bring the cart back
> up without a power down cycle.
>
> I did once see a 250+byte pd utility which provided a hot-key combo to
> bring X back to life, but I didn't actually manage to acquire a copy
> :(
>
> Your advice appreciated
> Ed
---*** Volkswagen & Atari - That which rules me
---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
--*-*-* Please check out my web page:
-*--*--* http://www.stocko.sonnet.com/Fujidom/

964. Re: FTE & Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-01 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <32016AA4.5DA5@worldnet.att.net>
Source record: 81668

drake thomas (phd posi) wrote:
>
> James E. King (jeking@xmission.com) wrote:
> : Has anybody at all had communication with Mike Hohman of FTE in the last few months?
>
> : Does anybody have a direct VOICE number for him?
>
> : Thanks..
>
> About three weeks ago I tried to phone the last number I had for him when
> I talked with Mike back in February. I received the "no longer in
> service" error message. Mike, where are you?

Mike is alive and well. I visited him in Phoenix about 3 weeks ago.
No news on Atari projects, though.

Jeff Potter

965. Megademos

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <4tri33$7a@news.ee.net>
Source record: 81578

I am trying to find good "Megademos" that will run on my 8-bitter (130XE). I found some at the umich site but judging from the screwed up video and the German messages scrolling by I would say they were coded for PAL Ataris. I could occaisonally see the effect they were aiming for but the scrollers flickered and some of the text was unreadable. They would always lock up at some point. Anyone know where to find the NTSC stuff?

966. Spartados X reboot

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: edmund.wells@star.com
Message-ID: <32014a55.0@news.ndirect.co.uk>
Source record: 81579

Stupid question, right? But...

Has anyone figured how to reboot the Spartados X cartridge once it's
been shut down with COLD /N?

I've tried jumping though E477, but nothing will bring the cart back
up without a power down cycle.

I did once see a 250+byte pd utility which provided a hot-key combo to
bring X back to life, but I didn't actually manage to acquire a copy
:(

Your advice appreciated
Ed

967. Re: Bits and Pieces

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <anqq4BAFzVAyEwA+@signus.demon.co.uk>
Source record: 81580

In article <wcJMqFAAoPAyEwHw@signus.demon.co.uk>, David Firth
<david@signus.demon.co.uk> writes

>Test Computer Language
> A small compiler I wrote in 1985/86 and used to write Enigmatix!
> published by Page 6. Compiles programs to DOS binary files or

Oops, on reading this again it doesn't say what I meant :-(I wrote the
compiler and my *brother* used it to write Enigmatix! There my
conscience is clear now :-)

See ya

Turnpike evaluation. For Turnpike information, mailto:info@turnpike.com

968. Re: Uploaded: Atari800-0.5.0.tar.gz for UNIX and AMIGA

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4troso$6dq@dfw-ixnews8.ix.netcom.com>
Source record: 81581
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In <rcxKqLAgwPAyEwFE@signus.demon.co.uk> David Firth
<david@signus.demon.co.uk> writes:
>
>I've just uploaded Atari800-0.5.0.tar.gz onto my web page
>located at:-
>
> http://www.signus.demon.co.uk/david/atari/atari.html
>
>You can also obtain an Amiga binary version at the same location. It
>requires an A1200. The Amiga version is currently 0.4.5. If you've
>got a C compiler and the resources you should be able compile 0.5.0
>yourself - Hopefully I'll be able to upload a new binary shortly.
>
>Changes in 0.5.0
>----------------
>
>- Simplified interface to CPU module.
>- DIRECT_VIDEO now works with PMG collision detection. This option
> increases performance by about 28% but can result in different
colours
> being displayed. This is because this option relies on COLPF0,
COLPF1,
> COLPF2, COLPF3 and COLBK all having different values, hence the
> emulator sometimes modifies the colours :-(This option can be
enabled
> during the configuration phase.
>- Correction to ANTIC Mode 5 Vertical Scrolling.
>- Correction to PMG DMA Code - Demon Attack now works OK.
>- Added code to limit the emulator to 50fps - this will not have any
> effect if your machine can't run the emulator greater than 50fps.
> F10 in X11, XVIEW, MOTIF and SVGALIB versions toggles the limit
> on/off. When the limit is off the emulator will go as fast as it
can.
>- Path to directory containing the OS ROM images is now defined during
> the configuration phase (Declaration of ATARI_LIBRARY has been
removed
> from the Makefile).
>- Correction to handling of PMG DMA - Pitfall II now Works.
>- The unused bits in PMBASE are now ignored correcting errors in Atari
> Chess and Frogger.
>
>Bye
>--

>David Firth
>
>Turnpike evaluation. For Turnpike information,
mailto:info@turnpike.com
I have an Atari 800 emulator that works, albeit slowly, but it
works for the Amiga. I has been compiled on an A2000 and uses .ATR and
XFD disk images. I will put "EMU800.ZIP" at the UMich archive.

rely@ix.netcom.com

969. Cyberspy Archive: Wiped out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <32017070.858049@news.cyberspy.com>
Source record: 81582

This is Joe, the admin on the cyberspy archive. One the sysadmins that works for us today got overzealous and killed the archive directory by accident.

I havent contacted Yogi yet, but his software can most likely be replaced.

My question: Did anyone download the large .ZIP file (9 megs) that contained the entire contents of Justins old archive? I _dont_ have it backed up anywhere.

If someone can come through for me Ill get the archives back up on line.

Thanks,

Joe
tuf@cyberspy.com

970. atari archive wiped

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3201775e.757374@news.superlink.net>
Source record: 81583

Sorry guys the archive got wiped. It should be back up by next week
sometime.

971. Re: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: Chet Chudasama <CChudasa@pacbell.net>
Message-ID: <3201AF6C.2CE4@pacbell.net>
Source record: 81584

> > >"Bounty Bob Strikes Back"??????
> >
> > Truthfully, I don't think you'll see it in disk format. That cart was a
> > 40K bank select, and while it might be possible to convert it, I think
> > it would be a job for a real master. I sure would like it though. It is
> > number one on my list, and I would trade almost anything in my collection
> > for it!
>
> It is my understanding that it was available both on cartridge and on
> disk. I have never found it in either format and I've ask a lot.
> someone here a year or two ago sent me email that they had it in both
> formats but didn't want to advertize the fact by posting information
> here. I believe it was on an enhanced disk and so took one of the
> later disk drives to use but I believe it could be played on a 64K
> machine. It didn't take a 130XE.
>
> Miner 2049'er is still one of my all time favorites.

I know for sure that USGold released it on.... TAPE! all those years ago.
However, that was in the U.K.

Thus, there must be a disk image of it floating around - heck, I may well
have it amongst my stuff - best take a loook.

Chet

972. Re: FTE & Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4trts2$pr1@news.xmission.com>
Source record: 81585

Jeff Potter (jdpotter@worldnet.att.net) wrote:
:
: Mike is alive and well. I visited him in Phoenix about 3 weeks ago.
: No news on Atari projects, though.
:

Perhaps you'd care to enlighten most of us who've been waiting almost a
year for shipments on items we've paid for well in advance? Did he by
chance happen to mention anything about this controversey?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

973. Re: Software Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4tru01$pr1@news.xmission.com>
Source record: 81586

Steve, I have the XEP80 software and the demo you seek.. Whats the status
on my APE 1.09 and cable? I was supposed to have it a week ago..

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

974. Re: Software Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <838984332.26083.0@cortexuk.demon.co.uk>
Source record: 81587

```
>1) XEP-80 Software Disk
>2) That atari demo with the spinning fuji logo that starts to bounce
> around like the amiga ball demo did.
>
>Thanks everyone!
>
>Steve

I have the 'Fuji Boink' (well thats what I call it), if you would like it just
drop me a line.

cheers,

O|
/-\_/ \_ O
I # \|-\__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|
```

975. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4tsqhs$lt5@sjx-ixn2.ix.netcom.com>
Source record: 81588

In article <4tqklh$r8_010@jf.intel.com>, RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) wrote:

>> http://www.cityscape.co.uk/users/jx91/emulators.html
>
>According to my DNS server, there's no such URL.

It's definitely there. I just cut and pasted it into Netscape and I just finished downloading it. Can't wait to check it out. Maybe I'll get to play a game of M.U.L.E. at work today.

976. For Sale:

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4trr8r$o6i@main.freenet.hamilton.on.ca>
Source record: 81589

Atari 8-bit Equipment For Sale:

^^ ^^^ ^^
^^ ^^^ ^^
^^ ^^^ ^^
^^ ^^^ ^^
^^^ ^^^ ^^
^^^ ^^^ ^^^
^^^^^ ^^^ ^^^^^
^^^^^^^ ^^^ ^^^^^^^
^^^^^ ^^^ ^^^^^^

Think my prices are too high? Make an offer. All offers will be considered.

============
Software
============

Print Shop (New Condition, in box).....$5
Print Shop Companion (New Condition, in box).....$5
Flight Simulator (Disk, Box, Instructions).....$5
Home Pak For C64 and Atari (Disk, Box, Instructions.....$5
(Home Pak includes word processor, terminal, database)
R-Time 8 Clock CART.....$30 SHIPPED
Basic XL.....$30 SHIPPED

========================
8-Bit Game Carts
========================

TeleLink I Cart (Atari) $5
Miner 2049er Cart (Big Five) $10 with Instructions
Music Composer Cart (Atari) $5 In Box, with
Instructions
Star Raiders Cart (Atari) $5 with Instructions

The above carts will be sold to the highest bidders. $2 minimum bid
on each cart.

============
Books
============

Machine Language For Beginners By Richard Mansfield.....$5
The Second Book of Machine Language By Richard Mansfield.$5
Inside Atari Basic By Bill Carris.....$3

============
Hardware
============

Atari 1050 Disk Drive (Stock).....$50 SHIPPED
Includes power supply, and SIO cable

Atari 810 Disk Drive with "The CHIP".....$50 SHIPPED
Includes power supply, and SIO cable

Atari 810 Disk Drive (Stock).....$40 SHIPPED
Includes power supply, and SIO cable

Atari 600XL with 64k.....$50 SHIPPED
Includes power supply

Atari 800XL with 64k.....$50
Includes power supply

The MULTIPLEXER Master, and 3 Slaves.....$150 SHIPPED

The BLACK BOX, with CASE, Includes ADAPTEC 4000a.....$200 SHIPPED
Note: NO POWER SUPPLY (Must be replaced)

Adaptec 4000a Controller Board.....$40 SHIPPED

Graphix AT Printer Interface By XETEC (Untested).....$ Make offer
Note: Broken Plastic around Printer plug

Card /?AT Printer Interface (Untested).....$ Make offer

Ape Face Printer Interface (Untested).....$ Make offer

U Call RS232 Modem Interface (Untested).....$ Make offer

R:Link RS232 Modem Interface (Untested).....$ Make offer

Atari XE Light GUN (No games).....$10

Atari Trac Ball.....$15

WICO Trac Ball.....$15

WICO Tall Red/Black Joystick.....$10

Note: Shipping Costs from Canada are higher than what U.S. based people
are used to paying. SURFACE rates to the U.S.A. are (Canadian)
$2.30 for up to 250 Grams, $3.55 for up to 500 Grams, and
$6.20 for up to 1 KG (2.2 lbs). AIR rates are $3.60, $4.85 and
$8.55 repectively. Above 1 Kg, parcel rates apply.
Taxes not included in price (7% GST)
Shipping is NOT included unless specified.

When Shipping IS INCLUDED it refers to North America. Outside
of North America extra shipping costs must be paid for by the
purchaser.

Items will not be shipped until an INTERNATIONAL Postal Money Order in US funds is received. Note "International" Money Order ONLY. Domestic (US) Postal Money Orders state (Negotiable ONLY in the USA), so please do not send one of these to Canada (I have had two sent to me
already despite me asking for INTERNATIONAL so please do not think I am over emphasizing a point.

All items are in working condition unless noted otherwise. "Untested" items are just that. I have no reason to believe they do not work, however, there is no guarantee. If I take the time to test them, I will expect a little more for that item.

I reserve the right to withdraw any item for sale at any time.

--

977. FS: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32020647.9559224@netnews.netaxs.com>
Source record: 81590

```
Email with offers:

Comes with I/O cable
Power Supply
Printer cable
```

978. Hard Drive attachments

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: jphindin@atlantis.actrix.gen.nz
Message-ID: <4tsaud$bsd@asgard.actrix.gen.nz>
Source record: 81591

Hello all.
I just noticed a post about adding a hard drive to an 8bit.
I have to honestly say I never knew that that was possible - and I would absolutley love to give it a go!
Can anyone tell me how, or point me to a document which gives you a jist of it?

Thanks all.
--
JP Hindin Hindin Incorporated jphindin@actrix.gen.nz

"The old-age believe everything, the middle-age suspect everything and the teenage know everything." - Oscar Wilde (1854-1900)

979. Re: AZTEC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <DvIL8u.A8u@txnews.amd.com>
Source record: 81592

Are you talking about Aztec Adventure?

Cyrus

980. Re: Superman (Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4tt5n6$gdv@news3.digex.net>
Source record: 81593

In article <152872@cup.portal.com>, Chris_F_Chiesa@cup.portal.com wrote:
>I had a "Superman" game for the Atari a LONNNNG time back... a single-
>sided, single-density "boot disk," which showed a nice graphic of Super-
>man, then a nice graphic of his opponent (Darkseid), then an animation of
>Superman flying in from the background to the foreground of the screen.
>Gameplay is less memorable -- in fact, I'm having a hard time remembering
>it at all. As I recall, you flew Superman over a grid of Metropolis'
>city blocks and searched out / fought evildoers and/or Darkseid... But
>I never played it much. Should still be lying around here somewhere...

I have this one!! I seem to recall it being a bit of a "Black Box" type of
game where you needed to bounce Superman's heat vision off mirrors...

981. Re: ATC is gone for good

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <4tt80k$otr@uwm.edu>
Source record: 81594
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

```
In article <4tt2el$ree@uwm.edu> krieg@miller.cs.uwm.edu (Andrew Krieg) writes:
>ATC no longer exists. The ticker is gone from the American Stock Exchange.
>In its place is now JTS on the NYSE.
>
>Atari is truly dead.
>
>:^(

Oops, JTS is remaining on the AMEX, not the NYSE. CNNfn was in error (not
the first time either, sheesh they have a lot of errors).

--
================================================================================
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
```

982. David Moeser Where Are You!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: dworsky@idx.com
Message-ID: <dworsky.258.0043E684@idx.com>
Source record: 81595

Can anyone w/David Moeser's correct e-mail address please forward it to me? I've tried replying to the letters I've received from him; in all cases the replies have been bounced (it's really frustrating to get mail from someone and not be able to reply back to it)! Thanks!!!

== Larry Dworsky
dworsky@idx.com

983. 8 bit Amstrad / Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: Richard Smith <ros@mfltd.co.uk>
Message-ID: <32022E83.42F4@mfltd.co.uk>
Source record: 81596
Cross-posted to: solent.forsale,uk.adverts.computer,comp.sys.amstrad.8bit,comp.sys.atari.8bit

I have some 8 bit Amstrad / Atari stuff for sale; great for nostalgia though probably very little else (?) This came to me originally from the organisers of a Children's group who want to sell it and get more modern consoles etc for the kids to play with. I've had a look at it all and everything appears to be ok and working (no guarantees provided, however). I am in Newbury, Berkshire area - buyer either collects, arranges collection or pays for delivery at cost.

There are several lots, asking prices are in pounds sterling. Offering the asking price secures the lot if still available. Any offers below the asking price will be held and if a lot isn't sold by 31 August I'll take the best offer. Anything I still can't shift is likely to be taken to the tip. (Feel free to nominate a charity who might want anything instead in this case - but remember how I came by it all!)

Please send email to me if anything is of interest - ros@mfltd.co.uk

---

Lot 1 - Amstrad CPC464, internal tape, colour monitor, manual, demo tape. GBP20

Lot 2 - As lot 1 but caps lock key top is missing. GBP18

Lot 3 - Amstrad CPC464, internal tape, mono monitor, MP1 module for connection to television set. GBP12.

Lot 4 - Amstrad CPC464, internal tape, mono monitor. GBP10

Lot 5 - Amstrad DMP2160 dot matrix printer, tractor/friction drive, manual, cable, software: Mini Office II, Pitman Typing Tutor, Easy Amsword. Ribbon appears to have dried out - needs replacing. GBP15

Lot 6 - Big bag of Amstrad CPC software (tape). 29 freebies/cover tapes, 14 commercial tapes without boxes or instructions. 77 boxed commercial games with instructions. GBP8

Lot 7 - Atari 800XL, tape deck, PSU. No manual or software. GBP10

Lot 8 - Seiko DPU411 80 column thermal printer, serial and parallel interfaces. GBP5

--
Regards,
Richard
ros@mfltd.co.uk

984. Re: Programming the Atari 8-bit (130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intl.com
Message-ID: <4tt3bc$1ms_001@jf.intel.com>
Source record: 81597
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

In article <4tru6q$6lm@zot.io.org>, sunlord@zot.io.org (David Bennett) wrote:

>very sorry to bother you. I was wondering if someone could point me
>towards some good NET references on how to program on ther Atari
>8-bit computer. Be in in BASIC, or Macine, Game or utility I am
>interested in learning how to code on the Atari, and the specifics
>involved with it. I am currently knowelgable of 80x86 C, ASM and of
>course basic. If someone could give me some starying
>points/books/code I would be greatly appreciative. Thanks again.

David, there is a whole world of 8-bit users and programmers out there; most of them are hanging out in comp.sys.atari.8bit, and I have a pointer to a couple of good 8-bt references at http://www.3rdplanet.com/~starship/atari.htm - you may have some problems getting in, US West (the local phone company) has major trunk line problems right now, and I don't know who owns the T-1 trunk to the Sprintlink backbone. If you can't get it today, keep trying - they promised to have it fixed before Tuesday (that's right, 5 days or more to fix major problems - that's why many people call them "US Worst").

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

985. Re: Cyberspy Archive: Wiped out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intl.com
Message-ID: <4tt3be$1ms_005@jf.intel.com>
Source record: 81598

In article <32017070.858049@news.cyberspy.com>,
tuf@cyberspy.com (Joe Kearney) wrote:
>This is Joe, the admin on the cyberspy archive. One the sysadmins
>that works for us today got overzealous and killed the archive
>directory by accident.
>
>If someone can come through for me Ill get the archives back up on
>line.

If your sysadmins are running Novell (a possibility), tell them to run Salvage and try to undelete your archive. Most NOSes have some form of undelete for the very reason you cite - overzealous admins.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

986. Re: My new Atari web page is finally up.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <320250b3.42743232@news2.news.demon.net>
Source record: 81599

On Thu, 01 Aug 96 16:06:08 GMT, RichardX_Tietjens@ccm.jf.intel.com
(Rich Tietjens) wrote:

>In article <32001a74.47885841@news3.news.demon.net>,
> andy@troas.demon.co.uk (Andy D) wrote:
>>
>>http://www.troas.demon.co.uk/atari/atari.html
>>
>>Tell me what you think.
>
>Very pretty - added to my "bookmarks" page at
>http://www.3rdplanet.com/~starship/atari.htm

Thanks. :)

I'll do likewise for yours next time I update the page.

I had an ST once y'know. A 1040STF. I sold it to buy an Amiga.
ARRGHHHHH, I know I might as well shoot myself right now. Commodore
sucks.
--
andy@troas.demon.co.uk
----

987. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4ttnk4$atd@newsbf02.news.aol.com>
Source record: 81600

Seems like everyone has different experiences with Windows '95. I waited a year to install it because I was having some hardware problems with my new Pentium during that year. When I was convinced that they were straightened out, I installed it. It worked very well for me until I decided to install McAfee Antivirus. The install was flakey, and it left the machine not being able to restart. Whatever you selected from the restart menu would shut the computer down. I uninstalled McAfee and let their tech people know about it. They had never experienced the problem and are "researching" it. Until they get back to me, I'm not doing that again!

Looks like nothing is as consistent as the 8-bit!

Meantime, if the Rainbow 95 is here, I'll certainly take a look at it.

988. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <4ttphp$fp6@mark.ucdavis.edu>
Source record: 81601
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

```
Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
:
: I did get in touch with the Webmaster at http://www.filez.com, and he's
: adding an "Atari" button to the search engine there.

I just looked and the button is there. Such service! It works a charm
too. I've been looking for a copy of "Noroach" for ages (most everybody
put it in a TT folder and here I was looking in the boot utilities
folders).

--
.............................................................
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.234.242 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o-------------------------------------------------------+
```

989. Re: Best color composite monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: biscegliam@aol.com
Message-ID: <4ttu29$dca@newsbf02.news.aol.com>
Source record: 81602

I am resurecting my Atari 800xl but need to find a display. I see the commodore 1084 is recommeded and I agree. I happen to have one. My question is how do you connect the two and get them to work? Does it require making a cable or can I get one somewhere?? The only way I know of hooking up my old Atari is by using the switchbox and an old tv with vhf screws. Thank you for any help!

990. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <32027d4c.54162361@news3.news.demon.net>
Source record: 81603

On Thu, 01 Aug 1996 15:22:19 -0700, "David A. Paterson"
<davepat@total.net> wrote:

>I'm going to take a look; any chance it will run under Win32 and WinG? I've only heard
>and seen horror stories about Win95.

Don't believe the anti-hype. It's not THAT bad. Slow and bloated,
yes, but the extra functionality is valuable enough that I personally
wouldn't go back to 3.11.

--
andy@troas.demon.co.uk
---

991. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32028D10.10E9@ncweb.com>
Source record: 81604

Well, I downloaded and unzipped Rainbow95 ... I put the
required Atari OSes in its folder (from PC XFORMER) and tried to boot
it. It doesn't do anything in 400 mode ... I get a brief "basic blue"
screen in the 800xl mode, but then it goes into self test mode. They
talk about booting the demo disk, but don't say how. Are you supposed
to have Atari hardware attached to the PC to do this? The arrow keys
don't (apparently) work. I think some of the F# keys do some of the
Select/Start/Option functions, but I don't know which does what.

If this was supposed to "show off" Rainbow95, it doesn't do a very good
job. I couldn't figure it out from the little "readme" file that came
with it.

A good Atari 8bit emmulator is scarcer than hen's teeth .. or the
"Holy Grail" ...

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

992. Re: cyberspy ftp site: atari directory gone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ttpa3$1jc_002@jf.intel.com>
Source record: 81605
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.advocacy

In article <4ttphp$fp6@mark.ucdavis.edu>,
szhays@bullwinkle.ucdavis.edu (Eric Hays) wrote:

>Rich Tietjens (RichardX_Tietjens@ccm.jf.intel.com) wrote:
>:
>: I did get in touch with the Webmaster at http://www.filez.com, and he's
>: adding an "Atari" button to the search engine there.
>
>I just looked and the button is there. Such service! It works a charm
>too. I've been looking for a copy of "Noroach" for ages (most everybody
>put it in a TT folder and here I was looking in the boot utilities
>folders).

Hmm, not much I can edit out of that. Oh, well.

If you use the service and like it, send 'em feedback. I think, like most
similar web sites, they are supported by advertising, so any feedback they get
will help them sell the site to more advertisers, allowing them to buy faster
servers and sell more ads... You know how it works. <G>

! Opinions expressed herein are those of the writer only *!*
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subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

993. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <3202AAE4.10A8@pacbell.net>
Source record: 81606

I got it and tried it - once setup it has the distinction of being the easiest emulator yet. I'm looking forward to the full version. I havn't tried to load another disk yet - only thier demo disk - speed was better than I expected.

Note that it is just a demo version so far.

As for Win95, I've been using it since release (it did wonders for my 10meg 386sx) as an upgrade and also as a standalone O.S. on a new system. I have not had any problems with it and once familiar with it's layout, it's much easier than program manager ever was to use.

994. Re: Best color composite monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: gpinzone@i-2000.com
Message-ID: <32028e1e.5795553@news.i-2000.com>
Source record: 81607

You need to use the 5 pin DIN connector. The Atari had Chrom, Lum,
Composite and Audio outputs from that jack! Since you have a
Commodore 1804, you can use the seperate Chrom and Lum connectors for
a better picture. Now, I don't remember if there was an issue with
the 800XL, but my 800 worked just fine with my 1702. I remember there
being a modification to the newer Ataris that was mentioned in the
various computer mags. Now that Antic is online, maybe you can look
it up.

On 2 Aug 1996 18:04:57 -0400, biscegliam@aol.com (BiscegliaM) wrote:

>I am resurecting my Atari 800xl but need to find a display. I see the
>commodore 1084 is recommeded and I agree. I happen to have one. My
>question is how do you connect the two and get them to work? Does it
>require making a cable or can I get one somewhere?? The only way I know
>of hooking up my old Atari is by using the switchbox and an old tv with
>vhf screws. Thank you for any help!

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@i-2000.com ])}>:+::<{
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

995. Advanced Music Synth 32 voice demo tape

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: gpinzone@i-2000.com
Message-ID: <32028ece.5971573@news.i-2000.com>
Source record: 81608

I remember reading in the AMS box that the author had made a 32 voice
AMS song using multi-track recording and even offered to send a tape
of it. Does anyone have a copy of this? I'd live to make a WAV of
it!

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

```
}>:+:<{([ Gerard Pinzone ])}>:+:<{([I])}>:+:<{([ gpinzone@i-2000.com ])}>:+::<{
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
\______\/ \_______\/ \__\/\__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV
```

996. Re: Alternate Proposal: comp.binaries.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: Tom Lamparty <lamparty@telerama.lm.com>
Message-ID: <Pine.BSD.3.91.960802195328.15151B-100000@ganesh.lm.com>
Source record: 81609
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.programmer

Didn't know that you wanted the replies yet! Just in case you do. I am
behind the proposal 100%. See you on news.groups for the discussion.

On Thu, 1 Aug 1996, Rich Tietjens wrote:

> In article <32006a8f.68395358@news3.news.demon.net>,
> andy@troas.demon.co.uk (Andy D) wrote:
>
> >On Tue, 23 Jul 1996 09:19:26 GMT, eru@sover.net (Rick Ziegler) wrote:
> >
> >>
> >>yes to >Should comp.binaries.atari (all systems) be created?
> >>NO! to >Should comp.binaries.atari (all systems) be moderated?
> >>yes to >Should comp.binaries.atari.8bit be created?
> >>NO! to >Should comp.binaries.atari.8bit be moderated?
> >>yes to >Should comp.binaries.atari.st be created?
> >>NO! to >Should comp.binaries.atari.st be moderated?
> >>
> >>You have my votes, let me know when it is time for the real thing.
> >>I'll get you my vote, and all my friends too. :)
> >>Rick
> >
> >Me too. :)
> >
> >Especially as my provider just cut down the expiry on alt.binaries.*
> >to 5 days. comp.binaries.* is still 14 days.
> >
> >*.warez.* is 2 days!!!!!
>
> OK, that's exactly 2 explicit replies. I am currently working with another
> person to get the proposal properly assembled; it will be announced in all of
> the comp.sys.atari* groups when the RFD (Request For Discussion) is posted, and
> again when the CFV (Call For Votes) comes around. You MUST subscribe to
> news.groups to particiapte in the discussions - something that was /not/ told us
> when the RFD to remove our previous binaries group was opened. This is a
> nuisance, but you'll only have to carry the group for a month or so, as a 21-day
> discussion period is required, and the CFV can take palce between 21 and 30 days
> after posting.
>
> If anyone else has any comments, PLEASE make them now, either here or in email.
>
>
> *!* Opinions expressed herein are those of the writer only *!*
> Unsolicited Email of a commercial nature delivered to this address is

> subject to a $500 charge. Emailing such items, whether manually or
> automatically, constitutes acceptance of these terms and conditions.
>
>
>

Tom Lamparty lamparty@telerama.lm.com|Sysop NEOSTAG BBS (216)792-2580
4Meg 16Mhz 1040STe 325MHD 14.4K Modem|24hrs 14.4kbps V32 SupraFaxModem
Sec./Treas. NEOSTAG |PD/Shareware/Advice/Help
North East Ohio ST Atari Group |Support board for Dr. Bobware

997. Web page update

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4ttpj1$to_001@jf.intel.com>
Source record: 81610
Cross-posted to:
comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer,comp.sys.atari.st,comp.sys.atari.st.tech

I just finished updating my Atari bookmarks page at
http://www.3rdplanet.com/~starship/atari.htm - the changes are mostly to make it
easier to get around on the pages, with some cosmetic mods and a bunch of new
links (including a new section, "References," for helping you find out how to do
STuff).

There are sections for both 8-bit and TOS-based systems. Pop in and take a
look sometime!

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

998. Re: ATC is gone for good

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: pap@dana.ucc.nau.edu
Message-ID: <4tu41i$8gp@ruby.ucc.nau.edu>
Source record: 81611
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

Andrew Krieg (krieg@miller.cs.uwm.edu) wrote:
: In article <4tt2el$ree@uwm.edu> krieg@miller.cs.uwm.edu (Andrew Krieg) writes:
: >ATC no longer exists. The ticker is gone from the American Stock Exchange.
: >In its place is now JTS on the NYSE.
: >
: >Atari is truly dead.
: >
: >:^(

In all fairness to Atari, a complete and just epitaph may never be
written, forever forgotten by the legion of IBM,Microsoft,Nintendo,etc
supporters. However, I will write one:

Atari

Atari was a very bold and ingenious company who provided inexpensive
video games to the masses. The innovation and bold strides made daily
reflected not only the work being done, but the people behind it. Without
Atari growing up, millions of kids would never have known the pleasures
of battling out a game of Combat or Warlords by two people in front of a
television screen.

Is was because of Atari, that milliosns upon milliosns of people grew to
love, cherish, and respect video games as a viable entertainment option.

To all those who buried Atari with their insentitive remarks in years
past, we'll now their gone. And you can no longer trash them. They're
done, but not forgotten.

So, it would be best if we all focused on what Atari did _right_, not
what they did wrong. Everybody screws up now and again. But once in a
great while, they succeed. This is what Atari was. And will forever be.

Regards,

Paul Allen Panks

: Oops, JTS is remaining on the AMEX, not the NYSE. CNNfn was in error (not
: the first time either, sheesh they have a lot of errors).

: --
: ===
: =__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
: =_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
: =_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =

--
--
"Chickens may lay eggs, but roosters wake you up in the morning. Nobody pays them to do that. I do less work than that and I get paid. And I don't like eggs anyhow. Ooh! Bacon!"

Homer Simpson, on subsidizing small-town agriculture.

999. Re: AZTEC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4tui3m$hno@crl13.crl.com>
Source record: 81612

Cyrus Malek (cyrus@dvorak.amd.com) wrote:

: Are you talking about Aztec Adventure?

I don't think so. It was called simply "Aztec", and the publisher was Datasoft. It was basically a platform game with many levels. The object was to grab the idol hidden deep within and make your way back out. You went in with little defense but as you searched chests you'd find dynamite, a machete, a gun and bullets to fight your way through scorpions, spiders, snakes, tigers, dinosaurs, and aztec warriors. Lots of traps too. I liked to drop dynamite on the dinosaurs :) Lotsa fun and very challenging; every game was different.

John
jvogel@crl.com

1000. Re: BBS Express! Professional ver 2.0 and 2.1a

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <32008a61.2179039@news.bright.net>
Source record: 81613

On Thu, 1 Aug 1996 05:59:19 GMT, Rich Link <ral@iglou.com> wrote:

>I have never found an address listing.

I think you might be able to reach him at- orion@genie.com

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1001. New Atari Page & archive...:)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-02 00:00:00 UTC
From: cybrchld <cybrchld@agetech.net>
Message-ID: <3202BEDF.1A2E@agetech.net>
Source record: 81614

come over and check out my new page and archive i'm still not done with
it but i'd like to get some feedback on it.

http://www.hackerz.com/atari/atari8.html
ftp://ftp.hackerz.com/hackerz/atari/8bit/
--
:)-:)
:)---:)-----Luis R. Pena-------:)-------:)---------:)
:)-----:)---:)-----Cybrchld@Hackerz.com------:)----:)
:)---:)---------:)----Http://www.Hackerz.com.--:)--:)
:)-:)

1002. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0308961030310001@cisjx91.demon.co.uk>
Source record: 81519

In article <32028D10.10E9@ncweb.com>, cooncat@ncweb.com wrote:

> Well, I downloaded and unzipped Rainbow95 ... I put the
> required Atari OSes in its folder (from PC XFORMER) and tried to boot
> it. It doesn't do anything in 400 mode ... I get a brief "basic blue"
> screen in the 800xl mode, but then it goes into self test mode. They
> talk about booting the demo disk, but don't say how. Are you supposed
> to have Atari hardware attached to the PC to do this? The arrow keys
> don't (apparently) work. I think some of the F# keys do some of the
> Select/Start/Option functions, but I don't know which does what.
>

Oh dear, sorry to hear that. Please read the README carefully. Rename the
ROMs as suggested and start up again. To insert the disk simply move your
mouse pointer to the D1: menu item, choose 'Insert disk' and then select
the Demo.dsk file. Rainbow will reboot and present you with a menu
of demos.

> If this was supposed to "show off" Rainbow95, it doesn't do a very good
> job. I couldn't figure it out from the little "readme" file that came
> with it.
>

Sorry to hear that. The README tells you everything to get going.

> A good Atari 8bit emmulator is scarcer than hen's teeth .. or the
> "Holy Grail" ...

Well, there's always the original 8-bit hardware to fall back on :^)

Chris Lam,
Rainbow 95 Keeper.

1003. FS: Broke 130XE $25

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32035e05.4385034@netnews.netaxs.com>
Source record: 81520

This includes shipping

Power supply is good, includes the manual and a nice cover for the
130XE.

****
Go ERNIE #28
Come visit http://www.intserv.com/~jayski
and http://www.intserv.com/~jayski/irvan.html

1004. FS: Antic Disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32035e7a.4502880@netnews.netaxs.com>
Source record: 81521

Anyone interested in my remaining Antic Disks?

I have these available:

7/87
9/87
12/87
1/88
2/88
4/88
5/88
6/88
7/88
8/88
10/88
11/88
12/88
1/89
2/89
3/89
4/89
5/89
6/89
7/89
8/89
9/89
10/89
12-89/1-90 combo
2-90/3-90 combo
4-90/5-90 combo
6-90/7-90 combo

email with any interest

****
Go ERNIE #28
Come visit http://www.intserv.com/~jayski
and http://www.intserv.com/~jayski/irvan.html

1005. FS: QIX and/or Star Raiders Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32035f64.4736885@netnews.netaxs.com>
Source record: 81522

Looking for $10 for both or

$5 each

not icluding S&H (about $3-4)

email with interest

previous deal fell thru

****
Go ERNIE #28
Come visit http://www.intserv.com/~jayski
and http://www.intserv.com/~jayski/irvan.html

1006. Going offline

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: mead@dlg1.ceh.servtech.com
Message-ID: <3203b5f9.2339640@news.servtech.com>
Source record: 81523

Hi folks

I'm forced to have my internet account discontinued for a couple of months. My provider may or may not keep my FTP site alive until I can get back on. so if theres anything there you want, please get it now.

Joe, your more than welcome to add any or all of my files to your archive.

Joe, I have your entire archive. If you need it let me know as soon as possible

Dave

```
-------------------------------------------
FTP site:
ftp://ftp.servtech.com/pub/users/mead/atari8
-------------------------------------------
A little bit of everything.
All files are pre-tested!
-------------------------------------------------
Please send requests/contributions/praises/flames:
mead@servtech.com
-------------------------------------------------
```

1007. Atari 8bit Emulators Critique

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4u080q$q1@news.campus.mci.net>
Source record: 81524

Xformer: by the insipid poster and decent programmer Darek Mihocka,
Xformer is the most complete 8bit emulator and the fastest. It's
currently the best out there. It's flaws: mediocre sound

emulation, and there is room for work in compatibility.

XL-it: by Markus Gietzen. XL-it is a highly functional emulator still

still in the beta stages. The author has apparently devoted a
lot of effort to getting the sound right. Compatibility is already
the best of the emulators. Its flaws: It's sssllllooowww.

Rainbow: I just tried the preview. Very incomplete product at this
point. Plays in a window. TERRIFIC user interface, all
point-and-click. Apparently no sound. Slower than Xformer
but has options to adjust the frame rates. Flaws: I could
only get the demo to run the included demo, it allegedly takes
90k disk images. Looks like the upcoming demo will be a
highly crippled uptight shareware version.

Daniel

1008. Re: Rainbow 95

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3203BB3C.5272@ncweb.com>
Source record: 81525

Hi All,

Well, I was WRONG, and I admit it.

When I first checked out Rainbow95, I had only done a very
perfunctory scan of the README file. I had the opportunity to print out
the entire file, and use it to check out the Rainbow95 program.

It DOES work, albeit a bit slowly. The demo disk shows off some of the
more popular Atari Demos which were shown at various computer shows
during Atari's heyday.

I haven't been able to try any games with it yet, as all my XFD and
ATR files are either Spartados or MyDos dbl dens. files. Neither are
supported at this time.

The bottom line is, this package shows some promise. I hope that
Chris Lam pursues this effort and brings it around. Despite my
erroneous remarks to this group earlier, he e-mailed me and set me on
the right path (and did so in a courteous manner ... how refreshing
after
having dealt with a certain author of PC Xformer, whose Phillistinian
boorish behavior has left an indelible black mark on all that he
touches).

If you have Win95, I suggest you check out the Rainbow95 emmulator.

Bill
(hey waiter ... bring over that 1st course of crow ...)
--

```
*****************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
*****************************************************************
```

1009. WTB: old 8-bit printers

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: kmiller467@aol.com
Message-ID: <4u0mb7$cm5@newsbf02.news.aol.com>
Source record: 81526

Hi,

I need a bunch of WORKING 1000 series printers. I would like them to be in really good shape and well, still work. Please reply to the provided EM address, not the AOL address or there is the distinct possibility that I may not get the message.

thanks.

karl.

klmiller@ouray.cudenver.edu

1010. Cheap Old Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: blues@erols.com
Message-ID: <4u0ope$c0v@test-sun.erols.com>
Source record: 81527

All drives are sold AS IS but are currently in working condition

20meg MFM hard drives for $15 each
40meg MFM hard drives for $17 each
71meg MFM hard drives for $19 each
380meg MFM hard drive only $40

MFM controllers only $5.50 each
1 meg 32pin simms only $8 each
256k dip memory $1.50 each

If your interesbted contact me at blues@erols.com for more info or for
ordering.

Grant Riggle
Blues@erols.com

1011. Re: ATC is gone for good

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: joelau@panix.com
Message-ID: <4u172g$bu6@panix.com>
Source record: 81528
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

In <4tu41i$8gp@ruby.ucc.nau.edu> pap@dana.ucc.nau.edu (Paul Allen Panks) writes:

>Andrew Krieg (krieg@miller.cs.uwm.edu) wrote:
>: In article <4tt2el$ree@uwm.edu> krieg@miller.cs.uwm.edu (Andrew Krieg) writes:
>: >ATC no longer exists. The ticker is gone from the American Stock Exchange.
>: >In its place is now JTS on the NYSE.
>: >
>: >Atari is truly dead.
>: >
>: >:^(

>In all fairness to Atari, a complete and just epitaph may never be
>written, forever forgotten by the legion of IBM,Microsoft,Nintendo,etc
>supporters. However, I will write one:

>Atari

>Atari was a very bold and ingenious company who provided inexpensive
>video games to the masses. The innovation and bold strides made daily
>reflected not only the work being done, but the people behind it. Without
>Atari growing up, millions of kids would never have known the pleasures
>of battling out a game of Combat or Warlords by two people in front of a
>television screen.

>Is was because of Atari, that milliosns upon milliosns of people grew to
>love, cherish, and respect video games as a viable entertainment option.

I'd like to add my 2 cents to this. Anyone need only to look around
their office or home and will probably find some item that is connected
to Atari in some way. Atari in it's hey days churned out some of the
most innovative ideology, employees and influenced a generation of young
people.
You can read "Virtual Reality" by Rheingold (sp?). The book contains
numerous citation of Atari and how they influenced today's industry.

1012. Re: Atari 8bit BBS List: July 27, 1996

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <4u0v4q$l8@james.freenet.hamilton.on.ca>
Source record: 81529

In <MPLANET.31fa5928oscar9896b8@client1.news.psi.net>, oscar@primenet.com (Oscar Fowler) wrote:

```
: ******************************
: * Atari 8bit Support BBS's *
: * *
: * Last update: 96-07-27 *
: * *
: ******************************

: System Reset! : 905-544-6162
: Hamilton, Ontario, Canada
: Atari-8 : OK : 96-03-19
: USF net, IAN net, ProNode 59
```

System Reset! BBS is DOWN....I should know, I am the Sysop.

It will go up again one day, but not at least for a year.

Sysop*Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1013. Re: Atari 8bit BBS List: July 27, 1996

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <4u11ah$69e@james.freenet.hamilton.on.ca>
Source record: 81530

In <MPLANET.31fa5928oscar9896b8@client1.news.psi.net>, oscar@primenet.com (Oscar Fowler) wrote:

```
: ******************************
: * Atari 8bit Support BBS's *
: * *
: * Last update: 96-07-27 *
: * *
: ******************************

: System Reset! : 905-544-6162
: Hamilton, Ontario, Canada
: Atari-8 : OK : 96-03-19
: USF net, IAN net, ProNode 59
```

System Reset! BBS is DOWN....I should know, I am the Sysop.

It will go up again one day, but not at least for a year.

Sysop*Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1014. Re: David Moeser Where Are You!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DvJoyn.GCH@iglou.com>
Source record: 81615

Larry Dworsky (dworsky@idx.com) wrote:

: Can anyone w/David Moeser's correct e-mail address please forward it to me?
: I've tried replying to the letters I've received from him; in all cases the
: replies have been bounced (it's really frustrating to get mail from someone
: and not be able to reply back to it)! Thanks!!!

He calls a local Atari BBS here in town every now and then, and I've
written him from time to time. I've got two...

david.moeser@ccc-bbs.com
cccbbs!david.moeser@uucp.one.net

Try the first one. If that don't work, use the second.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1015. Atari Computer Goods For Sale! Free Catalogs! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4tu86m$io7@nadine.teleport.com>
Source record: 81616
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books & Accessories. At BSC's Web Page you'll View,
& DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Specify Classic 8 Bit or ST. Please Direct all Replies Through
E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

1016. Re: Spartados X reboot

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: "R. Wayne Arenz" <rwarenz@coil.com>
Message-ID: <3202D228.BBC@coil.com>
Source record: 81617

edmund.wells@star.com wrote:
>
> Stupid question, right? But...
>
> Has anyone figured how to reboot the Spartados X cartridge once it's
> been shut down with COLD /N?
>
> I've tried jumping though E477, but nothing will bring the cart back
> up without a power down cycle.
>
> I did once see a 250+byte pd utility which provided a hot-key combo to
> bring X back to life, but I didn't actually manage to acquire a copy
> :(
>
> Your advice appreciated
> Ed

There is a pd utility called XON ... I use it all the time on my BBS.
Often the Sparta utilities come packaged together in several large ARC
files ... I think I have two or three on my board. 614 761 1891.

1017. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-03 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <553846481.99031.starship@3rdplanet.com>
Source record: 81618

cooncat@ncweb.com barked in COMP.SYS.ATARI.8BIT on 02 Aug 96:

c> Reply-To: cooncat@ncweb.com
c>
c> Well, I downloaded and unzipped Rainbow95 ... I put the
c> required Atari OSes in its folder (from PC XFORMER) and tried to boot
c> it. It doesn't do anything in 400 mode ... I get a brief "basic blue"
c> screen in the 800xl mode, but then it goes into self test mode. They
c> talk about booting the demo disk, but don't say how. Are you supposed
c> to have Atari hardware attached to the PC to do this? The arrow keys
c> don't (apparently) work. I think some of the F# keys do some of the
c> Select/Start/Option functions, but I don't know which does what.

That's why it has the usual Win95 (aka Mac84) pulldown menus - pull down D1:
and "insert" a disk. I tried several, and some that would not run with XLit!
worked with Rainbow.

c> If this was supposed to "show off" Rainbow95, it doesn't do a very good
c> job. I couldn't figure it out from the little "readme" file that came
c> with it.

I imagine the author believed that anyone who could get Win95 to work knows
how to use the menus.

c> A good Atari 8bit emmulator is scarcer than hen's teeth .. or the
c> "Holy Grail" ...

Well, Xformer is still around and runs. XLit! is here, and gets better with
every change (and has good, high-quality sound support); and Rainbow95 looks
like it will become a pretty darn good product, so I see no reason to
complain.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

1018. Re: Cyberspy Archive: Wiped out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-0308961719110001@annex026.ridgecrest.ca.us>
Source record: 81531

In article <32017070.858049@news.cyberspy.com>, tuf@cyberspy.com wrote:

>This is Joe, the admin on the cyberspy archive. One the sysadmins
>that works for us today got overzealous and killed the archive
>directory by accident.
>
>I havent contacted Yogi yet, but his software can most likely be
>replaced.
>
>My question: Did anyone download the large .ZIP file (9 megs) that
>contained the entire contents of Justins old archive? I _dont_ have
>it backed up anywhere.
>
>If someone can come through for me Ill get the archives back up on
>line.

Got it! The only undesirable thing is that I did some maintenance of my
own on the contents. I converted all the .DCM disk images to .ATR, and
reorganized things into subdirectories (e.g. all files beginning with 'a'
go in a folder named 'a'). I also recompressed it in Macintosh Stuffit
format, but that's easy enough to reverse. Let me know where you need it
uploaded and I'll do it.

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

1019. Re: SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: Sasha Cimermanis <scim@erols.com>
Message-ID: <4u0ubn$9vf@news8.erols.com>
Source record: 81532

>>Would it be possible to software-emulate a SID? To any extent?

It has been done. Try this link for info on Sidplay.
http://www.student.nada.kth.se/~d93-alo/c64/Sidplay/sidplay.html

From this page there are links to thousands of sid files. The HV
Collection(over 10 megs zipped) has about 95 percent off all tunes(games,
demos, etc).
Have fun. :-)

Sasha

1020. Re: SID chip on Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: Sasha Cimermanis <scim@erols.com>
Message-ID: <4u0u5e$9vf@news8.erols.com>
Source record: 81533

>>Would it be possible to software-emulate a SID? To any extent?

It has been done. Try this link for info on Sidplay.
http://www.student.nada.kth.se/~d93-alo/c64/Sidplay/sidplay.html

From this page there are links to thousands of sid files. The HV
Collection(over 10 megs zipped) has about 95 percent off all tunes(games,
demos, etc).
Have fun. :-)

Sasha

1021. 5 1/4" Floppy disks for sale / crossover switch

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: Brian Vargo <bvargo@ix.netcom.com>
Message-ID: <32042277.4162@ix.netcom.com>
Source record: 81534
Cross-posted to: comp.sys.amstrad.8bit,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.ibm.as400.misc

```
All diska are 5.25" and new

Brand Density Quant. in boxes of 10
-----------------------------------------------------------
3M SS/DD 48tpi 16 boxes
3M DS/DD 21
Centech Color SS/DD 48tpi 18
Centech Color HD 1.6 Meg 2
Sony SS/DD 48tpi 14

Just cleaning out old stock, would like to sell in one lot. Make Offer
on whole batch.
```

1022. 5 1/4" Floppy disks for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: Brian Vargo <bvargo@ix.netcom.com>
Message-ID: <32043311.1DE3@ix.netcom.com>
Source record: 81535

All diska are 5.25" and new

Brand Density Quant. in boxes of 10

3M SS/DD 48tpi 16 boxes
3M DS/DD 21
Centech Color SS/DD 48tpi 18
Centech Color HD 1.6 Meg 2
Sony SS/DD 48tpi 14

Just cleaning out old stock, would like to sell in one lot. Make Offer
on whole batch.

1023. AZTEC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <32045048.2EAE@interpoint.net>
Source record: 81536

John's got the right game, man this game was awesome!

I'm hoping someone out there still has it, for mine was destroyed. The archives do not have it yet.

-Rich
results@interpoint.net

1024. Atari BBS List: 96-08-03 Update

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.32044a88oscar9896ca@client1.news.psi.net>
Source record: 81537

Thanks to all of you who have provided updates thus far - keep
them coming! I've had a couple of requests to order this list
by telephone area code. Personally, I think the list is short
enough that looking it over is not a hassle, and it makes more
sense to keep it alphabetized by BBS name. If the list gets
any longer, I'll reconsider my position. Feel free to let me
know if you think I'm wrong about this.

New/modified entries will have a "status date" of "96-08-03"

I originally wanted to keep this list as concise as possible,
but I've since decided to allow for multiple lines of notes.
Anyway, if you want to add more commentary on a particular
BBS, let me know and I'll add it.

Also, I'm wondering if keeping the list in 40-columns
is worthwhile. Any opinions?

--

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

```
******************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-08-03 *
* *
******************************
```

<BBS name> : <phone number>
<location>
<type> : <status> : <status date>
--
<notes>

```
-------------------------------------
48 Systems Listed
-------------------------------------

? : 716-337-3628
New York, USA
? : ? : 96-03-10
--
Carina

ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
--
ST Express

ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

ACUTE : 610-648-8027
?
? : ? : 96-03-10
--
ProNode 330

ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

Atari Connection : 801-280-7489
?
Atari-8 : OK : 96-08-03
--
BBS Express Pro! Up since 85.
650MB of 8bit ONLY storage.
QWK connected to the world.
Huge collection of Atari 8bit
software and support.

Atari Express : 506-652-6826
?
? : ? : 96-03-10
--
ProNode 112

Atari Scene : 502-456-4292
Louisville, Kentucky, USA
Atari-16 : OK : 96-08-03
--
```

Atari Exchange of Louisville
user group.

Atari XE Group : 613-225-0901
Ottawa, Ontario, Canada
? : ? : 96-03-10
--
Dave Brown. X_232, IAN net soon

BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
--
MichTron

Barvarian Gaus : 303-367-5877
?
? : ? : 96-03-10
--
ProNode 108

Beco Tel : +31-2063-26859
Amsterdam, The Netherlands
? : OK : 96-03-10
--
Bernard Kok. Hours - 17:00-06:00 GMT

Carnival : 810-235-0158
?
? : ? : 96-03-10
--
ProNode 349

Closer to Home : 419-368-4413
?
? : ? : 96-03-10
--
ProNode 439

Computer World : 716-247-8355
?
Atari-8 : OK : 96-03-10
--
Bob Puff.

CSS : 716-247-7157
?
? : ? : 96-03-10
--
<no notes>

DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA

Atari-16 : OK : 96-08-03
--
Ronald Hall

Enterprise : 607-648-8027
?
? : ? : 96-03-10
--
ProNode 393

Hard Core : 203-871-1842
?
? : ? : 96-03-10
--
ProNode 317

Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
--
ProNode 366

Inside 8bit 1 : 706-798-2474
?
? : OK : 96-08-03
--
ProNode 47

Inside 8bit West : 510-895-8022
?
? : OK : 96-08-03
--
<no notes>

Iron Horse : 602-247-1036
?
Atari-8 : OK : 96-03-10
--
ProNode 381; NWPAC

JAIL : 416-762-9316
?
? : ? : 96-03-10
--
ProNode 335

Last Hope : 604-460-1195
Maple Ridge, BC, Canada
Atari-8 : OK : 96-03-14
--
Express X_232, soon IAN & Undernet

Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10
--
ProNode 415

MOOSE : 716-381-5139
?
? : ? : 96-03-10
--
<no notes>

New Nest : 516-234-4943
?
? : ? : 96-03-10
--
ProNode 218

Northern Limits : 905-937-2786
?
? : ? : 96-03-10
--
ProNode 338

Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
--
ProNode 430

Part Time : 216-582-1196
?
? : ? : 96-03-10
--
ProNode 7

Pot Hole : 604-642-6795
?
? : ? : 96-03-10
--
ProNode 365

Precinct : 504-766-3315
?
? : ? : 96-03-10
--
ProNode 207

Programmer's : 416-466-6749
?
? : ? : 96-03-10
--
<no notes>

Repair Shop : 801-967-8738
?
? : OK : 96-08-03
--
ProNode 53
300-19.2 baud Hayes Ultra

Rest Stop : 916-568-1712
?
? : ? : 96-03-10
--
ProNode 412

Revelstone : 717-263-9689
?
? : ? : 96-03-10
--
ProNode 227

SELECT : 916-392-7279
Sacramento, California, USA
Atari-8 : OK : 96-03-15
--
Carina Net

Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

Slidell Express : 504-649-7921
?
? : ? : 96-03-10
--
ProNode 181

SNACC : 702-438-2208
?
? : ? : 96-03-10
--
ProNode 121

SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

Star Wars : 210-737-3019
?
? : ? : 96-03-10
--
ProNode 118

System Reset! : 905-544-6162
Hamilton, Ontario, Canada
Atari-8 : OK : 96-03-19
--
USF net, IAN net, ProNode 59

Underdog : 508-820-3089
?
? : ? : 96-03-10
--
ProNode 102

Wall : 904-730-8659
?
? : ? : 96-03-10
--
ProNode 287

Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
--
Wayne Arenz

Westex : 610-776-7495
?
? : ? : 96-03-10
--
ProNode 169

1025. Re: AZTEC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4u2j5r$1ns@newsbf02.news.aol.com>
Source record: 81538

"Aztec" is one of the true classics -- considering it came out in 1982, the graphics and gameplay are quite good. I always loved trying to kill the creatures with the machete, because it was often fatal (when you lunged, if you were a step off, touching the creatures would wipe you out <g>).

"You did not make it."

1026. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3204bc13.573906@news.superlink.net>
Source record: 81539

On Fri, 02 Aug 1996 19:19:44 -0400, Bill Somrak <cooncat@ncweb.com>
wrote:

-Well, I downloaded and unzipped Rainbow95 ... I put the
-required Atari OSes in its folder (from PC XFORMER) and tried to boot
-it. It doesn't do anything in 400 mode ... I get a brief "basic
blue"
-screen in the 800xl mode, but then it goes into self test mode. They
-talk about booting the demo disk, but don't say how. Are you
supposed
-to have Atari hardware attached to the PC to do this? The arrow keys
-don't (apparently) work. I think some of the F# keys do some of the
-Select/Start/Option functions, but I don't know which does what.
-
-If this was supposed to "show off" Rainbow95, it doesn't do a very
good
-job. I couldn't figure it out from the little "readme" file that
came
-with it.

Actually, I have been beta testing the Rainbow 95 for about a month
now, and it runs A LOT more software than either xformer or xlit.
Unfortunately, no sound as of yet, but the p/m collisions and
different antic modes work perfectly.
You need to rename the opsys files that xformer and xlit it uses,
OP_400 OP_SYSXL OP_BASIC
Load an ATR image with "D"isk, then choose Reboot from the leftmost
menu. Make sure your pallette is 256 colors. It should reboot the
computer and load that image. It right now does not support any images
other than 92176 byte ATR's, so any mega images or shorter images will
not work.
I tried about half of the archive programs in it, and most worked
fine. There are still problems with character graphics (like in
Jumpman) but these are caused by slow frame refresh due to the high
system requirements of the emulator, not by the emulator itself. If
you had a 200MHZ pentium it would probably be fine. :)

1027. Re: Atari 8bit Emulators Critique

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: treestrong@aol.com
Message-ID: <4u2742$r5o@newsbf02.news.aol.com>
Source record: 81540

you are joking, arent you ??
Xformer is a piece of shit. Darek is the worst coder i have seen.
Incombatibity everywhere. Ok its fast, but no games are running.
Xl-it is good work and is still being developped. Music is soso, not good
but promising.
Rainbow 95 PREVIEW seems to be the most promising ATARI XL emu.
look at rainbow for MAC, and you will see....
Why are you critizising the user interface or arent you a friend of
WIN95???
Better than Xformer or XL-it.

Michael

1028. Aztec Adventure found!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <3204E6C0.6091@ix.netcom.com>
Source record: 81541

Aztec Adventure by Datamost was sent to the archives today. However, I
dont know when Yogi will post it...PLEASE, don't bug him about it!!!
He'll get it in there ASAP...stay tuned!

Sergey

1029. Atari BBS List: 96-08-04 Update (minor)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.3204e230oscar9896ce@client1.news.psi.net>
Source record: 81542

```
This is just a minor modification over the list just
posted (96-08-03): Atari Connection's number was incorrect
and System Reset! is now marked as DOWN.
I've added entry numbers.

New/modified entries will have an asterisk at the *END* of
the first line.

--

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

*****************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-08-04 *
* *
*****************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

-------------------------------------
48 Systems Listed
-------------------------------------

01 ? : 716-337-3628
New York, USA
? : ? : 96-03-10
--
Carina
```

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-648-8027
?
? : ? : 96-03-10
--
ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

06 Atari Connection : 801-280-7486 *
?
Atari-8 : OK : 96-08-04
--
Up since 85.
QWK connected to the world.
650MB of 8bit ONLY storage.
Huge collection of Atari 8bit
software and support.

07 Atari Express : 506-652-6826
?
? : ? : 96-03-10
--
ProNode 112

08 Atari Scene : 502-456-4292
Louisville, Kentucky, USA
Atari-16 : OK : 96-08-03
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901
Ottawa, Ontario, Canada
? : ? : 96-03-10
--
Dave Brown. X_232, IAN net soon

10 BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
--
MichTron

11 Barvarian Gaus : 303-367-5877
?
? : ? : 96-03-10
--
ProNode 108

12 Beco Tel : +31-2063-26859
Amsterdam, The Netherlands
? : OK : 96-03-10
--
Bernard Kok. Hours - 17:00-06:00 GMT

13 Carnival : 810-235-0158
?
? : ? : 96-03-10
--
ProNode 349

14 Closer to Home : 419-368-4413
?
? : ? : 96-03-10
--
ProNode 439

15 Computer World : 716-247-8355
?
Atari-8 : OK : 96-03-10
--
Bob Puff.

16 CSS : 716-247-7157
?
? : ? : 96-03-10
--
<no notes>

17 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 96-08-03
--
Ronald Hall

18 Enterprise : 607-648-8027
?
? : ? : 96-03-10
--
ProNode 393

19 Hard Core : 203-871-1842
?
? : ? : 96-03-10
--
ProNode 317

20 Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
--
ProNode 366

21 Inside 8bit 1 : 706-798-2474
?
? : OK : 96-08-03
--
ProNode 47

22 Inside 8bit West : 510-895-8022
?
? : OK : 96-08-03
--
<no notes>

23 Iron Horse : 602-247-1036
?
Atari-8 : OK : 96-03-10
--
ProNode 381; NWPAC

24 JAIL : 416-762-9316
?
? : ? : 96-03-10
--
ProNode 335

25 Last Hope : 604-460-1195
Maple Ridge, BC, Canada
Atari-8 : OK : 96-03-14
--
Express X_232, soon IAN & Undernet

26 Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10
--
ProNode 415

27 MOOSE : 716-381-5139
?
? : ? : 96-03-10
--
<no notes>

28 New Nest : 516-234-4943
?
? : ? : 96-03-10
--
ProNode 218

29 Northern Limits : 905-937-2786
?
? : ? : 96-03-10
--
ProNode 338

30 Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
--
ProNode 430

31 Part Time : 216-582-1196
?
? : ? : 96-03-10
--
ProNode 7

32 Pot Hole : 604-642-6795
?
? : ? : 96-03-10
--
ProNode 365

33 Precinct : 504-766-3315
?
? : ? : 96-03-10
--
ProNode 207

34 Programmer's : 416-466-6749
?
? : ? : 96-03-10
--
<no notes>

35 Repair Shop : 801-967-8738
?
? : OK : 96-08-03
--
ProNode 53
300-19.2 baud Hayes Ultra

36 Rest Stop : 916-568-1712
?
? : ? : 96-03-10
--
ProNode 412

37 Revelstone : 717-263-9689
?
? : ? : 96-03-10
--
ProNode 227

38 SELECT : 916-392-7279
Sacramento, California, USA
Atari-8 : OK : 96-03-15
--
Carina Net

39 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

40 Slidell Express : 504-649-7921
?
? : ? : 96-03-10
--
ProNode 181

41 SNACC : 702-438-2208
?
? : ? : 96-03-10
--
ProNode 121

42 SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

43 Star Wars : 210-737-3019
?
? : ? : 96-03-10
--
ProNode 118

44 System Reset! : 905-544-6162 *
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-08-04
--
USF net, IAN net, ProNode 59
Probably back up in a year...

45 Underdog : 508-820-3089
?
? : ? : 96-03-10
--
ProNode 102

46 Wall : 904-730-8659
?
? : ? : 96-03-10
--
ProNode 287

47 Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
--
Wayne Arenz

48 Westex : 610-776-7495
?
? : ? : 96-03-10
--
ProNode 169

1030. Printing With Super Score On A 1040XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: senright@ix.netcom.com
Message-ID: <3204f45b.1133493@nntp.ix.netcom.com>
Source record: 81543

I have a friend with an Atari 1040 XL, or a 1040 of some sort. He writes beautiful music. He has tried to print music created with Super Score by Sonus, or is it Sorus, but it prints rather strange. For example, when the word "with" is printed the "th" is printed directed over the "wi". He has tried printing with an FX or LX-80 9pin printer.

You suggestions or ideas are greatly appreicated.

1031. Super Score And Printing

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: senright@ix.netcom.com
Message-ID: <3204f6c0.1746839@nntp.ix.netcom.com>
Source record: 81544

I have a friend who writes music. Amongst the tools that he uses, he has Super Score, by Sonus or is it Sorus. He uses this on an Atari 1040. When he prints, it prints very strangly. For example, the word "WITH" might print with the "TH" printing right over (on top of) the "WI".

Your suggestions and ideas are appreciated.

1032. CX85 Keypad Forsale

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4u2vg9$7i8@madeline.INS.CWRU.Edu>
Source record: 81545

I found a CX85 keypad lurking under a percom drive in my big box
of stuff. I don't really need it, so any offer +$3 to send it will
get it to your door.

As I recall it requires a handler of some sort, I actually used it once
for inputting data from an antic mag, pretty cool :)

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1033. Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4u2vkp$7io@madeline.INS.CWRU.Edu>
Source record: 81546

I have already added a window to display the directory of
SpartaDos/MyDOS/Atari DOS images as they are browsed in
the file selector. Seems to be a great feature, it helped
me finally get to check out all the images on the Pooldisk :)

Any other ideas?

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1034. Re: Cyberspy Archive: Wiped out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: kevins@hutchtel.net
Message-ID: <4u32co$vh8@cronkite.polaristel.net>
Source record: 81547

tuf@cyberspy.com (Joe Kearney) wrote:

>This is Joe, the admin on the cyberspy archive. One the sysadmins
>that works for us today got overzealous and killed the archive
>directory by accident.

>I havent contacted Yogi yet, but his software can most likely be
>replaced.

>My question: Did anyone download the large .ZIP file (9 megs) that
>contained the entire contents of Justins old archive? I _dont_ have
>it backed up anywhere.

>If someone can come through for me Ill get the archives back up on
>line.

>Thanks,

>Joe
>tuf@cyberspy.com
I've got the .ZIP file if you still need it. Still in same format as was
downloaded.

Kevin
kevins@hutchtel.net

1035. Re: AZTEC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32050ead.216809@news.superlink.net>
Source record: 81548

On Sun, 04 Aug 1996 03:24:56 -0400, Rich Tirico
<results@interpoint.net> wrote:

-John's got the right game, man this game was awesome!
-
-I'm hoping someone out there still has it, for mine was destroyed.
The
-archives do not have it yet.
-
Rich, I just received it, as soon as the archive is up and running
again it will be there. I am on vacation right now so I don't have it
to send.
Scott

1036. Re: Aztec Adventure found!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32050f0e.313685@news.superlink.net>
Source record: 81549

On Sun, 04 Aug 1996 11:06:56 -0700, Sergey Zakharov
<szakharo@ix.netcom.com> wrote:

-Aztec Adventure by Datamost was sent to the archives today. However,
I
-dont know when Yogi will post it...PLEASE, don't bug him about it!!!
-He'll get it in there ASAP...stay tuned!
-
- Sergey

But I like being bugged.
It should be in there as soon as cyberspy reinitializes the ftp site.
It got wiped! And I will be on vacation until aug 11 so no chance till
then. :(
However, I plan on having a good time anyway.
Yogi

1037. books

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <320541C2.1294@cris.com>
Source record: 81550

I've just come across some 8 bit books:

The Creative Atari
Atari software 1984 (good description of all software)
Your Atari Computer 400/800
Basic Atari Basic
Atari Sound and Graphics
Up and Running with Flight Simulator
Learn to Program Fancy Fonts
Manual for 65XE
Manual for XM301 modem
Manual for 410 recorder

$3.00 each plus shipping or $10 plus shipping for all.

800XL computer field service manual $5
1050 disk drive field service manual $5
CPS 1050 diagnostic disk $5

Antic:
Jan '87 thru Dec '87
Jan '88 thru Dec '88 minus Mar
Jan Feb Mar '89
All for $5 plus shipping

Mapping the Atari incl XL and XE $5 plus shipping

Jim

1038. All PLEASE read!: Great News!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <32053F44.342E@interpoint.net>
Source record: 81551

Thanks to whomever sent Aztec to the archive, and thanks to Yogi for having a great site. Finding a file of this magnitude is a victory for all of us here in C.S.A.8!
AS MORE FILES ARE FOUND, MORE FILES ARE DOWNLOADED AND DISTRIBUTED, RESULTING IN LESS CHANCE OF EXTINCTION!!
This is the definition and the sole purpose of all Atari archives and this is why they MUST survive! Whomever has donated files to the archive, please keep up the good work, I myself have donated my entire software library I spent YEARS collecting without a second thought about it, For I believe what comes around goes around, and here is another example of myself finding a file that was permanently destroyed by accident that I thought I would never see again.

****Praise the Lord, 8-bits Live!!****

The Atari Archive at Cyberspy is in our prayers for a safe return.

-Rich Tirico.

1039. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <32054107.1B5A@interpoint.net>
Source record: 81552

Steve, I have a Connor 1.275 gig hard drive and I am having problems with my PC mirror recognizing all of my files and directories. It displays about half, and if I create any new directories it won't recognize them. This has forced me to use existing folders to store .atr images, etc. Is something not setup right? Has anybody had problems using larger hard drives with ape 1.09? If so, please update this in 1.10.

Thank You,
-Rich.

1040. Re: All PLEASE read!: Great News!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-04 00:00:00 UTC
From: oscar@primenet.com
Message-ID: <MPLANET.32056436oscar9896d3@client1.news.psi.net>
Source record: 81553

In article <32053F44.342E@interpoint.net>, results@interpoint.net says...
> The Atari Archive at Cyberspy is in our prayers for a safe return.

=)

1041. carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32069AA9.6AB0@cris.com>
Source record: 81469

I have some carts for sale at $3 each or $15 for all.

Miner 2049er starring Bounty Bob
Atariwriter W.P.
Pitfall II
Junglehunt
Missile Command
Kindercomp (educational for the very young)
Into the Eagles Nest
Star Raider
Pacman
Basic Computer Language
Donkey Kong
Video Easel
MPP Smart Terminal

Jim

1042. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4u5a6t$4c1@newsbf02.news.aol.com>
Source record: 81470

What I'd really like to see, Steve, may not be possible. I'm on a BBS, trying to d/l a file, the concurrent I/O cuts out on every disk access. I have to restore it manually. My computers are only a few feet apart, so it's not a major problem, and perhaps not even the raison d'etre of the program. But what about the guy who has his computers just a little more separated?

1043. f.s.: software

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32069C6F.29D5@cris.com>
Source record: 81471

Have the following ORIGINAL disks for $2 each:

Summer Games
SWAT
Zorro
Beach-Head
Stealth
The Seven Cities of Gold
HardBall
Solar Star
Dropzone
Dispatch Rider
Lode Runner
Mad Magazine's Spy VS Spy
Rescue on Fractalus

or all for $10

Jim

1044. printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32069D36.70F8@cris.com>
Source record: 81472

For sale: Star NX 10 dot matrix printer with PR Connector and
cables all ready to plug into an 8 bit. Yes, it does graphics.
$30 plus shipping

Jim

1045. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4u5uu2$sgh@news.xmission.com>
Source record: 81473

Rich Tirico (results@interpoint.net) wrote:
: Steve, I have a Connor 1.275 gig hard drive and I am having problems
: with my PC mirror recognizing all of my files and directories. It
: displays about half, and if I create any new directories it won't
: recognize them. This has forced me to use existing folders to store
: .atr images, etc. Is something not setup right? Has anybody had
: problems using larger hard drives with ape 1.09? If so, please update
: this in 1.10.

I have the same problem. After about 60 files, APE stops sending me a
directory listing. I'm running Ape on a dedicated 486/66, 16mb RAM and
an 850HD...

Its really frustrating.

My only REAL problem with APE is with its inability to allow me to
insert a mirror path beyond like 12 characters. I go about 5
directories deep somtimes for my files, and you cant get the mirrored
option to display that long a path..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1046. test

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: ron@zenith.nrl.navy.mil
Message-ID: <4u5dst$eeg@ra.nrl.navy.mil>
Source record: 81474

```
this is a test
```

1047. Re: Atari 800/XL/XE/XEGS Cartridge rarity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <32069CA1.4B69@Asymetrix.com>
Source record: 81475

Andrew Krieg wrote:
> O.S.S. <none> 84 Action! C [x][x][ ]
> O.S.S. <none> 85 Basic XE U [ ][ ][ ]
> O.S.S. <none> Basic XL U [ ][ ][ ]
> O.S.S. <none> 84 Mac/65 U [ ][ ][ ]
> O.S.S. <none> Writer's Tool, The U [ ][ ][ ]

It is strange that Action! is still "Common" and BasicXL is "Uncommon" since BasicXL outsold Action by maybe 2.5 or 3 to 1. Perhaps that means that there are still people holding onto BasicXL whereas too many people bought Action! but couldn't figure out what to do with it.

Actually, I'm pretty sure that Mac/65 outsold Action! by maybe 1.5 to 1, as well. But don't quote me on that one.

Just as a point of reference, BasicXL sold around 12,000 copies before ICD took it over. That sounds like a lot until you realize that TurboPascal sold 250,000 the first year and a half. Is it any wonder that system software suppliers for the Atari were few and far between? (That 12,000 copy figure MAY have included BasixXE, which was admittedly a much worse seller. A money-loser, more than likely, though one of the reasons we ended up going out of business was that we were such poor marketeers that we didn't even know where our profits were coming from. Sigh.)

Incidentally, Personal Pascal for the ST sold a bit over 10,000 units as well (NOT including upgrades from V1 to V2), and in a MUCH shorter time. People really DID program on the ST a lot more than they did on the 8-bits (proportionate to ownership, that is).

Incidentally, sorry to disillusion those of you who thought I was dead. At least not until after I hit SEND on this, at least. *_*

Bill Wilkinson
BillW@Asymetrix.com

1048. Atari Items fs

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <3206B9F2.5AF8@cdsnet.net>
Source record: 81476

I have a few things that never were taken,

Checks take 8 days to clear
money orders are shipped same/next day

Items are shipped PRIORITY MAIL 3 days or less
COD with deposit $3.50

Blackbox with doc's. PS, software and cables $75.00 firm

ICD US Doubler with docs $15.00 firm

Mike LaRue
830 W 2nd ST.
Medford, Or 97501
541-772-7830

--
/\
| |
| Atari 800xl, 256k omnimon/omniview |
| Blackbox, 104meg HD, 14.4 modem! |
| Getting old, but still holds a punch! |
| |
| 1982 Bandit bandit@cdsnet.net |
| |
\/

1049. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4u5upk$sgh@news.xmission.com>
Source record: 81477

Steven J Tucker (dh395@cleveland.Freenet.Edu) wrote:

Its odd. I set the PC mirror option and can access that mirrored drive
under SpartaDos 3.3a, but not SpartaDos X.

Whatsmore, if I do a dir *.* of the mirrored drive, APE freaks and
defaults to the root directory.. I have to specify a filename/extension
for the mirror function to work correctly.

Whats up with these two issues?

@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1050. Re: ATC is gone for good

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: kevino@cup.hp.com
Message-ID: <4u5p5g$hfg@hpax.cup.hp.com>
Source record: 81478
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

BobKlaas (bobkla19@mail.tcd.net) wrote:

:>At least with the merger if it is approved the stock holders have
:>a small chance of recouping, at least we know hard drives are in
:>demand.

Yes, drives are in demand, however, only ONE of the companies that
make disk drives posted a profit in the past five years, and it
wasn't JTS... Not good news.

kevino

1051. where am I?!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C5D217.111C000C63.uuout@ccc-bbs.com>
Source record: 81479

```
LD > From: dworsky@idx.com (Larry Dworsky)
LD > Subject: David Moeser Where Are You!
LD > Date: Fri, 2 Aug 1996 12:22:48 -0500
LD >
LD > Can anyone w/David Moeser's correct e-mail address please
LD > forward it to me?

Lemme give it a try: I'm at david.moeser@ccc-bbs.com

I get incoming e-mail all the time. Today I got some from
halfway around the world in Australia. (Incidentally, are you
typing an underline? That's a hyphen, not an underline.)
```

1052. it won't die!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C5D215.111C000C62.uuout@ccc-bbs.com>
Source record: 81480

```
AK > From: krieg@miller.cs.uwm.edu (Andrew Krieg)
AK > Subject: ATC is gone for good
AK > Date: 2 Aug 1996 15:48:36 GMT
AK > >ATC no longer exists. The ticker is gone from the American
AK > >Stock Exchange
AK > >
AK > >Atari is truly dead.
AK > Oops, JTS is remaining on the AMEX, not the NYSE.

Well, not exactly. The *other* Atari company, Atari Games, will
now have the name all to itself. So when "Atari" is referred to in
the media, we Atarians will know it really means the other company,
but the public and many media reporters are still going to be con-
fused by it.
```

1053. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-0408961754440001@annex106.ridgecrest.ca.us>
Source record: 81554

In article <3204bc13.573906@news.superlink.net>, scharles@superlink.net (Yogi) wrote:

>Actually, I have been beta testing the Rainbow 95 for about a month
>now, and it runs A LOT more software than either xformer or xlit.
>Unfortunately, no sound as of yet, but the p/m collisions and
>different antic modes work perfectly.
>You need to rename the opsys files that xformer and xlit it uses,
>OP_400 OP_SYSXL OP_BASIC
>Load an ATR image with "D"isk, then choose Reboot from the leftmost
>menu. Make sure your pallette is 256 colors. It should reboot the
>computer and load that image. It right now does not support any images
>other than 92176 byte ATR's, so any mega images or shorter images will
>not work.
>I tried about half of the archive programs in it, and most worked
>fine. There are still problems with character graphics (like in
>Jumpman) but these are caused by slow frame refresh due to the high
>system requirements of the emulator, not by the emulator itself. If
>you had a 200MHZ pentium it would probably be fine. :)

Is Jumpman in your archive in any other form than a .pro image? (I'm trying to run it on Rainbow for the Mac, so obviously APE is out of the question.) I looked at your web site, and it says it's there as an ATR, so maybe I don't have the most recent version of your archive.

BTW, if Rainbow isn't fast enough yet, it probably will get that way. On my PowerMac 7500 (100 MHz PowerPC 601) it seems to be capable of running at nearly 100% of normal 8-bit performance with full frame refresh (i.e. it tries to do 60 Hz). There really isn't a lot of stuff that fails to work, either. I'm going to register it soon. I'd just give the Windoze version some time to get optimized, since Chris seems to have done quite a good job at writing a solid emulator core.

The only thing I'm worried about is that there doesn't seem to be a performance limiter! I'm going to upgrade my computer to a 200 MHz 604e processor some time in the future. This will probably make Rainbow unusably fast even with the full frame refresh on and all features enabled. If you're reading this, Chris, I seem to recall that the MacOS provides a standard 60 Hz synthetic VBL interrupt queue which would probably work great for doing a speed limiter...

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

1054. Re: AZTEC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: scsi@ix.netcom.com
Message-ID: <32055721.1774598@nntp.netcruiser>
Source record: 81555

On Sun, 04 Aug 1996 03:24:56 -0400, Rich Tirico
<results@interpoint.net> wrote:

>John's got the right game, man this game was awesome!
>
>I'm hoping someone out there still has it, for mine was destroyed. The
>archives do not have it yet.
>
>-Rich
>results@interpoint.net

It is truly a classic. The game exists on the Apple II emulators, and
can be found at ftp.asimov.net/pub/apple_II

Robert

1055. Re: Programming the Atari 8-bit (130XE)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4u3vmj$ghi@madeline.INS.CWRU.Edu>
Source record: 81556
Cross-posted to: comp.sys.atari.programmer,comp.sys.atari.8bit

(Dave asks for programming resources for A8.)
Dave. You gotta have mapping the Atari from Compute. You have Atari BASIC. Read Bill Kendrick's Newbie FAQ on how to use Atari BASIC. (Lon Poole's 'Your Atari Computer' is a great book on it. There is much source code in magazines, assembler, BASIC and ACTION! Get some old ANALOGs, full of source code. (Antics too). Uhmm. What else. The Cleveland Freenet has a reference area that is good for a lot of things, I would not be surprised if there isn't reference materials there for programming (sorry I don't know specifically.)
There's plenty of BASIC code in the umich archive, I bet.
And finally, I'll offer you to look at my considerable pd library and you can pick BASIC programs you might want to look at, much of my pd object files I don't have source code for.

1056. Re: All PLEASE read!: Great News!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4u3ree$9eq@news.campus.mci.net>
Source record: 81557

Rich Tirico <results@interpoint.net> wrote:

> AS MORE FILES ARE FOUND, MORE FILES ARE DOWNLOADED AND DISTRIBUTED,
>RESULTING IN LESS CHANCE OF EXTINCTION!!
>This is the definition and the sole purpose of all Atari archives and
>this is why they MUST survive! Whomever has donated files to the
>archive, please keep up the good work, I myself have donated my entire
>software library I spent YEARS collecting without a second thought about
>it, For I believe what comes around goes around, and here is another
>example of myself finding a file that was permanently destroyed by
>accident that I thought I would never see again.

> ****Praise the Lord, 8-bits Live!!****

I agree and am also very grateful to Yogi for putting such a great
page online. It finally appears that the reflexive 'pirate' bashers
who shrieked at the notion of any 8bit software being made available
to us have shut up.

Yay! The free distribution of ancient software is nothing but good for
the survival of the platform. And the big secret is that that the
authors of the ancient software DON'T CARE. I keep up, and have yet
to hear of a single 8bit author who resents the fact that her/his
antiquated software is available in 1996.

Daniel

1057. nbcombat.asm (1/1) Combat for Atari VCS revealed

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In memory of Atari, I decided to post something I've been messing around
with for some time.... I got the source code to Combat on the Web
somewhere, tacked onto the end of a few bits and pieces about programming
the Atari 2600, but it had minimal commenting, I didn't know what was
going on, so I decided to take a closer look and here is the restult.
This is far from complete, mind you.

```
--- combat.asm ---
; Written by ??? (I've looked everywhere for the author's name)
; Disassembled by ??? (would be nice)
; Commented further by Nick Bensema.
; Last Update: 08/04/96
;
; Since nothing is off-topic in alt.religion.kibology
; and everyone there just sees me as some sort of clown
; that's only here to amuse them, I'm posting it there
; too, just to show 'em. I'll explain a few things
; to them, and those of you who just read a little 6502
; assembly in Compute but never got really into it.
;
; First a bit of history. Combat was included with the
; famous Atari 2600/VCS for many years. As a result,
; if you go to any thrift store, you will find crates
; of Combat cartridges, and some guy from
; rec.games.video.classic swimming through it, refusing
; to admit that Sum Guy just ran off with the mega-rare
; Chase the Chuckwagon cart with the misprinted sideways
; label that he's looking for.
;
; To fully appreciate the trouble people had to go through
; to make an Atari 2600 game, I decided to try my hand at
; picking apart a relatively simple game, Combat. This
; game works in only 2K or ROM and not even the full 128
; bytes of RAM made available to it. As if that weren't
; enough, the program has to literally draw the screen
; every single frame, and even Combat had to resort
; to changing some graphic or other in the middle of
; a scanline. And the programmer had to walk five miles
; to work, uphill both ways! And he only got a nickel
; a day for writing code!
;
; The Atari 2600, or the VCS, or the 2600VCS, or the
; Atari VCS, or the 2600, or the VCS-2600, or the Sears
```

```
; Home Arcade System, or the Intellivision Add-On Thingy
; That Plays Atari 2600, VCS, 2600VCS, Atari VCS, 2600,
; VCS-2600, and Sears games, runs with a 6507 processof.
; This processor is exactly like the 6502 found in Apple,
; Atari, and Commodore home computers except for two
; things: 1) it has a wait state, and 2) it has only
; 12 address lines instead of 16. So, while your Apple
; II can address $0000-$FFFF, the Atari 2600 could
; only address $0000-$0FFF. That's a whopping 8K.
; The cartridge ROM accounted for anything about $1000.
; You're going to love this part. It had 128 bytes of RAM
; at $0080-$00FF, and the TIA, its video chip, which
; doubles as the 2600's entire video memory, at both
; $0000-$007F, and $0100-$017F. The first copy, along
; with the RAM, could be accessed with zero-page addresses,
; saving space on the ROM, which by the way was 2K.
; The second copy infiltrated the last 128 bytes of the
; 6507's built-in stack. In the source code, you'll see
; how this is used to the programmer's advantage.
;
; That's all I'm explaining. If you want to hear more
; on the 2600's specifications, do a web search for
; 2600 programming information, because I've already
; wasted so much of your time.
;
; I did a lot of cutting and pasting and searching
; and replacing. Be sure to check that this compiles
; to exactly 2048 bytes, and that it matches up with
; all of your uncommented source code before trying to
; modify it... if you dare! For some reason the guy
; who disassembled this didn't put $ before all the hex
; numbers... so keep in mind, hex is always implied.
;
; I also suggest you hand this to those who want to pirate
; 2600 cartridges. Not that it'll stop them, but it might
; make them feel guilty enough to seek absolution.
;
; Not having an assembler, and of course not wanting
; to try to use an emulator, I may have screwed up
; big-time on many aspects of this program.
; Forgive me if I did.

; After a CMP/XPC/CPY, BCS means Branch if >=.
; Remember this one....

; Atari Combat Game
; suspected RAM addresses
;
GAMVAR EQU A3 ;Game Variation
BCDVAR EQU 81 ;Game Variation in BCD
DIRECTN EQU 95 ;Players and missiles' current bearing.
```

```
VELOC EQU 85 ;Doubles as shape number
;and velocity of the player.
;0 = Tank (slow)
;1 = Biplane (medium)
;2 = Jet Fighter (fast)
SCROFF EQU E0 ;Score pattern offsets
NUMG0 EQU DE ;Storage for current byte
NUMG1 EQU DF ;of score number graphics.
TMPSTK EQU D3 ;Temporary storage for stack.

SHOWSCR EQU 87 ;Show/hide right player score

PLFLIN EQU B4 ;Current scanline on the playfield.

SHAPES EQU BB ;Pointer to player sprites
SCORE EQU A1 ;Player scores in BCD.

TNKY0 EQU A4 ;Tank 0's Y-position
TNKY1 EQU A5 ;
MSSY0 EQU A6 ;Missile 0's Y-position
MSSY1 EQU A7 ;

TEMP EQU D2 ;"score conversion temporary"
;
; 9B-9C sound pitch storage
; DA hi-res patterns

XOFFS EQU B0 ;X-offset for Hmove.

LORES EQU B5 ;lo-res indirect addresses.
HIRES EQU BD ;Hi-res shape data.
;Left player's shape stored in
;all even bytes, right player's
;shape stored in all odd bytes.

COLOR0 EQU D6 ;Tank colors.
COLOR1 EQU D7

*= $1000
SEI
CLD
LDX #FF
TXS
LDX #5D
JSR J15BD ; zero out $00 thru $A2
LDA #10
STA SWCHB+1 ;Port B data direction register
STA 88 ;and $88...
JSR J11A3
MLOOP JSR NWSCR ; $1014
JSR J1157
JSR J1572
JSR J12DA
```

```
JSR J1444
JSR J1214
JSR J12A9
JSR BCD2SCR
JSR DRAW
JMP MLOOP
;
NWSCR INC 86 ; initial blanking and retrace start
STA HMCLR ;Clear horizontal move registers.
LDA #02
STA WSYNC
STA VBLANK
STA WSYNC
STA WSYNC
STA WSYNC
STA SYNC
STA WSYNC
STA WSYNC
LDA #00
STA WSYNC
STA SYNC
LDA #2B
STA TIM64T ;set 64 clock interval.
RTS
;
; Drawing the screen in the following routine.
; We start with the score, then we render the
; playfield, tanks, and missiles simultaneously.
; All in all, an average day for a VCS.
;
DRAW LDA #20
STA PLFLIN ;We're assuming scanline 20.
STA WSYNC
STA HMOVE ;Move sprites horizontally.
B105C LDA INTIM
BNE B105C
STA WSYNC
STA CXCLR ;Clear collision latches
STA VBLANK ;We even have to do our own
;vertical blanking! Oh, the
;humanity!
TSX
STX TMPSTK ; Save stack pointer
LDA #02
STA CTRLPF ; Double, instead of reflect.
LDX DC
B1070 STA WSYNC ; Skip a few scanlines...
DEX
BNE B1070
LDA DC
```

```
CMP #0E
BEQ B10CD
;
; Start by drawing the score.
;
LDX #05 ;Score is five bytes high.
LDA #00 ;Clear number graphics.
STA NUMG0 ;They won't be calculated yet,
STA NUMG1 ;but first time through the loop
;the game will try to draw with
;them anyway.
DRWSCR STA WSYNC ;Start with a fresh scanline.
LDA NUMG0 ;Take last scanline's left score,
STA PF1 ;and recycle it,
;Here, we begin drawing the next scanline's
;left score, as the electron beam moves towards
;the right score's position in this scanline.
LDY SCROFF+2
LDA NUMBERS,Y ;Get left digit.
AND #F0
STA NUMG0
LDY SCROFF
LDA NUMBERS,Y ;Get right digit.
AND #0F
ORA NUMG0
STA NUMG0 ;Left score is ready to ship.
LDA NUMG1 ;Take last scanline's right score,
STA PF1 ;and recycle it.
LDY SCROFF+3
LDA NUMBERS,Y ;Left digit...
AND #F0
STA NUMG1
LDY SCROFF+1
LDA NUMBERS,Y ;right digit...
AND SHOWSCR
;I think I know why we used $87 instead of #$0F.
;If the game hasn't started yet, we're displaying
;the difficulty level as the left player's score,
;and we don't have any use for the right player's
;score, so in this case, $87 would contain zero,
;rendering it invisible.

;Now, we use our fresh, new score graphics in
;this next scanline.
STA WSYNC
ORA NUMG1 ;Finish calculating
STA NUMG1 ;right score.
LDA NUMG0
STA PF1 ;Left score is in place,
;We use this time to check whether we're at
```

```
;the end of our loop.
DEX
BMI B10CD
;If so, we're out of here. Don't worry,
;the score will be cleared immediately, so
;nobody will know that we've gone past five
;bytes and are displaying garbage.
INC SCROFF
INC SCROFF+2 ; Get ready to draw the next
INC SCROFF+1 ; line of the byte.
INC SCROFF+3
LDA NUMG1
STA PF1 ; Right score is in place.
JMP DRWSCR ;Go to next scanline,
; and that is how we do that...
;
; See what it takes just to display a pair of two-digit
; scores? If you think that's rough, figure out how
; they displayed those six-digit scores in the early
; 1980's. Also consider Stellar Track.... well, if
; you've seen Stellar Track, you know exactly what I'm
; talking about. Full-fledged twelve-column text.
;
B10CD LDA #00 ; Inner Display Loop
STA PF1 ; Clear the score.
STA WSYNC
LDA #05
STA CTRLPF ;Reflecting playfield.
LDA COLOR0
STA COLUP0
LDA COLOR1
STA COLUP1
DRWFLD LDX #1E
TXS ;Very Sneaky - set stack to missle registers
;The above comment was in the original
;listing. It was a big help. 2600
;programmers often sacrificed the stack so
;that they could have a shortcut. This also
;drives the emulator authors completely nuts.
SEC
LDA TNKY0
SBC PLFLIN ; A=TNKY0-PLFLIN
AND #FE ; bit-0-ectomy
TAX ; X=A
;X is now the line of the shape being drawn,
;times two of course, remembering the format
;in which they're stored, in memory, every two
;bytes. But this is only used
;if we're actually supposed to draw the tank
;yet. Let's check now..
```

```
AND #F0 ; Within the 16-byte threshold?
BEQ B10F2 ; If not,
LDA #00 ; blank the tank.
BEQ B10F4 ; If so,
B10F2 LDA HIRES,X ; draw the tank.
B10F4 STA WSYNC ;---------------END OF ONE LINE------
STA GRP0 ; Just for player 0.
LDA MSSY1
EOR PLFLIN
AND #FE
PHP ; This turns the missle 1 on/off
LDA MSSY0
EOR PLFLIN
AND #FE
PHP ; This turns the missle 0 on/off
; If the above test results in a zero,
; as it would if it were the missile's
; to appear, the processor's zero flag
; is set, which is the same bit in the
; P register as the TIA needs to determine
; the missile's status. So instead of
; all that branching, like with the tanks,
; we just use one instruction, and in fact,
; just one byte, and furthermore, just two
; cycles, to accomplish this feat.

;We've got the missile taken care of.
;Now let's see which line of the playfield to draw.
LDA PLFLIN ;
BPL B110C ;If on the bottom half of the screen,
EOR #F8 ;reverse direction so we can mirror.
B110C CMP #20 ;
BCC B1114
LSR A
LSR A
LSR A ;Divide by eight,
TAY ;and stow it in the Y-register.
;By now, the electron beam is already at the next
;scanline, so we don't have to do a STA WSYNC.
B1114 LDA TNKY1 ;TNKY1 is other player's position.
SEC
SBC PLFLIN
INC PLFLIN ;One up in the loop...
NOP
ORA #01 ;ADD bit 0 instead of removing.
TAX
AND #F0 ;Within the threshold?
BEQ B1127 ;If not,
LDA #00 ;blank the tank,
BEQ B1129 ;if so,
```

```
B1127 LDA HIRES,X ;draw the tank
B1129 BIT 82
STA GRP1
BMI B113B ;If 82 bit set to 1, skip draw. (?)
LDA (LORES),Y
STA PF0
LDA (LORES+2),Y
STA PF1
LDA (LORES+4),Y
STA PF2
B113B INC PLFLIN ;One more up in the loop.
LDA PLFLIN
EOR #EC ;When we've reached the $ECth line,
BNE DRWFLD ;we've had enough.
LDX TMPSTK ; Restore stack pointer
TXS
STA ENAM0 ; Clear a bunch of registers.
STA ENAM1
STA GRP0
STA GRP1
STA GRP0 ;In case GRP0 isn't COMPLETELY zeroed.
STA PF0
STA PF1
STA PF2
RTS
;
J1157 LDA SWCHB ;Start/Reset button....
LSR A ;Shove bit 0 into carry flag,
BCS B1170 ;and if it's pushed...
LDA #0F
STA SHOWSCR ;Show right score.
LDA #FF ;and other various
STA 88 ;game-beginning things.
LDA #80
STA DD ;I bet DD is for attract mode.
LDX #E6
JSR J15BD ; zero out $89 thru $A2
BEQ B11D0
B1170 LDY #02
LDA DD
AND 88
CMP #F0
BCC B1182
LDA 86
AND #30
BNE B1182
LDY #0E
B1182 STY DC
LDA 86
AND #3F
```

```
BNE B1192
STA 89
INC DD
BNE B1192
STA 88
B1192 LDA SWCHB ; Select button.
AND #02
BEQ B119D
STA 89
BNE B11F1
B119D BIT 89
BMI B11F1
INC 80 ;Go to next game.
J11A3 LDX #DF
B11A5 JSR J15BD
LDA #FF
STA 89
LDY 80
LDA VARDATA,Y ;Get data for this variation.
STA GAMVAR
EOR #FF
BNE B11BB
LDX #DD
BNE B11A5 ; which will only JSR to J15BD
B11BB LDA BCDVAR
;Remember we have to increment with BCD...
SED
CLC
ADC #01
STA BCDVAR
STA SCORE
CLD
BIT GAMVAR
BPL B11D0 ;if this is a plane game,
INC VELOC ;increase VELOC.
BVC B11D0 ;if this is a jet game,
INC VELOC ;increase VELOC further still.
B11D0 JSR INITFLD
LDA #32 ;In plane games, right player
STA TNKY1 ;flies slightly higher.
LDA #86
STA TNKY0
BIT GAMVAR
BMI B11F1
STA TNKY1 ;In tank games, however,
STA RESP1 ;tanks are opposite each other
LDA #08
STA DIRECTN+1 ;and right player faces left.
LDA #20
STA HMP0
```

```
STA HMP1
STA WSYNC
STA HMOVE
B11F1 RTS

;
; convert BCD scores to score pattern offset.
; This involves the horrible, horrible implications
; involved in multiplying by five.
;
; If it weren't for the geniuses at NMOS using BCD,
; this routine would be a nightmare.
;
BCD2SCR LDX #01 ;convert BCD scores to score pattern offset
B11F4 LDA SCORE,X
AND #0F
STA TEMP
ASL A
ASL A
CLC
ADC TEMP
STA SCROFF,X
LDA SCORE,X
AND #F0
LSR A
LSR A
STA TEMP
LSR A
LSR A
CLC
ADC TEMP
STA SCROFF+2,X
DEX
BPL B11F4
RTS

;
;
;
J1214 BIT 83
BVC B121C ;Branch if bit 6 of 83 is clear.
LDA #30
BPL B121E ;JMP.
B121C LDA #20
B121E STA B1 ;Either $30 or $20 goes here...
LDX #03
JSR J1254
DEX ;X, I _think_, is now 2.
JSR J1254
DEX ;And I _think_ it's now 1.
B122A LDA 8D,X ;That means this is 8E.
```

```
AND #08
LSR A
LSR A
STX D1 ;This means store #1 in D1...argh!
CLC
ADC D1
TAY
LDA 00A8,Y ;We can't use zero-page? Waaah!
SEC
BMI B123D
CLC
;^^ That's just a fancy way to
; transfer bit 7 to Carry Bit.
B123D ROL A ;ROL, the wave of the future.
STA 00A8,Y
BCC B1250
LDA AC,X
AND #01
ASL A
ASL A
ASL A
ASL A
STA B1 ; B1 = (AC & 1) << 4
JSR J1254
B1250 DEX
BEQ B122A
RTS
;
; This routine will move both tanks and missiles.
; Special cases are made for missiles, which are
; otherwise treated as players 2 and 3.
;
; It doesn't change the X register, but it does
; utilize it.
;
J1254 INC AC,X
LDA DIRECTN,X
AND #0F
CLC
ADC B1
TAY
LDA L15F7,Y ;This has offset information.
STA XOFFS ;Store the X-offset.
BIT 82
BVS B127A ;Branch if bit 6 of 82 is set.
LDA DIRECTN,X
SEC
SBC #02
AND #03
BNE B127A
```

```
LDA AC,X
AND #03
BNE B127A ;if AC isn't set, we're go for move.
LDA #08
STA XOFFS
B127A LDA XOFFS
J127C STA HMP0,X ;Use this to move the tank.
AND #0F
SEC
SBC #08
STA D4
CLC
ADC TNKY0,X
BIT GAMVAR
BMI B1290 ;Branch if a plane game.
;What follows is probably a bounds check.
CPX #02
BCS B12A0 ;Branch if moving a player
B1290 CMP #DB
BCS B1298
CMP #25
BCS B12A0
B1298 LDA #D9
BIT D4
BMI B12A0
LDA #28 ;#28 if D4 is positive, #D9 if not
B12A0 STA TNKY0,X ;The tank/missile is moved here.
CPX #02
BCS B12A8 ;Skip if moving a missile.
STA VDELP0,X ;Vertical Delay Player X...
B12A8 RTS
;
; This subroutine sets up the sprite data for each
; player. The graphics data at the end of the ROM
; don't account for an entire 360 degrees of movement,
; it would take less memory to just draw 180 degrees'
; worth and write code to compensate for the other half
; of the circle.
;
; Bit 3 of DIRECTN for each player determines whether
; he is past 180 degrees, and when this bit is set,
; this subroutine compensates in the following ways:
;
; 1. It sets the TIA's reflection flag for that
; player, taking care of the horizontal aspect
; rather easily.
;
; 2. Instead of starting at byte 0 and ascending to 7,
; it starts at byte 7 by EOR'ing 7 into the address,
; and it descends to 0, using the carry bit as a
```

```
; flag to determine whether to increment or decrement.
;
; The X-register starts at 0x0E plus player number
; and goes down by two each time through the loop,
; until it hits zero. This way, after calling this
; subroutine twice, every even-numbered byte contains
; the left player shape, and every odd-numbered byte
; contains the right player shape. It seems odd, no
; pun intended, but the screen-drawing routine is
; designed to handle it.
;
J12A9 LDA #01
AND 86
TAX
LDA DIRECTN,X
STA REFP0,X ;Step 1 taken care of.
AND #0F
TAY ;Y = DIRECTN[X] & 0x0F.
BIT 83
BPL B12BB ;If bit 7 is set,
STY DIRECTN+2,X ;then set missile bearings(?)
B12BB TXA ; X ^= 0x0E,
EOR #0E ;
TAX ;
TYA
ASL A
ASL A
ASL A
CMP #3F ;And so step 2 begins...
CLC
BMI B12CB ;Branch if <180 deg.
SEC
EOR #47 ;and it doesn't end here.
;The EOR sets bits 0-2, and clears bit 4
;to subtract 180 degrees from the memory
;pointer, too.
B12CB TAY
;Put all the shapes where they ought to be.
B12CC LDA (SHAPES),Y
STA HIRES,X
BCC B12D4
DEY
DEY
B12D4 INY ;More of step 2.
DEX
DEX ;X-=2.
BPL B12CC ;Keep going until X runs out.
RTS
;
; Stir the tanks. :-)
```

```
;
J12DA LDA 8A
SEC
SBC #02
BCC B130C ;If tank is not exploding,
;parse joystick instead.
STA 8A
CMP #02
BCC B130B ;RTS if tank has
;just finished exploding.
AND #01 ;Stir the LOSER's tank.
TAX
;One of these is the tank's bearings.
INC DIRECTN,X
LDA D8,X
STA COLOR0,X
LDA 8A
CMP #F7
BCC B12F9
JSR J1508
B12F9 LDA 8A
BPL B130B ;Don't start decrementing
;volume until halfway through.
LSR A
LSR A
LSR A
J1300 STA AUDV0,X ;Sound effects. BOOOM!
LDA #08
STA AUDC0,X
LDA L17FE,X
STA AUDF0,X
B130B RTS
;
; Process joysticks.
;
B130C LDX #01
LDA SWCHB
STA D5 ;Store switches in D5.
LDA SWCHA ;Joysticks.
B1316 BIT 88
BMI B131C ;If bit-checks minus with 88 (???)
LDA #FF ;Reverse all bits.
B131C EOR #FF
AND #0F
STA TEMP
LDY VELOC
LDA L170F,Y
CLC
ADC TEMP
TAY
```

```
LDA L1712,Y
AND #0F
STA D1 ;Remember D1 comes from L1712.
BEQ B1338
CMP 91,X
BNE B133C
B1338 DEC 93,X
BNE B1349
B133C STA 91,X
LDA #0F
STA 93,X
LDA D1
CLC
ADC DIRECTN,X
STA DIRECTN,X
B1349 INC 8D,X
BMI B136B
LDA L1712,Y
LSR A
LSR A
LSR A
LSR A
BIT D5
BMI B137B
B1358 STA 8B,X
ASL A
TAY
LDA L1637,Y
STA A8,X
INY
LDA L1637,Y
STA AA,X
LDA #F0
STA 8D,X
B136B JSR J1380
LDA SWCHA ;Joysticks..
LSR A
LSR A
LSR A
LSR A
ASL D5 ;Ummm...???
DEX
BEQ B1316
RTS
;
B137B SEC
SBC VELOC
BPL B1358 ;If VELOC<A, then pass A-VELOC here.
J1380 LDA GAMVAR
BMI B138C ;If this is a plane game,
```

```
AND #01 ;check also for bit 0.
BEQ B138C
LDA DB
STA COLOR0,X ;Only then may it be colored such.
B138C LDA 99,X
BEQ B13B7
LDA D8,X
STA COLOR0,X
LDA 99,X
CMP #07
BCC B13AE
BIT D5
BPL B13A2
CMP #1C
BCC B13AE
B13A2 CMP #30
BCC B13C5
CMP #37
BCS B13CB
BIT 83
BVC B13CB
J13AE LDA #00
STA 99,X
LDA #FF
B13B4 STA RESMP0,X
RTS
;
; I assume we get the trigger from here.
;
B13B7 BIT 88
BPL B13BF ;if it's negative, go ahead.
LDA INPT4,X ;Read Input (Trigger) X.
BPL B13F6
;^^ Since the specs say there is no bit 7,
; I guess that means "JMP B13F6.

B13BF JSR J1410
JMP J13AE
;
B13C5 JSR J1410
JMP J13DE
;
J13CB LDA 9F,X
BEQ B13D9
JSR J1410
LDA #30
STA 99,X
JMP J13DE
;
B13D9 LDA 99,X
```

```
JSR J1300
J13DE LDA 86
AND #03
BEQ B13F0
BIT 84
BVS B13F2
BIT 82
BVC B13F0
AND #01
BNE B13F2
B13F0 DEC 99,X
B13F2 LDA #00
BEQ B13B4
B13F6 LDA #3F
STA 99,X
SEC
LDA TNKY0,X ;Copy Y-position...
SBC #06 ;The barrel is 6 scanlines down.
STA MSSY0,X
LDA DIRECTN,X ;Copy player bearing to missile.
STA DIRECTN+2,X
LDA #1F
STA 9B,X
LDA #00
STA 9D,X
JMP J13CB
;
J1410 LDA 9F,X
BEQ B1421
LDA #04
STA AUDC0,X
LDA #07
STA AUDV0,X
LDA 9B,X
STA AUDF0,X
RTS
;
; First, some sound effects.
;
B1421 LDY VELOC
LDA SNDV,Y
AND 88
STA AUDV0,X
LDA SNDC,Y
STA AUDC0,X
CLC
LDA #00
B1432 DEY
BMI B1439
ADC #0C
```

```
BPL B1432
B1439 ADC 8B,X
TAY
TXA
ASL A
ADC SNDP,Y
STA AUDF0,X
RTS
;
; Check to see whether, during all that drawing,
; a missile hit one of the tanks.
;
J1444 LDX #01
J1446 LDA CXM0P,X
BPL B1476
BIT 84
BVC B1454
LDA 9B,X
CMP #1F
BEQ B1476
;A touch, a touch! I do confess.
B1454 INC DIRECTN,X ; Turn the tanks 22.5 degrees.
INC DIRECTN+2,X
;Increase player's score.
;A simple INC SCORE,X won't do because
;we're doing it in BCD.
SED
LDA SCORE,X
CLC
ADC #01
STA SCORE,X
CLD
TXA
CLC
ADC #FD
STA 8A
;Now 8a contains loser's ID in bit 0,
;victor's ID in bit 1, and set bits
;2-7: the clock is ticking.
LDA #FF
STA RESMP0 ;Reset both missiles.
STA RESMP1
LDA #00
STA AUDV0,X ;Turn off the victor's engine.
STA 99 ;clear 99
STA 9A ;and 9A.
RTS

;
B1476 BIT GAMVAR
```

```
BPL B147D ;Branch if a tank game.
JMP J1501
B147D LDA 9F,X
BEQ B148B
CMP #04
INC 9F,X
BCC B148B
LDA #00
STA 9F,X
B148B LDA CXM0FB,X ;Tank collision with ball
BMI B1496 ;If true(?), go below...
LDA #00
STA 9D,X ;clear.
JMP J14D6
;
B1496 BIT 82
BVC B14D0 ;Branch if bit 6 is clear.
LDA 9D,X
BNE B14B7
INC 9F,X
DEC 9B,X
LDA DIRECTN+2,X
STA B2,X
EOR #FF
STA DIRECTN+2,X
INC DIRECTN+2,X
LDA DIRECTN+2,X
AND #03
BNE B14B4
INC DIRECTN+2,X
B14B4 JMP J14D4
;
B14B7 CMP #01
BEQ B14C6
CMP #03
BCC B14D4
BNE B14D4
LDA B2,X
JMP J14C8
;
; Bounce for Tank Pong... maybe.
; If I'm reading this right, it calls for a
; complete 180-degree turn. I guess whatever
; happens after jumping to J14D4 helps a lot.
;
B14C6 LDA DIRECTN+2,X
J14C8 CLC
ADC #08
STA DIRECTN+2,X
JMP J14D4
```

```
;
B14D0 LDA #01
STA 99,X
J14D4 INC 9D,X
J14D6 LDA CXP0FB,X
BMI B14DE
LDA CXPPMM ;check for a tank collision.
BPL B14E7
B14DE LDA 8A
CMP #02
BCC B14ED
JSR J1508
B14E7 LDA #03
STA E4,X
BNE B1501
B14ED DEC E4,X
BMI B14F7
LDA 8B,X
BEQ B1501
BNE B14F9
B14F7 INC DIRECTN,X
B14F9 LDA DIRECTN,X
CLC
ADC #08 ;Add 180 degrees to direction.
JSR J150F
B1501 DEX
BMI B1507 ;Return if X<0.
JMP J1446
B1507 RTS
;
; I bet this moves the missiles.
;
J1508 TXA
EOR #01
TAY ; Y = NOT X
LDA DIRECTN+2,Y ;Missile's Direction
J150F AND #0F
TAY
LDA L1627,Y
JSR J127C ;Move missile in that direction
LDA #00
STA A8,X
STA AA,X
STA 8D,X
LDA D8,X
STA COLOR0,X
RTS

;
; Set everything up to draw the playfield.
```

```
;
; When we find out what BB and BC are for,
; we'll keep in mind
;
INITFLD LDX VELOC
LDA SPRLO,X ;Appropriate something for velocity.
STA SHAPES ;Velocity could double as sprite
LDA SPRHI,X ;shape.
STA SHAPES+1
LDA GAMVAR
LSR A
LSR A
AND #03 ;Determine maze type.
TAX ;send it to X.
LDA GAMVAR ;Determine game type.
BPL B1546 ;If a plane game,
AND #08 ;test for clouds
BEQ B1544 ;If there are any,
LDX #03 ;replace X with 3.
;That, I don't get. If they wanted 3,
;that fits into two bits, so why not just
;put a 3 in there instead of going through
;all of this?
BPL B1548 ;skip to next test.
B1544 LDA #80 ;Otherwise,
B1546 STA 82 ;store $80 in 82.
B1548 LDA GAMVAR ;Next test..
ASL A
ASL A ;Do this again....
BIT GAMVAR
BMI B1556 ;Branch if a blane game.
STA WSYNC
STA 84 ;Store GAMVAR*4 in 84.
AND #80 ;Grab minus bit.....
B1556 STA 83 ;store in 83.
;83 is negative if a guided missile game,
;83 is zero if not a guided missile game.
LDA #F7 ;Store 1111 0111
STA LORES+1 ;as high order byte
STA LORES+3 ;for all of these pointers.
STA LORES+5
;Store the proper offsets for each column of
;playfield from the vectors given
LDA PLFPNT,X
STA RESP0 ;Reset player 0 while we're at it.
STA LORES
LDA PLFPNT+4,X
STA LORES+2
LDA PLFPNT+8,X
STA LORES+4
```

```
RTS
;
; I think this one determines sprite shape.
;
J1572 LDA GAMVAR
AND #87
BMI B157A
;If bit 7 is set, we are playing with one or more
;planes. If not, well, we can only have one tank,
;so...
LDA #00
B157A ASL A
TAX
LDA WIDTHS,X ;The TIA's NUSIZ registers make
STA NUSIZ0 ;it as easy to play with two or
LDA WIDTHS+1,X ;three planes as it is for one
STA NUSIZ1 ;freakin' huge bomber.
LDA GAMVAR
AND #C0
LSR A
LSR A
LSR A
LSR A ;Our hardware is now in bits 0 and 8.
TAY
LDA 88
STA SWCHB ;Don't know what this accomplishes.
EOR #FF
AND DD
STA D1
LDX #FF
LDA SWCHB
AND #08 ;Ohhh. This looks like the B&W.
BNE B15A7
LDY #10
LDX #0F
B15A7 STX TEMP
LDX #03
B15AB LDA L1765,Y
EOR D1
AND TEMP
STA COLUP0,X ;Color the real tank.
STA COLOR0,X ;Color the virtual tank.
STA D8,X
INY
DEX
BPL B15AB
RTS
;
; Zero A2 through whatever.
;
```

```
J15BD LDA #00
B15BF INX
STA A2,X
BNE B15BF
RTS

; *= $15C5
;
; Patterns for numbers
;
NUMBERS .BYTE $0E ,$0A ,$0A ,$0A ,$0E ; 0 leading zero suppressed
.BYTE $22 ,$22 ,$22 ,$22 ,$22 ; 11
.BYTE $EE ,$22 ,$EE ,$88 ,$EE ; 22
.BYTE $EE ,$22 ,$66 ,$22 ,$EE ; 33
.BYTE $AA ,$AA ,$EE ,$22 ,$22 ; 44
.BYTE $EE ,$88 ,$EE ,$22 ,$EE ; 55
.BYTE $EE ,$88 ,$EE ,$AA ,$EE ; 66
.BYTE $EE ,$22 ,$22 ,$22 ,$22 ; 77
.BYTE $EE ,$AA ,$EE ,$AA ,$EE ; 88
.BYTE $EE ,$AA ,$EE ,$22 ,$EE ; 99
;
; A bunch of data read with the Y-register.
;
L15F7 .BYTE $F8 ,$F7 ,$F6 ,$06 ,$06
.BYTE $06 ,$16 ,$17 ,$18 ; $15FC
.BYTE $19 ,$1A ,$0A ,$0A ; $1600
.BYTE $0A ,$FA ,$F9 ,$F8 ; $1604
.BYTE $F7 ,$F6 ,$F6 ,$06 ; $1608
.BYTE $16 ,$16 ,$17 ,$18 ; $160C
.BYTE $19 ,$1A ,$1A ,$0A ; $1610
.BYTE $FA ,$FA ,$F9 ,$E8 ; $1614
.BYTE $E6 ,$E4 ,$F4 ,$04 ; $1618
.BYTE $14 ,$24 ,$26 ,$28 ; $161C
.BYTE $2A ,$2C ,$1C ,$0C ; $1620
.BYTE $FC ,$EC ,$EA ; $1624
;
; Vectors for all sixteen possible headings, in 22.5
; degree increments. This uses some sort of binary
; notation, or it might just go by nybble. I just
; haven't figured it out yet.
;
L1627 .BYTE $C8 ,$C4 ,$C0 ,$E0
.BYTE $00 ,$20 ,$40 ,$44
.BYTE $48 ,$4C ,$4F ,$2F
.BYTE $0F ,$EF ,$CF ,$CC

;
L1637 .BYTE $00 ,$00 ,$80 ,$80 ,$84
.BYTE $20 ,$88 ,$88 ,$92 ; $163C
.BYTE $48 ,$A4 ,$A4 ,$A9 ; $1640
.BYTE $52 ,$AA ,$AA ,$D5 ; $1644
```

```
.BYTE $AA ,$DA ,$DA ,$DB ; $1648
.BYTE $6D ,$EE ,$EE
;
; These are all the sprite shapes.
; The most I suspect any of you will do is
; modify these. And/or the number shapes.
;
.BYTE $00 ; Tank shapes
.BYTE $FC ,$FC ,$38 ,$3F ; $1650
.BYTE $38 ,$FC ,$FC ,$1C ; $1654
.BYTE $78 ,$FB ,$7C ,$1C ; $1658
.BYTE $1F ,$3E ,$18 ,$19 ; $165C
.BYTE $3A ,$7C ,$FF ,$DF ; $1660
.BYTE $0E ,$1C ,$18 ,$24 ; $1664
.BYTE $64 ,$79 ,$FF ,$FF ; $1668
.BYTE $4E ,$0E ,$04 ,$08 ; $166C
.BYTE $08 ,$6B ,$7F ,$7F ; $1670
.BYTE $7F ,$63 ,$63 ,$24 ; $1674
.BYTE $26 ,$9E ,$FF ,$FF ; $1678
.BYTE $72 ,$70 ,$20 ,$98 ; $167C
.BYTE $5C ,$3E ,$FF ,$FB ; $1680
.BYTE $70 ,$38 ,$18 ,$38 ; $1684
.BYTE $1E ,$DF ,$3E ,$38 ; $1688
.BYTE $F8 ,$7C ,$18
;
.BYTE $60 ; Jet fighter shapes
.BYTE $70 ,$78 ,$FF ,$78 ; $1690
.BYTE $70 ,$60 ,$00 ,$00 ; $1694
.BYTE $C1 ,$FE ,$7C ,$78 ; $1698
.BYTE $30 ,$30 ,$30 ,$00 ; $169C
.BYTE $03 ,$06 ,$FC ,$FC ; $16A0
.BYTE $3C ,$0C ,$0C ,$02 ; $16A4
.BYTE $04 ,$0C ,$1C ,$FC ; $16A8
.BYTE $FC ,$1E ,$06 ,$10 ; $16AC
.BYTE $10 ,$10 ,$38 ,$7C ; $16B0
.BYTE $FE ,$FE ,$10 ,$40 ; $16B4
.BYTE $20 ,$30 ,$38 ,$3F ; $16B8
.BYTE $3F ,$78 ,$60 ,$40 ; $16BC
.BYTE $60 ,$3F ,$1F ,$1E ; $16C0
.BYTE $1E ,$18 ,$18 ,$00 ; $16C4
.BYTE $83 ,$7F ,$3E ,$1E ; $16C8
.BYTE $0C ,$0C ,$0C
;
.BYTE $00 ; Biplane shapes.
.BYTE $8E ,$84 ,$FF ,$FF ; $16D0
.BYTE $04 ,$0E ,$00 ,$00 ; $16D4
.BYTE $0E ,$04 ,$8F ,$7F ; $16D8
.BYTE $72 ,$07 ,$00 ,$10 ; $16DC
.BYTE $36 ,$2E ,$0C ,$1F ; $16E0
.BYTE $B2 ,$E0 ,$40 ,$24 ; $16E4
```

```
.BYTE $2C ,$5D ,$1A ,$1A ; $16E8
.BYTE $30 ,$F0 ,$60 ,$18 ; $16EC
.BYTE $5A ,$7E ,$5A ,$18 ; $16F0
.BYTE $18 ,$18 ,$78 ,$34 ; $16F4
.BYTE $36 ,$5A ,$78 ,$2C ; $16F8
.BYTE $0C ,$06 ,$0C ,$08 ; $16FC
.BYTE $6C ,$70 ,$B8 ,$DC ; $1700
.BYTE $4E ,$07 ,$06 ,$38 ; $1704
.BYTE $10 ,$F0 ,$7C ,$4F ; $1708
.BYTE $E3 ,$02 ,$00 ; $170C
;
; Okay, so these are REALLY the velocities, but
; you've got to admit they're nothing more than
; VELOC * 0x0B would be. Indexing with VELOC
; is just easier than a multiplication would be,
; considering there are only three possible values.
; And I already used SHAPES as a label, so using
; SHAPE would just be confusing.
;
; This is a comment hack. I'm making excuses both
; for the programmer and myself.
;
L170F .BYTE $00 ,$0B ,$16

;
; These three bytes also use VELOC as an index, but
; only have value in the Biplane game. It doesn't
; take much to figure out what's the most different
; about the Biplane game: the sideways control.
; Indexing with VELOC, again, takes less time and
; memory than checking would be.
;
L1712 .BYTE $00 ,$10 ,$00

.BYTE $FF ,$01 ,$11 ; $1715
.BYTE $01 ,$FF ,$0F ,$1F ; $1718
.BYTE $0F ,$50 ,$5F ,$51 ; $171C
.BYTE $FF ,$30 ,$3F ,$31 ; $1720
.BYTE $FF ,$70 ,$7F ,$71 ; $1724
.BYTE $90 ,$B0 ,$70 ,$FF ; $1728
.BYTE $91 ,$B1 ,$71 ,$FF ; $172C
.BYTE $9F ,$BF ,$7F ; $1730
;
*= $1733
; Sound information for different game types.
; Different tools of destruction make different
; sound.
;
; There is some more data below which looks to
; be other information; different machines at
; different speeds. However this is reached,
```

```
; this could be called a three-dimensional array.
;
; Tanks Biplane, Jet Fighter
SNDV .BYTE $08 ,$02 ,$02 ; sound volumes
SNDC .BYTE $02 ,$03 ,$08 ; sound types
SNDP .BYTE $1D ,$05 ,$00 ; sound pitches
.BYTE $00 ,$00 ,$00 ,$00 ; $173C
.BYTE $00 ,$00 ,$00 ,$00 ; $1740
.BYTE $00 ,$00 ,$00 ,$1D ; $1747
.BYTE $1D ,$16 ,$16 ; $174A
.BYTE $0F ,$0F ,$00
.BYTE $00 ,$00 ,$00 ; $174E
.BYTE $00 ,$00 ,$00 ; $1751
.BYTE $00 ,$00 ,$12 ; $1754
.BYTE $10 ,$10 ,$0C ; $1757
.BYTE $0C ,$07 ,$07 ; $175A

*= $175D
;
; Player widths for various plane games.
;
WIDTHS .BYTE $00 ,$00 ;1 vs. 1
.BYTE $01 ,$01 ;2 vs. 2
.BYTE $00 ,$03 ;1 vs. 3
.BYTE $27 ,$03 ;Bomber vs. 3
;
;*= $1765, as long as we're counting.
;
L1765 .BYTE $EA ,$3C ,$82
.BYTE $44 ,$32 ,$2C ,$8A ; $1768
.BYTE $DA ,$80 ,$9C ,$DA ; $176C
.BYTE $3A ,$64 ,$A8 ,$DA ; $1770
.BYTE $4A ,$08 ,$04 ,$00 ; $1774
.BYTE $0E ,$F0 ,$10 ,$10 ; $1778
.BYTE $10 ,$10 ,$10 ,$10 ; $177C
.BYTE $10 ,$10 ,$10 ,$10 ; $1780
.BYTE $10 ,$FF ,$00 ,$00 ; $1784
.BYTE $00 ,$38 ,$00 ,$00 ; $1788
.BYTE $00 ,$60 ,$20 ,$20 ; $178C
.BYTE $23 ,$FF ,$80 ,$80 ; $1790
.BYTE $00 ,$00 ,$00 ,$1C ; $1794
.BYTE $04 ,$00 ; $1798

;I'm almost certain these are the clouds.
.BYTE $00 ,$00 ,$00 ; $179A
.BYTE $FF ,$00 ,$00 ; $179D
.BYTE $00 ,$00 ,$00 ; $17A0
.BYTE $00, $00 ,$00 ; $17A3
.BYTE $00 ,$00 ,$00 ; $17A6
.BYTE $00 ,$07 ,$1F ; $17A9
.BYTE $3F ,$7F ,$FF ; $17AC
```

```
.BYTE $00 ,$00 ,$00 ; $17AF
.BYTE $00 ,$00 ,$00 ; $17B2
.BYTE $00 ,$00 ,$60 ; $17B5
.BYTE $20 ,$21 ,$FF ; $17B8
.BYTE $00 ,$00 ,$00 ; $17BB
.BYTE $80 ,$80 ,$80 ; $17BE
.BYTE $80 ,$00 ,$00 ; $17C1
.BYTE $00 ,$07
;
; Shape addresses for different vehicles.
;
; Tank, Biplane, Jet
SPRLO .BYTE $4F ,$CF ,$8F
SPRHI .BYTE $F6 ,$F6 ,$F6 ;$F6 == $16. 6507, remember?

; Playfield address data
;
; Complex, None, Simple, Clouds
PLFPNT .BYTE $75 ,$75 ,$75 ,$9A
.BYTE $81 ,$99 ,$AA ,$9D
.BYTE $8D ,$99 ,$B6 ,$9D

; Format of game, best guess I have so far...
;
; bits
; 1,0: TANKS PLANES
; 00 = Normal 1 vs. 1
; 01 = Invisible 2 vs. 2
; 10 = 3 vs. 1
; 11 = 3 vs. Giant
; 3,2: 01 = No maze
; 10 = Simple maze or clouds
; 00 = Complex maze or no clouds
; 4: Tanks, 1 = Must bounce to score hit
; Planes, 1 = Machine Gun
; 5: 1 = Guided Missiles
; 7,6: 00 = Tanks
; 01 = Tank Pong
; 10 = Biplanes
; 11 = Jet Fighter
; (Bit 7 controls whether this is a tank or plane game)
;
VARDATA .BYTE $24 ;Game 1: 0010 0100 TANK
.BYTE $28 ;Game 2: 0010 1000
.BYTE $08 ;Game 3: 0000 1000
.BYTE $20 ;Game 4: 0010 0000
.BYTE $00 ;Game 5: 0000 0000
.BYTE $48 ;Game 6: 0100 1000 TANK PONG
.BYTE $40 ;Game 7: 0100 0000
.BYTE $54 ;Game 8: 0101 0100
.BYTE $58 ;Game 9: 0101 1000
```

```
.BYTE $25 ;Game 10: 0010 0101 INVISIBLE TANK
.BYTE $29 ;Game 11: 0010 1001
.BYTE $49 ;Game 12: 0100 1001
.BYTE $55 ;Game 13: 0101 0101
.BYTE $59 ;Game 14: 0101 1001
.BYTE $A8 ;Game 15: 1010 1000 BIPLANE
.BYTE $88 ;Game 16: 1000 1000
.BYTE $98 ;Game 17: 1001 1000
.BYTE $90 ;Game 18: 1001 0000
.BYTE $A1 ;Game 19: 1010 0001
.BYTE $83 ;Game 20: 1000 0011
.BYTE $E8 ;Game 21: 1110 1000 JET FIGHTER
.BYTE $C8 ;Game 22: 1100 1000
.BYTE $E0 ;Game 23: 1110 0000
.BYTE $C0 ;Game 24: 1100 0000
.BYTE $E9 ;Game 25: 1110 1001
.BYTE $E2 ;Game 26: 1110 0010
.BYTE $C1 ;Game 27: 1100 0001
; $FF to signify end of game variations.
; Theoretically one could add up to six
; additional variations.
.BYTE $FF
.BYTE $00 ,$00 ,$00 ; $17F5
.BYTE $00 ,$00 ,$00
;
.WORD $0000 ; NMI
.WORD $F000 ; Reset
L17FE .BYTE $0F, $11 ; IRQ - (used as pitch for sound generator)
```

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1058. test

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: webster@baynet.co.uk
Message-ID: <4u4bdo$3mf@vulcan.baynet.co.uk>
Source record: 81559

```
test test test test
```

1059. Re: ATC is gone for good

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4u4rhi$c00@news.tcd.net>
Source record: 81560
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

The demise of Atari should be a good lesson for anyone in the industry. Look at what they had in the begining, Top name in the industry, fastest growing company. Stock went from $11.25 a share to over $35.00 in a short period of time, split and started all over again. Then they were sold, new owners came in and did what they thought was best.??

But they forgot one thing, they had over 1,000,000 customers of a product put out by the previous owners. These customers were loyal and dedicated. The new Atari went on a campaign to produce new products, at each show or exibit the customer representatives Atari, would do their best to Piss off the old dedicated members of the Atari comunity. Atari expected this group of now totaly irate customers, to buy their new product. As you look back you can see just how many supported the New Attitude, developed by Atari, the demise of Atari has nothing to do with competition, it was self distruction plain and simple.

If you have 1,000,000 plus customers you definately have a market to draw from. You or any Company with any sense will support those customers, kiss up somewhat (or a LOT!) to gain thier confidence in the new product. Backward compatibility has never put a company in the RED...But to blatenly tell your customer base to go to hell in so many words through Customer Service Represenatives sure will put any company out of business.

At least with the merger if it is approved the stock holders have a small chance of recouping, at least we know hard drives are in demand.

Bob

1060. Rainbow95 IS slow

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3206237E.576D@ncweb.com>
Source record: 81561

Yes, it is.

I've been trying out different games on my 486DX4-120mhz machine, and things are VERY slow. Even just booting up an "installed disk" takes some time. According to the FPS utility, I am running at 90% efficiency.
I don't know if there is anything I can do to speed things up, but any of the other setting (other than NORMAL), seem to make things worse.

Player/missles aren't right on, as yet, as half the shots I take at the Space Invaders pass right thru the invaders.

It would be nice to have sound .. I wonder if sound AND a joystick control are available on the MAC Rainbow??

Well, back to testing ... this software shows promise .. at least more promise than PC Xformer, on which FEW things run correctly.

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

1061. Pokey information

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: twilight@axess.com
Message-ID: <4u54vc$rgp@news.axess.com>
Source record: 81562

Hi folks.

I've been looking around, but I have not been able to find any technical information about the Pokey chip in the Atari 8-bit machines.

Does anyone here know where I can find some information about it? I would basically want to get some documentation about how the sound chip works.

I'll be working with an Atari 130XE, but I assume the Pokey chip is the same in all the 8-bit models.

John

1062. Read ATARI disks in a 1.2M 5.25" PC Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: fogalde@cec.uchile.cl
Message-ID: <4u57it$ecg@ict.cec.uchile.cl>
Source record: 81563

I tried to read atari disks formated with dos 2.5 at enhanced density (the ones with 130k capacity) with anadisk 2.07 but it fails. It can only read the first bytes of every sector.

There is some utility to do this work? There is somebody who can tell me how to read this kind of disks, I'm desperate to read my old disks on my PC and run it on the emulator!

Fogalde@cec.uchile.cl

1063. SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: jphindin@atlantis.actrix.gen.nz
Message-ID: <4u3rij$l5t@asgard.actrix.gen.nz>
Source record: 81564

Hello all, again.
I was reading the plans to build the SIO2PC cable and the fact that it needs a TTL-232/232-TTL converter is obvious. Question is: Why does it need to be an ICL232?
OK - the instructions say that it *needs* to be this due to the fact it uses the 5+ voltages the Atari SIO ports produces.
Now - why can't I use a plain 232/TTL converter chip and route the 12+ Voltage from the PC? Is the any specific reason - Am I outstepping my bounds as a novice in electronics?

Also - does anyone know why the HDD all seem to be SCSI setups? Is there any specific reason why there isn't any IDE drives?
--
JP Hindin Hindin Incorporated jphindin@actrix.gen.nz

"The old-age believe everything, the middle-age suspect everything and the teenage know everything." - Oscar Wilde (1854-1900)

1064. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <4u5jfj$k4n@amdint2.amd.com>
Source record: 81565

Is your PC mirror not recognizing the files or is it your atari?
Could you explain what you mean by that statement?

Do you have more than 64 files in the directory you are trying to access?
I am not 100% sure, but I believe you can only have 64 files and/or
subdirectories in a directory. I think Atari DOSes have this limitation -
I know spartados does have this limitation (at least the disk-based version).

Or maybe I am not understanding your predicament clearly...?

>Steve, I have a Connor 1.275 gig hard drive and I am having problems
>with my PC mirror recognizing all of my files and directories. It
>displays about half, and if I create any new directories it won't
>recognize them. This has forced me to use existing folders to store
>.atr images, etc. Is something not setup right? Has anybody had
>problems using larger hard drives with ape 1.09? If so, please update
>this in 1.10.

1065. Re: SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4u5am4$fs_009@jf.intel.com>
Source record: 81566

In article <4u3rij$l5t@asgard.actrix.gen.nz>,
jphindin@atlantis.actrix.gen.nz (J P Hindin) wrote:
>
>Also - does anyone know why the HDD all seem to be SCSI setups? Is there
>any specific reason why there isn't any IDE drives?

IDE is IBM's "crippled" version of SCSI. Using it is an excercise in
frustration for anything except a plain-vanilla (e.g., factory-installed)
single-mechanism setup. If you enjoy suffering, you'll love IDE.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

1066. magazines

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <320699C6.71A4@cris.com>
Source record: 81567

Add to my earlier post of Antic magazines: includes many issues
of Atari Interface and Atari Classics and some misc. Same price

Jim

1067. Re: ATC is gone for good (but will JTS be any better)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-05 00:00:00 UTC
From: bmerik@worldgate.com
Message-ID: <4u5k64$1hn@valis.worldgate.com>
Source record: 81568
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

AtariCorp did a very nice job of self destructing by f**king over customers with breathtaking efficiency. They seemed to be primarily concerned with the stock market, as opposed to the computer market. How JTS conducts itself will be a interesting thing to watch. Have they actually shipped product yet? Or is this going to be another "Hype the VapourWare, pump the stock price, sell sell sell, then when the stock drops, buy it back and do it all over again" scam?

1068. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <3206CECF.7ECD@interpoint.net>
Source record: 81481

I agree, There is definitely something wrong with the PC mirror portion of Ape. I have ALOT of directories on my harddisk and I would like to create more separate directories for my Atari files, but when I create a new directory, MYDOS won't recognize it. It's like you said after about 50-60 directories it kind of cuts off or something, it's strange. Steve said that as long as DOS recognizes it Ape will. Well, I think Ape DOES in fact recognize it, but MYDOS through accessing a PC mirror drive definitely doesn't. Maybe it has to do with all of the Atari Dos's?? ....Hmmmmmm Very Strange. Damn this really is about the only flaw in Ape I really see! If this could be fixed, I would say it's Perfect!

1069. Re: nbcombat.asm (1/1) Combat for Atari VCS revealed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: jjessop@ix.netcom.com
Message-ID: <3206ba39.1503022@nntp.ix.netcom.com>
Source record: 81482
Cross-posted to: alt.religion.kibology,rec.games.video.classic,comp.programming,alt.atari.2600,comp.sys.atari.8bit

nickb@Primenet.Com (Nick S Bensema) wrote:

>In memory of Atari, I decided to post something I've been messing around
>with for some time.... I got the source code to Combat on the Web
>somewhere, tacked onto the end of a few bits and pieces about programming
>the Atari 2600, but it had minimal commenting, I didn't know what was
>going on, so I decided to take a closer look and here is the restult.
>This is far from complete, mind you.
>
>--- combat.asm ---
>; Written by ??? (I've looked everywhere for the author's name)
>; Disassembled by ??? (would be nice)
>; Commented further by Nick Bensema.
>; Last Update: 08/04/96
>;

Nick,

Combat was written by Larry Kaplan.

Other works by Larry were....

2600: Air Sea Battle, Slot Racers (I think) and Bowling at Atari.

Bridge and Kaboom were done at Activision.

Also, he was one of 4 programmers who wrote the 800/400 O.S. and he
wrote Super Breakout for the 800/400.

Currently Larry is working at 3DO in Redwood City, Ca.

Jerry

1070. Cyberspy Announcement

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <3206eebe.5357717@news.cyberspy.com>
Source record: 81483

As you all know, the archive as it was is gone for the moment. We had a little "problem" with one of the sysadmins at Cyberspy.

At any rate, the new archive will reappear within the next two days. Id like to thank everyone (and I mean everyone..over 30 emails offering to help) who offered to send me back the contents of the archive.

It will be back in full force with an entirely new, additional archive added to the two existing ones.

The new location will be ftp3.cyberspy.com/atari8.

The URL wont work for the next day or so (when I finish setting up the server).

Thanks everyone for your help and patience.

Joe Kearney

1071. Re: Pokey information

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <320737D5.3162@total.net>
Source record: 81484

John Kowalski wrote:
>
> Hi folks.
>
> I've been looking around, but I have not been able to find any
> technical information about the Pokey chip in the Atari 8-bit
> machines.
>
> Does anyone here know where I can find some information about it? I
> would basically want to get some documentation about how the sound
> chip works.
>
> I'll be working with an Atari 130XE, but I assume the Pokey chip is
> the same in all the 8-bit models.
>
> JohnJohn,

What precisely are you looking for? Pokey is the serial I/O controller, keyboard scanner, paddle monitor sound generator and random number generator... there's lots to cover there. The best information for programming is in Mapping the Atari. A group in Britain has a revised edition available - check out the vendors and developers list.

Dave Paterson

1072. Re: Atari 800/XL/XE/XEGS Cartridge rarity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-0608960215020001@annex025.ridgecrest.ca.us>
Source record: 81485

In article <32069CA1.4B69@Asymetrix.com>, Bill Wilkinson
<BillW@Asymetrix.com> wrote:

>It is strange that Action! is still "Common" and BasicXL is "Uncommon"
>since BasicXL outsold Action by maybe 2.5 or 3 to 1. Perhaps that
>means that there are still people holding onto BasicXL whereas
>too many people bought Action! but couldn't figure out what to do
>with it.

:-) I loved Action! It was my first ever compiled language, and learning it provided me with some good groundwork for later learning Pascal and C. I wrote an awesome Life game that achieved maybe 2 or 3 fps on a 40x24 text mode grid with Action!. I bet I could do a lot better now, but back then that was pretty impressive to me. I was forced to figure out double buffering and machine language (for the routine which computes the next state of the Life grid) to get it to go that fast. The only un-fun thing about it was the ML code; I had to hand-assemble it into hex numbers since the language didn't support true inline assembly... I also wrote a Tetris clone that worked pretty well, and I don't think I had to put in any ML to make it go fast. (It was also a text mode game, I didn't try the graphics modes out too much.)

Only problem I really had with Action! was that I never could get the runtime library to work so I could distribute the programs to other people.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

1073. Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: skulker@ionet.net
Message-ID: <4u616g$5jk@ionews.ionet.net>
Source record: 81486

I have BBSB in cartridge form and it is one of the greatest games ever.
My game has a flaw though, after every few levels you are supposed to get a
code that will let you jump to that particular level when you start a new
game, my game only gives me the first code, after that all I get is a black
screen on the code levels.
If anyone knows any or all codes please post them so that I may eventually
complete this game.

Ed.
<skulker@ionet.net>

1074. Copy Party in Poland - ORNETA '96 -

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: mfranczak@ajax.umcs.lublin.pl
Message-ID: <4u78jv$3tb@helios.man.lublin.pl>
Source record: 81487

Hi atarians!

In Orneta/Poland at 02-04.08.96 was Copy Party...
You can download all files from competitions from my www page:
http://ajax.umcs.lublin.pl/~mfranczak/party/

bye
Gumi/Tight

1075. Re: Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <839328987.27254.1@cortexuk.demon.co.uk>
Source record: 81488

I have an image of this, not sure whether its the Tape or Disk version though !

```
--
O|
/-\_/ \_ O
I # \|-\__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|
```

1076. FS: Misc. Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: ron@zenith.nrl.navy.mil
Message-ID: <19960806085136.aaaa000ib@babyblue.cs.yale.edu>
Source record: 81489

GC= Good Condition
FC= Fair Condition

Atari 1050 Disk Drive $25 + S/H (GC)
Atari 850 Interface: 1 Parallel & 4 Serial $25 + S/H (GC)
Atari 1025 Dot Matrix $15 + S/H (GC)
Atari 410 Tape Drive $15 + S/H (GC)

Parts Only: 2-Atari 800 & 1-Atari 800XL FREE + S/H
2-1050 Disk Drives FREE + S/H
1-810 Disk Drive FREE + S/H (Works Poorly)

BMC Parallel Dot Matrix Printer $10 + S/H (FC)

Optional Purchase: All of the above (plus 1-Koala Pad and Cartridge w/o
stylus) for $75 + S/H

I will only accept Money Orders paid in advance.
If you are interested E-mail me at:

ron@zenith.nrl.navy.mil

or

powalisz@ssdd.nrl.navy.mil

"I am an idealist. I may never come to a full realization of my dreams.
But a man's reach must exceed his grasp, or what's a heaven for?"

Rachel Carson

Ronald A. Powalisz
AlliedSignal Technical Services
ron@zenith.nrl.navy.mil

1077. Re: Cyberspy Archive: Wiped out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <152934@cup.portal.com>
Source record: 81490

Jeez... Talk about being out of touch. I have NO IDEA what you guys are talking about. "Cyberspy archive?" Never heard of it. "Justin's old archive?" Didn't know it was "old," which seems to imply that it's "gone;" hadn't even gotten around to checking out the URLs since they were first posted here, oh, a month-and-a-half ago or so.

So if someone would e-mail me (ooh. Just realized. E-mail to this Portal account has NOT been getting through for a week or two -- Tom Hunt, if you've written to me in the last ten days, I haven't seen it -- so send e-mail to

lvt-cfc@cyber1.servtech.com

instead; thanks!) and bring me up to date on the current state of Atari archives on the Net (someone mentioned that apparently there's now a master list of these-- may I see it, please?), I'd appreciate it! I seem to be getting too old and slow to keep up. :-(

Chris "Been here since '87 and am almost caught up to '91 so far" Chiesa

1078. Re: Cyberspy Archive: Wiped out!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <32078A61.344F@interport.net>
Source record: 81491

Joe Kearney wrote:
> My question: Did anyone download the large .ZIP file (9 megs) that
> contained the entire contents of Justins old archive? I _dont_ have
> it backed up anywhere.
>
> If someone can come through for me Ill get the archives back up on
> line.
>
> Thanks,
>
> Joe
> tuf@cyberspy.com

Hi Joe,

That was the ARC.ZIP correct? I beleive I still have that on a ZIP disk.
If you still need it, email me privately as I have had a difficult time
getting on my news server consistently.

-Glenn

--

Glenn B. (Spud)
"`!`!`!

1079. Re: SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4u84qj$l0t@madeline.INS.CWRU.Edu>
Source record: 81492

In a previous article, jphindin@atlantis.actrix.gen.nz (J P Hindin) says:

>Hello all, again.
>I was reading the plans to build the SIO2PC cable and the fact that it
>needs a TTL-232/232-TTL converter is obvious. Question is: Why does it
>need to be an ICL232?

It does not.

>OK - the instructions say that it *needs* to be this due to the fact it
>uses the 5+ voltages the Atari SIO ports produces.

Check my web page at http://www.nacs.net/~classic for a version that
uses a cheap 1489 line doodad.

>Now - why can't I use a plain 232/TTL converter chip and route the 12+
>Voltage from the PC? Is the any specific reason - Am I outstepping my
>bounds as a novice in electronics?

There are some chips in told that can run off the voltage from the
RS232 lines alone, but I have not personally seen them. I also
doubt they are cheaper than the 0.49 a 1489 costs. Probably more
around the max232 cost?

I'm open and interested in any new efficent designs.

>Also - does anyone know why the HDD all seem to be SCSI setups? Is there
>any specific reason why there isn't any IDE drives?

There were some posts about $20 IDE interfaces a few months
ago, andsome people have said they did have IDE drives installed but
I have not seen anyone post any plans recently or say how well
they work.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1080. Re: Atari 800/XL/XE/XEGS Cartridge rarity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4u7p8m$613@madeline.INS.CWRU.Edu>
Source record: 81493

BILL WILKINSON!
I gotta get in here. I tried to find 'Atari BASIC Source Book', I had a used book place search for it, I looked for B. Wilkinson, called MARTA in Atlanta, there was a Bill Wilkinson there. Did everything to find that book. I finally bought it from a Cannuk who was selling it (thanks). About BASIC XL vs ACTION! I think maybe OSS (BW) sold a little early. I know I bought my ACTION! and M65 after OSS sold to ICD. ACTION! was a sleeper, it caught on late. So even if BASIC XL sold 3 to 1 to ACTION! when OSS had them, I think ACTION! and M65 came on strong later. Just my 2c.
Glad to hear from Bill Wilkinson. I'm never ceasing to be amazed who shows up here.

1081. Re: Pokey information

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: twilight@axess.com
Message-ID: <4u86hf$3p3@news.axess.com>
Source record: 81494

"David A. Paterson" <davepat@total.net> wrote:

> What precisely are you looking for? Pokey is the serial I/O controller,
>keyboard scanner, paddle monitor sound generator and random number generator... there's
> lots to cover there. The best information for programming is in Mapping the Atari. A
>group in Britain has a revised edition available - check out the vendors and developers
>list.

What I'm interested in is the sound generator part of the chip. I
don't need any information about the rest of the functions the chip
does, but it would be really appreciated if I could find in-depth
information about the sound part. Got any helpful information?

Thanks.

John

1082. Programming for the Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: georgeb@metronet.com
Message-ID: <4u8acj$qt6@newnews.metronet.com>
Source record: 81495

Hi,

Can anyone point me in the direction for materials to program for the
2600? Everything from writing the code to burning the chips? Any
help would be appreciated. Emal: <georgeb@metronet.com>

Thanks.

George Broussard

1083. FS: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: ab <burzynas@ctrvax.vanderbilt.edu>
Message-ID: <4u8a0o$a0f@news.vanderbilt.edu>
Source record: 81496

Hi,
I STILL have a SIO2PC cable for sale (working one-chip 1489 based
version, fits 9 pin serial port on PC side). Just make me an e-mail
offer.

Burzynas@ctrvax.vanderbilt.edu

1084. Re: Rainbow95 IS slow

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0608961810520001@cisjx91.demon.co.uk>
Source record: 81497

In article <3206237E.576D@ncweb.com>, cooncat@ncweb.com wrote:

> Yes, it is.
>
> I've been trying out different games on my 486DX4-120mhz machine, and
> things are VERY slow. Even just booting up an "installed disk" takes
> some time. According to the FPS utility, I am running at 90%
> efficiency.
> I don't know if there is anything I can do to speed things up, but any
> of the other setting (other than NORMAL), seem to make things worse.
>

Yes, Rainbow does need a speedy Pentium.

> Player/missles aren't right on, as yet, as half the shots I take at
> the Space Invaders pass right thru the invaders.
>

More frames = more P/M collision testing . Again this is clearly explained in
the README.

> It would be nice to have sound .. I wonder if sound AND a joystick
> control are available on the MAC Rainbow??
>

Sound is on the Mac but then again sound hardware is superior on ther Mac :^)

Chris Lam,
Rainbow 95 Keeper.

1085. Re: All PLEASE read!: Great News!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: sll4@po.CWRU.Edu
Message-ID: <4u8g2a$5h2@madeline.INS.CWRU.Edu>
Source record: 81498

Where can I find the address of this archive?

--Steeve

--
La fleur que tu m'avais jetee

1086. Re: Atari 800/XL/XE/XEGS Cartridge rarity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <3207C28D.5EB8@Asymetrix.com>
Source record: 81499

Timothy A. Seufert wrote:
>
> I wrote an awesome Life game that achieved maybe 2 or 3 fps on a 40x24
> text mode grid with Action!. I bet I could do a lot better now, but back
> then that was pretty impressive to me. I was forced to figure out double
> buffering and machine language (for the routine which computes the next
> state of the Life grid) to get it to go that fast. Yeah, that surprises me. I would think Action alone could have
gone that fast. (Maybe do the block copy from buffer 1 to
buffer 2 via ML...but I think the library had a routine to
do that, anyway, didn't it?)

> The only un-fun thing
> about it was the ML code; I had to hand-assemble it into hex numbers since
> the language didn't support true inline assembly... True about no inline, but you could pretty easily have assembled
(using Atari Asm/Ed or Mac/65) the routine(s) and stuffed
them at LOMEM. Move LOMEM up before starting Action, load
the ML to the old LOMEM (where it was designed to go, that is),
and then simply compile normally. Action will not use the area
below what IT thinks is LOMEM, so voila!

> Only problem I really had with Action! was that I never could get the
> runtime library to work so I could distribute the programs to other
> people. Too late now to help you on that. I know many people who DID make them work, so I would presume it was cockpit error on lack
of evidence to the contrary.

1087. Re: Atari Items fs

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <3207FB48.33AB@cdsnet.net>
Source record: 81500

Mike LaRue wrote:
>
> I have a few things that never were taken,
>
> Checks take 8 days to clear
> money orders are shipped same/next day
>
> Items are shipped PRIORITY MAIL 3 days or less
> COD with deposit $3.50
>
> Blackbox with doc's. PS, software and cables $75.00 firm
>
> ICD US Doubler with docs $15.00 firm
>
>
>
> Mike LaRue
> 830 W 2nd ST.
> Medford, Or 97501
> 541-772-7830
>
Seems I have the two items sold again! Thanks for the
offers!

Mike

--
/\
| |
| Atari 800xl, 256k omnimon/omniview |
| Blackbox, 104meg HD, 14.4 modem! |
| Getting old, but still holds a punch! |
| |
| 1982 Bandit bandit@cdsnet.net |
| |
\/

1088. Re: Atari 8bit Emulators Critique

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <3207987E.65A1@iexist.flw.lucent.com>
Source record: 81501

Treestrong wrote:
>
> Why are you critizising the user interface or arent you a friend of
> WIN95???
> Better than Xformer or XL-it.

Daniel said that it had a Terrific interface. Without grabbing my dictionary, I would say off-hand that that was a compliment, not a critzism. His main complaint was that it wouldn't run anything but the demo file that comes with it. I didn't get it yet because I only have one machine running win95 and that one is put away temporarily (or maybe permanently). I'm no fan of win95.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1089. Re: Atari 800/XL/XE/XEGS Cartridge rarity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <3207FC5A.4A4F@cdsnet.net>
Source record: 81502

Bill Wilkinson wrote:

>
> It is strange that Action! is still "Common" and BasicXL is "Uncommon"
> since BasicXL outsold Action by maybe 2.5 or 3 to 1. Perhaps that
> means that there are still people holding onto BasicXL whereas
> too many people bought Action! but couldn't figure out what to do
> with it.
>

I used mac65 first, then bought basicXE,
>
> Incidentally, Personal Pascal for the ST sold a bit over 10,000 units
> as well (NOT including upgrades from V1 to V2), and in a MUCH
> shorter time. People really DID program on the ST a lot more than
> they did on the 8-bits (proportionate to ownership, that is).

Personal pascal was ok on the st for Utilities!

> Incidentally, sorry to disillusion those of you who thought I was
> dead. At least not until after I hit SEND on this, at least. *_*
>
> Bill Wilkinson
> BillW@Asymetrix.com

Been along time from the last time I heard the name Bill Wilinson!!

/\
| |
| Atari 800xl, 256k omnimon/omniview |
| Blackbox, 104meg HD, 14.4 modem! |
| Getting old, but still holds a punch! |
| |
| 1982 Bandit bandit@cdsnet.net |
| |
\/\

1090. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: newman@jump.net
Message-ID: <320822F1.642B@jump.net>
Source record: 81503

I've been tryiong for over a week and I still can't get into Yogi's archive. It seems to have moved or been removed from cyberspy.

Any newer info?

Thanks

Steven M. Fish (newman@jump.net http://www.jump.net/~newman)

1091. My time to need assistance

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <3207666D.14AC@one.net>
Source record: 81504

After reading this gropup for a while, it is now time for me to ask for help. I have an XEP80 that I would like to connect to my 800. The problem is that I do not have any of the docs.

Would someone be kind enough to explain to me how to connect it? Or, is there anyone who has the docs for sale? Any help would be appreciated.

-Bob

1092. Re: ATC is gone for good

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-06 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4u8d5v$2rc@news.tcd.net>
Source record: 81505
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

But they do in fact have a contract with Compaq for drives so
that is at the very least in our favor.

1093. 8-bit Carts for Auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: jrm8248@cc.utah.edu
Message-ID: <4ub47q$2h3@news.cc.utah.edu>
Source record: 81419

I have the follwoing 8-bit carts for auction. For details and for my
complete auction list email me at: jrm8248@u.cc.utah.edu

ATARI 400/800-LOOSE GAMES

-Alphabet Zoo (Spinnaker)
-Educational Systems Master Cartridge
-Facemaker (Spinnaker)
-Journey to the Planets (Roklan)
-Kickback (Thorn EMI)
-Kids on Keys (Spinnaker);
-Kindercomp (Spinnaker)
-K-Razy Antiks (CBS)
-K-Razy Kritters (CBS);
-Missle Command
-Music Composer
-Pac-Man
-Space Invaders
-Star Raiders
-Submarine Commander (Thorn EMI)

1094. ICD MIO Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <DvsEpB.68B@ftp.reston.unisysgsg.com>
Source record: 81420

I just acquired a used ICD MIO. It came without a power
supply or instructions. Can some kind soul out there
tell me the specs for the power supply and possibly
give me the lowdown on how to "boot" the thing up.

Thanks!!

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

1095. Atari-related site, sort of...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <3208F44E.6325@Asymetrix.com>
Source record: 81421

Check out "www.laughton.com".

Paul Laughton and Kathleen O'Brien were two of the founders of OSS. Even though they dropped out of the company after a year or so, they were certainly instrumental in getting it started.

Paul and Kathy were the primary authors of Atari Basic (I did maybe 10% of the work, as I was busy on other projects at the time, though the conversion from Atari Basic to Basic A+ [does anyone remember it? the predecessor to Basic XL?] was perhaps 90%+ mine).

Paul was the author of Apple DOS, as is thoroughly documented on his site.

Kathy was the prinicipal author of the Atari Assembler/Editor cartridge. (Several years after she wrote it, Atari asked her to make some changes to it. She was busy and so they asked me. Out of a list of perhaps 20 to 30 changes they wanted [including better speed and "include file" capability], only ONE was a legitimate bug! And it was due to a typo: a semicolon where a minus sign was needed. 8K bytes of code with 1 typo as an error; 99.9% perfection in about two and a half months.)

And an excerpt from the Atari Basic Source Book (ahem) shows up on the page as well.

Use Navigator 2 or better to see all the neat features of Paul's page. (You don't have to agree with his politics; I don't. *_*)

A lot of fun early Apple II stuff here, as well. Betcha many of you didn't know how closely related the software for the two machines was...at least in terms of people.

--
"Don't take life so seriously, son.
It ain't nohow permanent."
Porky Pine [Walt Kelly]

1096. Cheap Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: blues@erols.com
Message-ID: <4ubacv$580@test-sun.erols.com>
Source record: 81422

All drives are sold AS IS but are currently in working condition

20meg MFM hard drives for $15 each
40meg MFM hard drives for $17 each
71meg MFM hard drives for $19 each
380meg MFM hard drive only $40

MFM controllers only $5.50 each
256k dip memory $1.50 each
16meg 72pin ram NEW $130
Pentium 90 cpu $40
3.5 1.44meg floppy drives $24

If your interested contact me at blues@erols.com for more info or for ordering. Or you can visit my web page at http://www.cybercity.hko.net/silicon_valley/cguy/

Grant Riggle
Blues@erols.com

1097. Re: ICD MIO Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4ubnlf$5vk@news-e2c.gnn.com>
Source record: 81423

My ICD-MIO (256K ram) power supply has a 9V AC output of 31 VA. Maybe you can find a good substitute at Radio Shack or an electronics supply store. Another good source for Atari accessories is Bob Klaas. He runs a mail order company called K-Products. You can e-mail him at: bobkla19@mail.tcd.net

You connect the MIO into the rear of your XL or XE (need edge card connector for XE). When you power up your Atari, hold down SELECT. Then you will see all the MIO menu options. I think the default ramdisk is D6: There is a default printer buffer size (64K ?). There are some interesting ICD utilities for saving and restoring preferred MIO configurations. I have some of these stored away, if you are interested

You can access your MIO menu after booting up your Atari by pressing RESET and SELECT at the same time.

Since I got APE'd, I have not needed my MIO these days......

Happy Computing, from Doug Feldman in Ann Arbor, MI

1098. Re: SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-0608961718140001@annex078.ridgecrest.ca.us>
Source record: 81506

In article <4u5am4$fs_009@jf.intel.com>,
RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) wrote:

>In article <4u3rij$l5t@asgard.actrix.gen.nz>,
> jphindin@atlantis.actrix.gen.nz (J P Hindin) wrote:
>>
>>Also - does anyone know why the HDD all seem to be SCSI setups? Is there
>>any specific reason why there isn't any IDE drives?
>
>IDE is IBM's "crippled" version of SCSI.

IDE is not even remotely related to SCSI (unless you consider being a
parallel bus "related"), and was not invented by IBM.

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-------------------------------------------------------------+
```

1099. FS/T: Atari 8-bit computer items [08/06/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4u8mmf$4u5@dfw-ixnews9.ix.netcom.com>
Source record: 81507

If you are looking for something that isn't listed, please don't
ask (because if I had it, I'd list it). Also, please be sure to
read the entire message carefully before you ask me any questions.
This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at
http://www.io.com/~vga2000/

This list was last updated on 08/06/96

NOTE: There are currently 955 ORIGINAL game screen shots available
on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories
for sale or trade.

There are a few items that are listed as untested. When I bought
these items I was told that they all worked, but due to a lack of
time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full
postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and
systems have been tested and are in working order. I very
rarely sell items that aren't working, but if I do, they are
clearly labeled as such.

3) Trade offers, in particular for items that I need, will be
given priority (especially if the trade offer overwhelms me).
I collect for over 40 different systems, so please feel free
to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping
costs. Shipping cost depends on both the weight of the order
and the distance that the order must travel, unless a set
amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't
serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly
listed.

7) If you have a problem with the listed price, please remember
that nobody is forcing you to buy from me. My personal
philosophy is that something is only worth what someone is
willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money
order, drawn from a U.S. bank branch. Orders from outside the
U.S. are also accepted.

9) I reserve the right to refuse any sale or trade offer, and to
correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released
by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless
specified.

NOTE: Since all cartridges are used, some labels will have small
defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.50 Atariwriter
$ 4.50 Basic -- for the 400 and 800
$ 5.50 Basketball
$ 9.50 Delta Drawing (Spinnaker)
$ 7.00 Deluxe Invaders (Roklan)
$ 9.50 Jumbo Jet Pilot (Thorn EMI)
$ 9.50 Kids on Keys (Spinnaker)
$ 4.50 Pac-Man
$ 9.50 River Raid (Activision)
$ 4.50 Star Raiders

Cartridges with case and manual:
$14.50 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 130XE Personal Computer Owner's Manual (132 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 9.00 Atari DOS 2.5: 1050 Disk Drive Owner's Manual (147 pgs.).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

$ 9.00 Inside Atari BASIC [Atari / Reston] (183 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$42.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE, with original power supply, and one (1) Molex connector cable.

$39.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$32.00

*****

LOT #4

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 7.50

*****

LOT #5

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$19.50

*****

LOT #6

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$24.50

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. BUYING / SELLING / TRADING systems and games from:
Video Game Advantage 3DO, Atari, NEC, Nintendo, Philips, Sega, Sony, as
6861 Anthony Lane well as all Classic video game and cartridge based
Parma Hts., OH 44130 computers, for over 3 years on the Internet!
(216) 843-8815 Voice Visit us on the WWW at http://www.io.com/~vga2000/
for FS/T & Want lists, FAQ's, Screen Shots, Collecting tips and much more...

VGA2000@ix.netcom.com OR VGA2000@io.com OR dw901@cleveland.freenet.edu

1100. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: bjnash@connectnet.com
Message-ID: <4u93vu$414@news.connectnet.com>
Source record: 81508

On Thu, 18 Jul 1996 17:59:48 GMT, andy@troas.demon.co.uk (Andy D)
wrote:

>>> THE LAST WORD WAS BY ME, the ONLY REQUIREMENT, once given, anything
>>>else is ELECTRONIC STALKING....
>>
>>
>>Terry..... get help.....
>>
>>
>>--
>>andy@troas.demon.co.uk
>>----------------------

See my posting: Terry Ortman, criminal Actions, etc. I want to put
this guy in jail where he belongs!

bj nash
AIRCRAFT REMANUFACTURING
1291 E. VISTA WAY, #150
VISTA, CA. 92084 (619) 749 0239 FAX: 749 6384

1101. Re: FS:My First Computer (Wha, Wha, Wha)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4u96t6$s80@news.campus.mci.net>
Source record: 81509

edaine@uga.cc.uga.edu (Eric Daine) wrote:

>Hello Atari Enthusiast,

>I dug my old system out of the back-room and plugged er all in and got her
>up and running. Being inspired by this group mainly. But, I know that my
>Atari days are over. I played some old games, browsed through a few basic
>programs that I labored over, wished my Mad Spy vs. Spy disk would load
>and printed out some dreary sort of pre high-school ramblings on life to
>keep like a sod. But all nostalgia considered I decided that to keep this
>machine was silly. I have only used it a few times in the last 5 or 6
>years.

Post your original BASIC files here as a UUE so that they are not lost
forever.

Daniel

1102. Re: SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <Dvr3E3.11C@iglou.com>
Source record: 81510

In article <4u3rij$l5t@asgard.actrix.gen.nz>,
J P Hindin <jphindin@atlantis.actrix.gen.nz> wrote:
>Hello all, again.
>I was reading the plans to build the SIO2PC cable and the fact that it
>needs a TTL-232/232-TTL converter is obvious. Question is: Why does it
>need to be an ICL232?
>OK - the instructions say that it *needs* to be this due to the fact it
>uses the 5+ voltages the Atari SIO ports produces.
>Now - why can't I use a plain 232/TTL converter chip and route the 12+
>Voltage from the PC? Is the any specific reason - Am I outstepping my
>bounds as a novice in electronics?
>
You could tap 12 volts from inside the PC, but the existing SIO2PC designs
are made to simply plug into an Atari SIO port and a PC serial port. The
PC's serial port doesn't have a dedicated +12 volt line, but there are
some laptop modems that draw power from the serial port, so it's
theoretically possible.

>Also - does anyone know why the HDD all seem to be SCSI setups? Is there
>any specific reason why there isn't any IDE drives?

The MIO 2, if it ever actually goes into production, is supposed to be an
IDE interface.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

1103. Re: Atari 800/XL/XE/XEGS Cartridge rarity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4u9sbp$s22@dfw-ixnews3.ix.netcom.com>
Source record: 81511

> -----snip-----
>It is strange that Action! is still "Common" and BasicXL is "Uncommon"
>since BasicXL outsold Action by maybe 2.5 or 3 to 1. Perhaps that
>means that there are still people holding onto BasicXL whereas
>too many people bought Action! but couldn't figure out what to do
>with it.
> -----snip-----
> Bill Wilkinson
> BillW@Asymetrix.com
Speaking of BASIC XL, I have that and BASIC XW. If someone is in need
of a BXL cart (OSS Orange cart with the loose leaf manual) I'll offer
it for sale. Make an offer via e-mail.

rely@ix.netcom.com

1104. Re: Atari 800/XL/XE/XEGS Cartridge rarity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-0608962138080001@annex017.ridgecrest.ca.us>
Source record: 81512

In article <3207C28D.5EB8@Asymetrix.com>, Bill Wilkinson <BillW@Asymetrix.com> wrote:

>Timothy A. Seufert wrote:
>>
>> I wrote an awesome Life game that achieved maybe 2 or 3 fps on a 40x24
>> text mode grid with Action!. I bet I could do a lot better now, but back
>> then that was pretty impressive to me. I was forced to figure out double
>> buffering and machine language (for the routine which computes the next
>> state of the Life grid) to get it to go that fast. Yeah, that surprises me. I would
think Action alone could have
> gone that fast. (Maybe do the block copy from buffer 1 to
> buffer 2 via ML...but I think the library had a routine to
> do that, anyway, didn't it?)

Actually, I never copied one buffer to the other. The buffers were also screen memory; the ATASCII code for a space represented a dead cell and the code for the round dot was a live cell. The buffer being pointed at by the screen origin register (in ANTIC if I recall right) was the current generation; the offscreen buffer was the next generation. Once I was done computing the next generation from the current, I would simply alter the screen origin and reverse the buffer roles. It's the fastest possible
way to copy to the screen: just change the location of screen RAM.

I too think Action alone could go that fast. I'll have to dig up the disk with that code on it and take a look, it would be kind of neat to try and figure out what I did wrong after all this time.

>> The only un-fun thing
>> about it was the ML code; I had to hand-assemble it into hex numbers since
>> the language didn't support true inline assembly... True about no inline, but you could
pretty easily have assembled
> (using Atari Asm/Ed or Mac/65) the routine(s) and stuffed
> them at LOMEM. Move LOMEM up before starting Action, load
> the ML to the old LOMEM (where it was designed to go, that is),
> and then simply compile normally. Action will not use the area
> below what IT thinks is LOMEM, so voila!

Yeah, but I didn't have an assembler. :-)

>> Only problem I really had with Action! was that I never could get the
>> runtime library to work so I could distribute the programs to other
>> people. Too late now to help you on that. I know many people who DID
> make them work, so I would presume it was cockpit error on lack
> of evidence to the contrary.

Probably a good assumption. I don't think I had too much idea of what I was doing.

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

1105. Re: new files in archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bb8482$24edcdc0$19201fce@rorymcma>
Source record: 81513

newman@jump.net wrote in article <320822F1.642B@jump.net>...
> I've been tryiong for over a week and I still can't get into Yogi's
> archive. It seems to have moved or been removed from cyberspy.
>
> Any newer info?
>
> Thanks
>
> Steven M. Fish (newman@jump.net http://www.jump.net/~newman)
>
>

New address as follows:

ftp3.cyberspy.com/atari8

Later

1106. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4uafhv$3bk_014@jf.intel.com>
Source record: 81514

In article <4u93vu$414@news.connectnet.com>,
bjnash@connectnet.com (BJ Nash) wrote:
>
<An earlier quote by Terry Ortman, aka "Admiral Nuguru":>
>
>>>> THE LAST WORD WAS BY ME, the ONLY REQUIREMENT, once given,
>>>> anything else is ELECTRONIC STALKING....
>>>----------------------
>
>See my posting: Terry Ortman, criminal Actions, etc. I want to
>put this guy in jail where he belongs!

Actually, BJ, he sounds like he belongs in a lunatic recovery
program of some sort.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

1107. Re: Atari 800/XL/XE/XEGS Cartridge rarity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <3208CD7D.4CBB@Asymetrix.com>
Source record: 81515

James R. Gilbert wrote:
>
> About BASIC XL vs ACTION! I think maybe OSS (BW) sold a
> little early. I know I bought my ACTION! and M65 after OSS
> sold to ICD. ACTION! was a sleeper, it caught on late. So
> even if BASIC XL sold 3 to 1 to ACTION! when OSS had them, I
> think ACTION! and M65 came on strong later. Just my 2c.

It is possible (you'd have to ask ICD, or maybe
Mike Hohman of FTooned), but to the best of my
knowledge ICD never made more than a handful of
carts after they bought it from us. ("Handful"
probably means one production run, which would be
in the 100 to 300 range, more than likely.)

By the time we sold to ICD, we were down to selling
dozens per month. ICD never advertised the carts,
explicitly, so all their sales must have been via
dealers who knew the product.

I know B&C Computervisions finally sold the last
pre-ICD BasicXL quite some time after we sold out
and, again so far as I know, never ordered more
from ICD. Also lending credence to the theory that
ICD sold only a handful (relatively speaking).

We probably sold more Action! in the second half
of 1984 and first half of 1985 (our fiscal year)
than in all other periods combined. Once the
Mac, PC, and ST all appeared, the count of people who
bought 8-bit Ataris and then actually PROGRAMMED then
started dropping off fast.

1108. Ortman: Contact list of authorities

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: bjnash@connectnet.com
Message-ID: <4uau3t$icl@news.connectnet.com>
Source record: 81516
Cross-posted to: misc.forsale.computers.storage,comp.sys.atari.8bit,misc.forsale.computers.monitors

This guy Ortman is a crook! You need to know this!

On Thu, 01 Aug 1996 05:09:43 GMT, ronf1@ix.netcom.com (Ron Feigen)
wrote:

>>I pulled this off a usenet archive.
>>
>>Sounds to me like Terry was selling cable boxes.
>>I would really like to hear is story of how he is a major cable TV
>>operator out of his parents house! Terrible, even law enforcement
>>acts illegally against Terry. You would think he would get a clue and
>>realize it is him not the world that had gone crazy.
>>
>>Sure would like the names of the State Trooper:
>>
>>a) buy them lunch (or doughnuts:-))
>>b) clue them into Terry's current shenanigans
>>
Yes indeedy, I have that information: Here's the ones I contacted:

CC:Internal Revenue Service 1-800-732 8866
U.S. Postal Inspection Service, Fraud, 475 L'Enfant Plaza W, SW,
Washington, DC. 20260-2166
Illinois State Police, Agent Grant, 2125 S. 1st St, Champagne,
Il, 61821 (217) 265 0050
State of Illinois Attorney General
(Illinois Consumer Affairs Office) 500 S. 2nd St, Springfield, Il
62706
Better Business Bureau, 3024 W. Lake Ave, Peoria, Il 61605 309
688 3741
Decatur Police Dept. Chief James Williams, 333 S. Franklin,
Decatur, Il, 62523 (217) 424 2711
City of Decatur, Nieborhood standards, No. 1 Gary Anderson Plaza,
Decatur, Il, 62523 (217) 424 2787

I'm sending a copy of his letter to the Illinois State Police, Agent
Grant said he would be very interested in this guy Ortmans activities!
Let's all keep him posted! (Mail is best, he said).

>
bj nash

AIRCRAFT REMANUFACTURING
1291 E. VISTA WAY, #150
VISTA, CA. 92084 (619) 749 0239 FAX: 749 6384

1109. Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: durall@ewl.uky.edu
Message-ID: <4uas4o$a5a@service3.uky.edu>
Source record: 81517

I was browsing "The Giant List of Classic Game Programmers", and I came
across this entry:

>Berry, Danielle (formerly Dan Bunten; founder of Ozark Softscape)
^^^^^^^^
!!!!!!!!
> Wheeler Dealers (1978, AP2, Speakeasy Software)
> Computer Quarterback (1979, AP2, SSI)
> [G] Cartels & Cutthroats (1981, AP2, SSI)
> [G] Cytron Masters (1982, AP2, SSI)
> *[G] M.U.L.E. (1983, 800, EA)
> *[G] Seven Cities of Gold, with Bill Bunten, Jim Rushing, and Alan Watson
> (1984, 800, EA)
> [G] Heart of Africa (1985, C64, EA)
> [G] Robot Rascals, with Alan Watson (1986, C64, EA)
> [G] Modem Wars (1988, PC, EA)
> [G] Command HQ (1990, PC, MicroProse)
> [G] Global Conquest (1992, PC, EA)

Now I'm intrigued. Does "formerly" mean what I think it does?

--
Bryan Durall | durall@ewl.uky.edu, durall@cslab.uky.edu, durall@mik.uky.edu
"Na, na na na-na-na-na, na-na-na naaaa, hey Jude..."
- The Beatles, 1968

1110. F/S Atari 800 and acc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-07 00:00:00 UTC
From: WT Watson <watsonwt@pop.erols.com>
Message-ID: <4ub48q$p5a@news5.erols.com>
Source record: 81518

Hi,

I just came across this newsgroup. I have two Atari 800s, two 1050 drives, a keypad, monitor, and a lot of other stuff I'd have to dig out and inventory. All of it works; I just converted to new equipment. What is it worth? I'll get a complete inventory if there is sufficient interest.

TIA

Tommy Watson

1111. f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: ejh7678@isc.rit.edu
Message-ID: <4uasgc$u1i@news.ao.net>
Source record: 81424

```
f
```

1112. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4ubp0a$poc@madeline.INS.CWRU.Edu>
Source record: 81425

In a previous article, jeking@xmission.com (James King) says:

>Rich Tirico (results@interpoint.net) wrote:
>: Steve, I have a Connor 1.275 gig hard drive and I am having problems
>: with my PC mirror recognizing all of my files and directories. It
>: displays about half, and if I create any new directories it won't
>: recognize them. This has forced me to use existing folders to store
>: .atr images, etc. Is something not setup right? Has anybody had
>: problems using larger hard drives with ape 1.09? If so, please update
>: this in 1.10.
>
>I have the same problem. After about 60 files, APE stops sending me a
>directory listing. I'm running Ape on a dedicated 486/66, 16mb RAM and
>an 850HD...
>
>Its really frustrating.

The atari/mydos disk structure only allows for 64 files. Not
my fault, really :)

>My only REAL problem with APE is with its inability to allow me to
>insert a mirror path beyond like 12 characters. I go about 5
>directories deep somtimes for my files, and you cant get the mirrored
>option to display that long a path..

Thanks I will make it longer.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1113. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4ubo7a$42l@news.campus.mci.net>
Source record: 81426

ejh7678@isc.rit.edu (Ed Heffernan) wrote:

>f

umm... h?

Daniel

1114. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4ubpqk$qk9@madeline.INS.CWRU.Edu>
Source record: 81427

In a previous article, jeking@xmission.com (James King) says:

>Its odd. I set the PC mirror option and can access that mirrored drive
>under SpartaDos 3.3a, but not SpartaDos X.

Nobody has sent me a SDX cart to test APE with so therefore I can't
duplicate it. Offer still stands, send me an X cart for a day and you
get a better program in return :)

>Whatsmore, if I do a dir *.* of the mirrored drive, APE freaks and
>defaults to the root directory.. I have to specify a filename/extension
>for the mirror function to work correctly.

I'm not sure what your saying here. You do A/*.* in mydos, or you
enter *.* as the PC Mirro path?

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1115. Re: F/S Atari 800 and acc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: vcam@ucla.edu
Message-ID: <vcam-0708962131090001@ts18-2.wla.ts.ucla.edu>
Source record: 81428

Is it possible if you can give me a short list of what you have? I'm very interested in carts too. Thanks. I have an Atari 800 only and am looking to expand it slightly...

vinh cam
vcam@ucla.edu

In article <4ub48q$p5a@news5.erols.com>, WT Watson <watsonwt@pop.erols.com> wrote:

> Hi,
>
> I just came across this newsgroup. I have two Atari 800s, two 1050
> drives, a keypad, monitor, and a lot of other stuff I'd have to dig out
> and inventory. All of it works; I just converted to new equipment. What
> is it worth? I'll get a complete inventory if there is sufficient
> interest.
>
> TIA
>
> Tommy Watson

1116. Re: SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: dritter@lynx.bc.ca
Message-ID: <4ubtmr$1h1@globe.lynx.bc.ca>
Source record: 81429

>IDE is IBM's "crippled" version of SCSI. Using it is an excercise in
>frustration for anything except a plain-vanilla (e.g., factory-installed)
>single-mechanism setup. If you enjoy suffering, you'll love IDE.
>
>
What a bunch of crap! I've been using IBM's and IDE hardrives for years and
have found them to be among the simplest and most problem free devices in the
computer idustry. Do you really think clone makers would still be using these
things if the average computer illiterates that are buying these clones today
couldn't operate them reasonably problem free? Pardon me but it doesn't sound
like you're speaking from experience.

1117. Cyberspy Reopens

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <320961af.9754014@news.cyberspy.com>
Source record: 81430

ftp3.cyberspy.com is now functioning. Its complete with exception to Yogis stuff, which he will be adding over the next few days. Ive added Daves (mead) archive as well.

Please let me know if you have problems using the archive, since its running on a new server.

Thanks, Joe

1118. Power for 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: cvotter@prairienet.org
Message-ID: <4uc4ir$bv8@vixen.cso.uiuc.edu>
Source record: 81431

Can someone tell me what the power supply requirements are for the Atari 1050 disk drive? I have 2 of them and neither of them boot up even though the drive lights come on. I thought perhaps I might be using the wrong power supply.

Thanx

Yerf!
Otter

1119. IDE HD INTERFACE FOR 8bitter

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: explorer@freenet.edmonton.ab.ca
Message-ID: <4uc0mi$lqg@news.sas.ab.ca>
Source record: 81432

Is there such a thing as an interface for IDE hard disk drives for the
older Atari hardware 800xl 130xe etc?

Thanks for any info!

1120. Re: ICD MIO Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4uch09$pai@sjx-ixn2.ix.netcom.com>
Source record: 81433

In <DvsEpB.68B@ftp.reston.unisysgsg.com> malay@reston.unisysgsg.com
(Bob Malay - Loral - X7750) writes:
>
>I just acquired a used ICD MIO. It came without a power
>supply or instructions. Can some kind soul out there
>tell me the specs for the power supply and possibly
>give me the lowdown on how to "boot" the thing up.
>
>Thanks!!
>
>Bob Malay
>
>--
>//
>/ /
>/ Robert M. Malay Lockheed Martin TDS /
>/ 9255 Wellington Road /
>/ Manassas, VA 22110-4121 /
>/ /
>/ malay@tds-gn.lmco.com /
>/ 703.367.2403 /
>/ /
>//

Use a PS from a 1050 disk drive. Works great. That's what I use on
mine. As for instructions, I'll gather what I have and post back.

rely@ix.netcom.com

1121. Re: IDE HD INTERFACE FOR 8bitter

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4uchcn$nri@dfw-ixnews9.ix.netcom.com>
Source record: 81434

In <4uc0mi$lqg@news.sas.ab.ca> explorer@freenet.edmonton.ab.ca ()
writes:
>
>Is there such a thing as an interface for IDE hard disk drives for the

>older Atari hardware 800xl 130xe etc?
>
>Thanks for any info!
>
I've never seen one available for purchase. Bob Wooley experimented
a couple of years back. I never heard if he succeeded. I did see,
however, info on one web page about IDE for the 8-bit. Ummm... I can't
remember which one it was now. Big help, huh...

rely@ix.netcom.com

1122. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ucprn$aec@no-names.nerdc.ufl.edu>
Source record: 81435

tseufert@ridgecrest.ca.us (Timothy A. Seufert) wrote:

>The only thing I'm worried about is that there doesn't seem to be a
>performance limiter! I'm going to upgrade my computer to a 200 MHz 604e
>processor some time in the future. This will probably make Rainbow
>unusably fast even with the full frame refresh on and all features
>enabled. If you're reading this, Chris, I seem to recall that the MacOS
>provides a standard 60 Hz synthetic VBL interrupt queue which would
>probably work great for doing a speed limiter...
>

There isn't a preformance limiter that I can see. On my 110MHz Radius (same as Power Mac 8100/110) the thing absolutely SCREAMS. In some cases, the Atari software runs 3-4 times faster than on a real Atari. I surprised you don't see the same performance on your 7500; it's only 10 MHz slower. Either you are lacking a Level 2 cache or you run a lot of extensions (or maybe AppleTalk) with your normal system configuration.

Anyway, it really is a well-written program, despite this minor concern.

-Michael Ellis

1123. Re: Printing With Super Score On A 1040XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ucq7a$aec@no-names.nerdc.ufl.edu>
Source record: 81436

senright@ix.netcom.com (BlackDog) wrote:
>I have a friend with an Atari 1040 XL, or a 1040 of some sort. He
>writes beautiful music. He has tried to print music created with
>Super Score by Sonus, or is it Sorus, but it prints rather strange.
>For example, when the word "with" is printed the "th" is printed
>directed over the "wi". He has tried printing with an FX or LX-80
>9pin printer.
>
>You suggestions or ideas are greatly appreicated.
>
>

That would be a 1040ST. The ST newgroup is:

comp.sys.atari.st

You will need to find out if your program supports GDOS and such.

Good luck.

-Michael Ellis

1124. Ortman: Contact list of authorities

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: bjnash@connectnet.com
Message-ID: <4ud3ls$5k2@news.connectnet.com>
Source record: 81437
Cross-posted to: misc.forsale.computers.storage,comp.sys.atari.8bit,misc.forsale.computers.monitors

This guy Ortman is a crook! You need to know this!

On Thu, 01 Aug 1996 05:09:43 GMT, ronf1@ix.netcom.com (Ron Feigen)
wrote:

>>I pulled this off a usenet archive.
>>
>>Sounds to me like Terry was selling cable boxes.
>>I would really like to hear is story of how he is a major cable TV
>>operator out of his parents house! Terrible, even law enforcement
>>acts illegally against Terry. You would think he would get a clue and
>>realize it is him not the world that had gone crazy.
>>
>>Sure would like the names of the State Trooper:
>>
>>a) buy them lunch (or doughnuts:-))
>>b) clue them into Terry's current shenanigans
>>
Yes indeedy, I have that information: Here's the ones I contacted:

CC:Internal Revenue Service 1-800-732 8866
U.S. Postal Inspection Service, Fraud, 475 L'Enfant Plaza W, SW,
Washington, DC. 20260-2166
Illinois State Police, Agent Grant, 2125 S. 1st St, Champagne,
Il, 61821 (217) 265 0050
State of Illinois Attorney General
(Illinois Consumer Affairs Office) 500 S. 2nd St, Springfield, Il
62706
Better Business Bureau, 3024 W. Lake Ave, Peoria, Il 61605 309
688 3741
Decatur Police Dept. Chief James Williams, 333 S. Franklin,
Decatur, Il, 62523 (217) 424 2711
City of Decatur, Nieborhood standards, No. 1 Gary Anderson Plaza,
Decatur, Il, 62523 (217) 424 2787

I'm sending a copy of his letter to the Illinois State Police, Agent
Grant said he would be very interested in this guy Ortmans activities!
Let's all keep him posted! (Mail is best, he said).

>
bj nash

AIRCRAFT REMANUFACTURING
1291 E. VISTA WAY, #150
VISTA, CA. 92084 (619) 749 0239 FAX: 749 6384

1125. 8bit BASIC Iron Man Lyrics Teacher - imlt.bas (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4ud5hh$kl1@news.campus.mci.net>
Source record: 81438
Body handling: Inline uuencoded payload not displayed: imlt.bas

```
[Inline uuencoded payload not displayed: imlt.bas]
```

1126. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPLANET.3209f9f5oscar9896e2@client1.news.psi.net>
Source record: 81439

```
In article <4ubo7a$42l@news.campus.mci.net>,
daniel11@appstate.campus.mci.net says...
> ejh7678@isc.rit.edu (Ed Heffernan) wrote:
>
> >f
>
> umm... h?

Wrong!!
```

1127. Running games from the archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: rasantel@ing.puc.cl
Message-ID: <4ud6bu$n73@huequi.puc.cl>
Source record: 81440

I have the emulators for PC, but almost any game works bad or doesn't work.
How could I transfer these images to my Atari.
Is it easy to build the cable?
Thanks for the responses.

rsanteli@ws.crisol.puc.cl
rasantel@ing.puc.cl

1128. Spy Hunter

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: cjherr@flood.xnet.com
Message-ID: <4udi08$2hj@flood.xnet.com>
Source record: 81441

Can anyone please tell me what keys control the auxillary weapons (oil, smoke, missles... have I missed any?) on Spy Hunter for the Atari 8-bit computers?

Thanks,
--
-CJ

C.J. Herr
cjherr@xnet.com "Reply hazy, ask again later." O-

1129. 520STfm <-> TV cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: ericb <ericb@esl1.tamu.edu>
Message-ID: <3209CE74.11FC@wam.umd.edu>
Source record: 81442

I tried locating a source that would tell me why my TV port
does not seem to work on my newly acquired 520STfm (with
Joust and other goodies I HAVE to play).

Will the 520 work with a standard TV or do I have to scrap
the thing (no, I won't buy a monitor)?

Eric B.

1130. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_839536521@rtfm.mit.edu>
Source record: 81443
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 8 days
Last-modified: July 12, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following three Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu
```

1131. Need to catch up on the Atari 8-bit scene

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: mtwoodwa@smith.cis.syr.edu
Message-ID: <4udk25$dv2@newstand.syr.edu>
Source record: 81444

Heyya Atarians,

Just dug up my old 130XE and was interested in hacking around with
this. Been reading thru the articles and have been quite confused.
Could someone point me to a FAQ?

btw: How do I get a copy of Rainbow95?

Thanks

- Matt W.

-=-=-=

1132. Re: 520STfm <-> TV cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4udkih$mg9@nnrp1.news.primenet.com>
Source record: 81445

In article <3209CE74.11FC@wam.umd.edu>, ericb <ericb@esl1.tamu.edu> wrote:
>I tried locating a source that would tell me why my TV port
> does not seem to work on my newly acquired 520STfm (with
> Joust and other goodies I HAVE to play).
>
> Will the 520 work with a standard TV or do I have to scrap
> the thing (no, I won't buy a monitor)?

I'd personally like to know if it will work with any IBM-compatible
monitors at all.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1133. Re: Spy Hunter

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn50kora.3s.asmolar@smol.fast.net>
Source record: 81446

On 8 Aug 1996 20:17:12 GMT, C.J. Herr <cjherr@flood.xnet.com> wrote:
>Can anyone please tell me what keys control the auxillary weapons (oil,
>smoke, missles... have I missed any?) on Spy Hunter for the Atari 8-bit
>computers?
>
>Thanks,

The second joystick controls them.

>--
>-CJ
>
>C.J. Herr
>cjherr@xnet.com "Reply hazy, ask again later." O-

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

1134. Scraper Caper for Atari wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: qmnmaren@dingo.cc.uq.oz.au
Message-ID: <4udo7k$rc9@hobyah.cc.uq.oz.au>
Source record: 81447

Most Atari users are quite familiar with the game Miner 2049'er. Most are also familiar with the sequel, "Bounty Bob Strikes Back".

But what most Atari users don't seem to be aware of is that Bounty Bob strikes back is not actually the sequel to Miner 2049'er. The next Bounty Bob game to be released (at least it was advertised in several magazines at the time) was a game called Scraper Caper. I have not seem the game or seen it on any archive. Does anyone have or know anything about this game?

Does anybody know whatever happeded to Big Five Software and the programmer, Bill Hogue?

Nickolas. Computer Collector.

1135. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Dvu9HI.IJ7@ftp.reston.unisysgsg.com>
Source record: 81448

In article <4ucprn$aec@no-names.nerdc.ufl.edu>, Michael Ellis
<michael@anest4.anest.ufl.edu> writes:
|> tseufert@ridgecrest.ca.us (Timothy A. Seufert) wrote:
|>
|> >The only thing I'm worried about is that there doesn't seem to be a
|> >performance limiter! I'm going to upgrade my computer to a 200 MHz 604e
|> >processor some time in the future. This will probably make Rainbow
|> >unusably fast even with the full frame refresh on and all features
|> >enabled. If you're reading this, Chris, I seem to recall that the MacOS
|> >provides a standard 60 Hz synthetic VBL interrupt queue which would
|> >probably work great for doing a speed limiter...
|> >
|>
|> There isn't a preformance limiter that I can see. On my 110MHz Radius (same as
|> Power Mac 8100/110) the thing absolutely SCREAMS. In some cases, the Atari
|> software runs 3-4 times faster than on a real Atari. I surprised you don't see
|> the same performance on your 7500; it's only 10 MHz slower. Either you are lacking
|> a Level 2 cache or you run a lot of extensions (or maybe AppleTalk) with your
|> normal system configuration.
|>
|> Anyway, it really is a well-written program, despite this minor concern.
|>
|>
|> -Michael Ellis
|>
|>

My lowly 7200/75 runs most of the Atari software faster
than the Atari hardware - I generally have to slow it down.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

1136. I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: hobo <hobo@mad.com>
Message-ID: <320A7965.60FD@mad.com>
Source record: 81449

I've got an 800 with this OMNIMON inside it and 3 switches
hacked into the console, but I don't know how to utilize the thing.

I can get it to come up in a monitor-style mode, but I have no
idea what the commands are. I also had the impression this thing
would do 80 columns...?

I have absolutely no documentation...I really could use some.

Cyrus

1137. UPDATE: Digital Antic Project has 2 more issues

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-0808961232240001@news.northcoast.com>
Source record: 81450
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

We have added two more issues of Antic Magazine to the Digital Antic Project since is was first announced last month. In addition, we've added dozens of cover images and a few more classic ads.

Check them out at http://www.northcoast.com/savetz/antic/dap.html

Here's what's new...

August 1982 - Vol.1 No. 3

Printers Reviewed - Dot Matrix Printers
Assembly Language - BASIC line number deletion
Dollars to Sense - Translate
Two Mare Printers - Smith-Corona and Alphacom
Starting Line - Get Rid of Those Bugs
Banner - Another Use for Your Printer
Spyder - Draw Color Pictures with or without GTIA
In the Public Domain - Pac Invaders
Typo - Find Those Pesky Typing Errors
Pilot Your Atari - Colors
Systems Guide - Memory Map continued
Education - Zahrcon, a new version of hangman
Forth Factory - Turtle Graphics, part 1
I/O Board
Product Reviews - Threshold and Wordrace
New Products
Looking at Books - Atari Learning by Using
Review of Practical Peripherals print buffer

October 1982 - Vol.1 No. 4

Sound Advice - Use POKE instead of SOUND
Inside Atari - Atari Institute Teaches Music
Audio While You Cload - Add voice to your cassette programs
Music With BASIC - a short how-to
Zounds - an introduction to music synthesis
Starting Line - A sound introduction
Inside Atari - Upgrades Available
Assembly Language - Bubble Sort
Systems Guide - On Having A Good Time
Pilot Your Atari - A Musical Pilot
In The Public Domain - Speed Demon
In The Public Domain Bonus Game - Frog
Education - Tuning Your Atari

Forth Factory - Turtle Graphics Part 2 & Turtle Glossary
Tape Topics - A Message on the Medium
Benchmarking the Fastchip
I/O Board
Editorial
Product Reviews - S.A.M., Alien Voice Box, Nautilus, K-razy Antiks

The Digital Antic Project is a small crusade to put all of the old issues of Antic (and eventually its sister magazine, STart) on the Internet. I have received permission from the publisher of Antic to make the material available on the Internet for free.

The site currently features the complete text of the first four issues, as well as cover art and memorable ads from the magazine. More material will be added as time permits -- faster if YOU volunteer to help by scanning, HTMLizing, or proofreading.

The site is at http://www.northcoast.com/savetz/antic/dap.html

Your comments, suggestions and help are welcome!

Cheers,
Kevin Savetz
savetz@northcoast.com

1138. Re: 8bit BASIC Iron Man Lyrics Teacher - imlt.bas (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4ue7u4$7g6@crl10.crl.com>
Source record: 81451

Daniel Clinton (daniel11@appstate.campus.mci.net) wrote:
: begin 644 imlt.bas

...

Excuse me? An "Iron Man" (as in Black Sabbath/Ozzy Osbourne) lyrics teacher?

This I gotta see, hehehehehe.

John
jvogel@crl.com

1139. Re: 520STfm <-> TV cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-08 00:00:00 UTC
From: ericb <ebatt@wam.umd.edu>
Message-ID: <320ACDB8.1C16@wam.umd.edu>
Source record: 81452

BobKlaas wrote:
>
> It should have an RF port on the back, also check for a TV
> channel select, 3 or 4. perhaps it is set on the wrong channel?
> You do have a RF Box hooked to the TV set on Game/Computer right?

Yes. The channel setting is on "lo". What is puzzling is my
800xl works great using the same cable and switchbox.

Someone recommended I grab the comp video out signal and hook it
to a comp video monitor...if the tv out doesn't work soon, I'll
slug it out with the soldering gun.

Eric B.
ebatt@wam.umd.edu

1140. SIte for your xl/xe...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: slawek@gaja.ipan.lublin.pl
Message-ID: <4uf7b5$7ff@helios.man.lublin.pl>
Source record: 81369

```
--
__
O~~* (`| _ | _ | (` \|/
- ~ -~~~~~~~~~~~~~~~~ _)|_(_\|/\|(/_|< _)o ~~~~~~~~~~~~~~~zap!
/ \ Slawek Sledz, Atari and PC User "Slaves/tAquart"
| | InterNet: slawek@hera.lsb.lublin.pl
\ / nic0@calia.daewoo.lublin.pl
~~ slaves@yoshi.meil.pw.edu.pl
- = iRc: [NiC0] = -
```

1141. Re: it won't die!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ufere$h4l@no-names.nerdc.ufl.edu>
Source record: 81370

david.moeser@ccc-bbs.com (DAVID MOESER) wrote:

> Well, not exactly. The *other* Atari company, Atari Games, will
>now have the name all to itself. So when "Atari" is referred to in
>the media, we Atarians will know it really means the other company,
>but the public and many media reporters are still going to be con-
>fused by it.

Well, not exactly. Time/Warner is in the process of switching the Atari Games name to "Time Warner Interactive". In fact, if you look at any recent Atari Games machine, you will see "Atari Games/ Time Warner Interactive" printed on it (check out "Primal Rage"). It's a transitionary period that will end with the dropping of the Atari name altogether. It's very sad, but true.

-Michael Ellis

1142. Goodcode and Monitor Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4ufb0b$s4u@dfw-ixnews10.ix.netcom.com>
Source record: 81371

Does anyone out there have a game called "Dr. Goodcode's Cavern"? I picked it up at Kay-Bee's for $2 long before the ST even came out and it was such a goofy game I'd like to see it again. I think it was by Gebelli Software, but I'm not sure on that point.

And the other question: Can someone give me the pin assignments so I can build an adapter to hook my 130XE to my SC1224 Color monitor? It would be mighty appreciated.

Mr. Entropy

1143. Hard Disk Setup w ICD/MIO Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Dvvnxx.59o@ftp.reston.unisysgsg.com>
Source record: 81372

First, I have no docs for the ICD/MIO. I was able to get
the configuration screen up and I've connected a 40MB SCSI
drive to the MIO. How do I go about initializing the disk?
Whats the best DOS for it? Generally, I need some real
assistance.

Thanks,

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

1144. FS: Atari 520 st and drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: ldickey@aztec.asu.edu
Message-ID: <4ufp47$pc2@news.asu.edu>
Source record: 81373

I know this is the 8bit forum, but I thought someone here
might be interested in the following:

**********FOR SALE**********

ATARI 520 ST, 512K, POWER SUPPLY, MOUSE
(2) SF 314 DRIVES (720K), POWER SUPPLY, CABLES

$60 + shipping.

Best offers welcomed. If you are in or around Tucson, Arizona,
you can pick up in person and forget the shipping.

All equipment checks out fine. I was having some
problems with one of the drives, but it seems to
be working all right now.

I have some software but it's mostly share/freeware.
It comes with STARTER.TOS, Uniterm, Kermit, and some
games.

Usually I ship US Post, but can ship UPS if requested.
Would prefer to ship within the US, but will consider Canadian
offers.

If interested, please leave e-mail.

Loren

--
########
| o o | Hey...how'd I get in here?
(^) Loren Dickey
\ o / ldickey@aztec.asu.edu

1145. Re: Pokey information

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DvvzKC.Kzw@cs.vu.nl>
Source record: 81374

twilight@axess.com (John Kowalski) writes:

>What I'm interested in is the sound generator part of the chip. I
>don't need any information about the rest of the functions the chip
>does, but it would be really appreciated if I could find in-depth
>information about the sound part. Got any helpful information?

Take a look at:

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/

...or more specific:

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/chapter17.html

about generating sound.

>Thanks.

> John

Bye,
Ivo
--
Ivo van Poorten
ipoorten@cs.vu.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

1146. 20meg MFM hard drives only $10 (price includes shipping)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: griggle@adgrafix.com
Message-ID: <4ugeu6$fve@test-sun.erols.com>
Source record: 81375

20meg MFM drives only $10. We also have MFM controllers for $5.50. If your interested contact me at blues@erols.com. Thanks.

Grant Riggle
blues@erols.com

P.S. Visit my page at http://www.cybercity.hko.net/silicon_valley/cguy

1147. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0908962355130001@cisjx91.demon.co.uk>
Source record: 81376

In article <4ufed8$h4l@no-names.nerdc.ufl.edu>, Michael Ellis
<michael@anest4.anest.ufl.edu> wrote:

>
> It's possible that I was using a different screen mode; I'm not sure. I
> probably tested it using whatever the default mode is. That would
> certainly explain our performance differences.
>
> BTW, it is worth mentioning that I am using Speed Doubler 1.11 and
System 7.5.3.
> Both offer HUGE performance gains over a standard System 7.5.2 setup without
> Speed Doubler.
>

The next Rainbow update (v1.3) will speed cap it to 100% CPU.

Chris Lam,
Rainbow Keeper.

1148. Re: Goodcode and Monitor Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.344.001F9AE8@mindspring.com>
Source record: 81377

In article <4ufb0b$s4u@dfw-ixnews10.ix.netcom.com> wlas@ix.netcom.com (Mr. Entropy) writes:
>From: wlas@ix.netcom.com (Mr. Entropy)
>Subject: Goodcode and Monitor Question
>Date: Fri, 09 Aug 96 12:30:02 GMT

> Does anyone out there have a game called "Dr. Goodcode's Cavern"? I
>picked it up at Kay-Bee's for $2 long before the ST even came out and it was
>such a goofy game I'd like to see it again. I think it was by Gebelli
>Software, but I'm not sure on that point.

> And the other question: Can someone give me the pin assignments so I
>can build an adapter to hook my 130XE to my SC1224 Color monitor? It would be
>mighty appreciated.

This topic has come up before. There is no way to use a 130XE or any other 8-bit Atari with an ST monitor. See if you can pick up a Commodore monitor as they work the best.

>Mr. Entropy

Bruce Willard bwillard@mindspring.com

1149. New Drive for Atari 8 Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: schallt@worms.fh-rpl.de
Message-ID: <4uf36s$eoh@widukind.worms.fh-rpl.de>
Source record: 81378

Hey everybody out there " NEW format's and compatibility !

It's true i am testing a upgrade that allows you to use 720KB DD Disk's in a XF551 now XF351.

It's just a new Rom in The XF551 and that allows you to use a 720KB Floppy disk drive. You can' t use HD Disks (1,44MB) and u must have a XF. This new Rom is so well that i could copy Alternate Reality or the Pawn to 3.5 " Disks and play from them (I have the org. games).

Following Dos work with the drive:

Sparta Dos x3.2f SD SS up to DD DS (80 Tracks)
Mydos 4.x SD SS up to DD DS (80 Tracks)
Dos 2.5 SD Ss up to ED (130KB)
Bibodos 6.X SD SS up to DD DS (360KB)
BWDOS With all of it's formats
Dos 3.0 SD SS - ED SS
Dos 8.x SD SS - ED SS
Dos 2.0 With all of it'S formats
WS Dos 7 " "

the Disk can booted and works 100% with working Software that runs on XF and 1050. It works like a 1050 with more formats.

It should be the new standard 90KB - 720KB 100% XF/1050 comp.
If you break in your original Disk that can' t be copied and copy it on a 3.5 " Disk you can play it from a 3.5 " Disk . If u close the HD-hole on HD Disks u have no problems to buy storage for your files. If tested it so far that i can say it solves the problems of the XF version 5.25 and gives you a great range of useful Doses and Storage. But if you use the bad Doses (no more that 130KB, u make only use of a litte strorage . I meam worse use of Price/Storage.)

If someone uprages the Quarz from 8.9MHz to 16MHz and uses a Ajax chip (if possible) it should allow you to use the full 1.44MB . In this case you have a little Harddisk like the Zip-Drive for the PC.

But who has a Database with more than 180KB, you could copy 4 times more file at a disk (jawohl). With 64KB Ram are 720KB a little very cheap HD Drive.

When you look at the controller of the XF u will see that it is the same as in the Atari 1040ST's. So it could be possible that Atari was sorry about a such good drive that the have made it in the way they did. Imagine in 85-87 was the ST very expensive and the XL Soft was better.

Ok the market is closed.

In the next weeks will follow a more informing test and a/several adresses where you can get this upgrade. IF you visit the ABBUC JHV in Germany you will see this uprade and can test it. So, don`t miss the ABBUC JHV if you are interested in more great hardware from GERMAN developer, groups's ....

Greetings to (non comercial):
ABBUC for the great support (his Boss Wolfgang Burger)
ABBUC FLoppy Doc (for his first aid and service)
ARG Mr Grassel and Co (for his well hardware developments)
Ram (for the great party's "joke")
the HAR (Volpini and Co)
(Christoph Kirzanowski, Raimund A,Bornhost,Dorndorf, P&#65533;tz, the girl friends and friens , Derek Fern , Marek Tom. and FTL (hi) and all the other people all over the world that support more that 2 0 years Antic/Pokey/Ctia Systems.

Torsten S.
King kong
Member of Ram
09.08.96

for more information E-Mail me:
Schallt@.fh-rpl.worms.de or
schallt@.worms.de

PS:
Don't forget to code a demo for the ABBUC JHV , we will make it accessable for you.

1150. Re: Pokey information

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: twilight@axess.com
Message-ID: <4ul660$27a@news.axess.com>
Source record: 81379

ipoorten@cs.vu.nl (Ivo van Poorten) wrote:

>Take a look at:
>http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/
>...or more specific:
>http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/chapter17.html
>about generating sound.

>Bye,
>Ivo van Poorten
>ipoorten@cs.vu.nl ivo@let.vu.nl
>http://pmwww.cs.vu.nl/home/ipoorten/
>Mega Magazine -- The Atari 8-Bit Homepage

Thanks. That'll do to get me started on the right track. You
wouldn't happen to know where I could get more specific information
though? I mean, technical explanations of what is happening that
generates the waveforms... ?

John

1151. Re: Goodcode and Monitor Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960809190454.12801A-100000@ns1.ptd.net>
Source record: 81380

On Fri, 9 Aug 1996, Mr. Entropy wrote:

> And the other question: Can someone give me the pin assignments so I
> can build an adapter to hook my 130XE to my SC1224 Color monitor? It would be
> mighty appreciated.

Can't...the SC1224 monitor is an anolog RGB monitor that that's dedicated
red, green and blue signels from the ST. The 130XE can only produce
composite video signels at it's best and there fore can't be used on a
SC1224.

Now, I heard of a device that can translate composite signels into RGB to
be used by a ST monitor but it cost about $500-$700 for it. Ouch! :(

Eric Noss
a.k.a
Mr. Maddog

1152. Re: I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bb8591$42e0c700$3d201fce@rorymcma>
Source record: 81453

hobo <hobo@mad.com> wrote in article <320A7965.60FD@mad.com>...
> I've got an 800 with this OMNIMON inside it and 3 switches
> hacked into the console, but I don't know how to utilize the thing.
>
> I can get it to come up in a monitor-style mode, but I have no
> idea what the commands are. I also had the impression this thing
> would do 80 columns...?
>
> I have absolutely no documentation...I really could use some.
>
> Cyrus

That makes two of us...

Rory
mcmahon@inil.com

1153. Re: My time to need assistance

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4ue621$s0v@madeline.INS.CWRU.Edu>
Source record: 81454

In a previous article, ryanr@one.net (Bob Ryan) says:

>After reading this gropup for a while, it is now time for me to ask for
>help. I have an XEP80 that I would like to connect to my 800. The
>problem is that I do not have any of the docs.
>
>Would someone be kind enough to explain to me how to connect it? Or, is
>there anyone who has the docs for sale? Any help would be appreciated.

Connect it to the joystick port. I believe port 1 but any
port might work. Then load the handler XEP80HAN.COM and it
will start up.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1154. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-0808961734040001@annex045.ridgecrest.ca.us>
Source record: 81455

In article <4ucprn$aec@no-names.nerdc.ufl.edu>, Michael Ellis
<michael@anest4.anest.ufl.edu> wrote:

>There isn't a preformance limiter that I can see. On my 110MHz Radius (same as
>Power Mac 8100/110) the thing absolutely SCREAMS. In some cases, the Atari
>software runs 3-4 times faster than on a real Atari. I surprised you don't see
>the same performance on your 7500; it's only 10 MHz slower. Either you
are lacking
>a Level 2 cache or you run a lot of extensions (or maybe AppleTalk) with your
>normal system configuration.

I have a L2 cache. Normally the 7500 is faster than the 8100/110 due to
the performance improvements in memory access and video. Are you testing
with the TV option set to "Normal"? I was talking about "Every", which
tries to update the screen at the full speed of 60fps. If I have it on
"Normal", which doesn't do screen updates nearly as often, then Rainbow
runs _much_ faster than a real 8-bit.

Some games, like Jumpman, absolutely need "Every". But others run OK on
other settings.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

1155. Re: My time to need assistance

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4uea94$c0u@news.xmission.com>
Source record: 81456

```
Bob Ryan (ryanr@one.net) wrote:
: After reading this gropup for a while, it is now time for me to ask for
: help. I have an XEP80 that I would like to connect to my 800. The
: problem is that I do not have any of the docs.
:
: Would someone be kind enough to explain to me how to connect it? Or, is
: there anyone who has the docs for sale? Any help would be appreciated.
Subject: Re: My time to need assistance
Newsgroups: comp.sys.atari.8bit
References: <3207666D.14AC@one.net>
Distribution:
Lines: 46
X-Newsreader: TIN [UNIX 1.3 950824BETA PL0]

Bob Ryan (ryanr@one.net) wrote:
: After reading this gropup for a while, it is now time for me to ask for
: help. I have an XEP80 that I would like to connect to my 800. The
: problem is that I do not have any of the docs.

Subject: Re: My time to need assistance
Newsgroups: comp.sys.atari.8bit
References: <3207666D.14AC@one.net>
Distribution:
Lines: 36
X-Newsreader: TIN [UNIX 1.3 950824BETA PL0]

Bob Ryan (ryanr@one.net) wrote:
: After reading this gropup for a while, it is now time for me to ask for
: help. I have an XEP80 that I would like to connect to my 800. The
: problem is that I do not have any of the docs.
:
: Would someone be kind enough to explain to me how to connect it? Or, is
: there anyone who has the docs for sale? Any help would be appreciated.

I would gladly do both.

To use the XEP80 on your 800, connect the joystick cable to joystick port
2 on your 800. Power the XEP80 up and connect a standard video cable
between the XEP80 and whatever you're using as a monitor (monochrome
composite preferred).

Use the drivers (if you have them) to get an 80 column screen in DOS or
load any of several shareware/PD/commercial drivers for programs like
Bobterm, AtariWriter 80, etc..
```

James King
4096 West Yorkshire Drive
South Jordan, Utah 84095

In fact, send me an entire first class envelope, pre addressed and
stamped and I'll give you an original XEP80 manual with an XEP80 driver
disk.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1156. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4ueanm$c0u@news.xmission.com>
Source record: 81457

Steven J Tucker (dh395@cleveland.Freenet.Edu) wrote:
:
: Nobody has sent me a SDX cart to test APE with so therefore I can't
: duplicate it. Offer still stands, send me an X cart for a day and you
: get a better program in return :)

Fortunately, I have two.. although one has the 4.12 ROM while the other
has 4.22

:
: >Whatsmore, if I do a dir *.* of the mirrored drive, APE freaks and
: >defaults to the root directory.. I have to specify a filename/extension
: >for the mirror function to work correctly.

: I'm not sure what your saying here. You do A/*.* in mydos, or you
: enter *.* as the PC Mirro path?

From the SpartaDos command line, I issue a DIR D8:*.* against the APE
Mirrored drive and it freaks (this was under 1.09).

Now, if I copy a file TO the mirrored drive (under 1.10b), the program
crashes.

@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1157. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4ued29$ikv@nntp.crl.com>
Source record: 81458

In article <MPLANET.3209f9f5oscar9896e2@client1.news.psi.net>, Oscar Fowler wrote:
: In article <4ubo7a$42l@news.campus.mci.net>,
: daniel11@appstate.campus.mci.net says...
: > ejh7678@isc.rit.edu (Ed Heffernan) wrote:
: >
: > >f
: >
: > umm... h?

: Wrong!!

umm... e?

1158. Wanted: Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: code@ee.ualberta.ca
Message-ID: <4ue6ek$110k@pulp.ucs.ualberta.ca>
Source record: 81459

I am trying to relive my well-spent childhood, and hopefully someone out
there can help me out...:)

I am trying to track down an 8-bit cartidge called "Gateway to Apshai"
by Epyx software...

Does anyone know who/where I can find such a creature? :)

Thanks,
Peter K. Code
code@nyquist.ee.ualberta.ca
--
****
= Peter K. Code == Dept. of Electrical Engineering =
= code@ee.ualberta.ca == University of Alberta =
****

1159. Re: SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <554238301.7966.015.starship@3rdplanet.com>
Source record: 81460

dritter@lynx.bc.ca barked in COMP.SYS.ATARI.8BIT on 08 Aug 96:

>> IDE is IBM's "crippled" version of SCSI. Using it is an excercise in
>> frustration for anything except a plain-vanilla (e.g., factory-
>> installed) single-mechanism setup. If you enjoy suffering, you'll love
>> IDE.
>>
d> What a bunch of crap! I've been using IBM's and IDE hardrives for years
d> and have found them to be among the simplest and most problem free
d> devices in the computer idustry. Do you really think clone makers would
d> still be using these
d> things if the average computer illiterates that are buying these clones
d> today couldn't operate them reasonably problem free? Pardon me but it
d> doesn't sound like you're speaking from experience.

I replied to the email copy of this, but now I see it here. %^(

Clone makers "use these things" because they are cheaper than SCSI. Joe
Average doesn't /install/ IDE drives, he buys a Putrid Smell or other clone
with a drive already in it. When the time comes to add a second (or, gods
forbid, subsequent) IDE drive is when the problems appear (aside from little
problems like MS-DOS' inherent limitation in the number of cylinders it can
handle; SCSI doesn't have that problem because DOS doesn't know how many
cylinders a SCSI drive has). Two different brands of IDE drive will often
conflict. Western Digital and Maxtor are a perfect example.

As for experience - I used to build and upgrade clones at Lightspeed Systems
in Houston, TX. I was also the system operator for their public BBS. Their
phone number is 713-664-0002 if you want to check my references. Talk to the
CEO (Mike), or the VP of Operations (Eric) if you want to know exactly where
I stand with that outfit.

Currently, I work in the network software lab at Intel, where I spend many
hours swapping drives around and configuring systems for "torture" testing.
SCSI drives give me trouble only seldom (and that's always been caused by
Microsoft's brain-dead install procedures for their operating systems). IDE
drives are fine as long as there is only /one/ drive in the system. And when
you add that second drive, all Hell breaks loose if it's not the smae brand
as the Master drive.

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870

```
| Links at http://www.3rdplanet.com/~starship/atari.htm |
+-------------------------------------+--------------------------+
```

1160. Re: I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4uf199$571@news.tcd.net>
Source record: 81461

Omnimon, was a hackers tool, let you see the code while operating plus several other things. I think I may have some documentation here somewhere on it. I am off next week have to go out of state until about Thursday when I get back will look and see if I can come up with the docs.

Omniview, If I remember correctly there is an 80 col file on my BBS that lets you view 80 col on the 8-bit..May have some docs on that one also..have to dig out a bunch of docs to Scan to data so will look for both when I get back. I think I have both..

Bob

1161. Re: Power for 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4uf0mu$571@news.tcd.net>
Source record: 81462

The 1050 uses a 9v AC, 31va power supply. What do you get when you put in a bootable disk and turn on your computer? Boot error? Does the second red light above the power supply come on?

1162. Re: IDE HD INTERFACE FOR 8bitter

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4uf0tu$571@news.tcd.net>
Source record: 81463

As far as I know there is not an IDE hard drive interface
available for the Atari 8-bit. Someone was working on one for
FTE but it was never finished.

Bob Wooley is the only one that has an IDE in a 1200XL, don't
think he ever documented the installation and released it, but
could be wrong???

1163. Re: 520STfm <-> TV cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4uf1hc$571@news.tcd.net>
Source record: 81464

```
It should have an RF port on the back, also check for a TV
channel select, 3 or 4. perhaps it is set on the wrong channel?
You do have a RF Box hooked to the TV set on Game/Computer right?
```

1164. Sites for your xl/xe.. (more)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: slawek@gaja.ipan.lublin.pl
Message-ID: <4uf8ak$7ig@helios.man.lublin.pl>
Source record: 81465

Atarians!

There is a new site that has been designed specially for you.
You may find there all the polish stuff recently coded and broadcasted
on the copy-party in Orneta 96.
Of course your own products are welcomed.
The addres is:
194.92.26.27 between 10.00 a.m and 8.00 p.m. CET

__
O~~* (`| _ | _ | (` \|/
- ~ -~~~~~~~~~~~~~~~ _)|_(_\|/\|(/_|< _)o ~~~~~~~~~~~~~~~zap!
/ \ Slawek Sledz, Atari and PC User "Slaves/tAquart"
| | InterNet: slawek@hera.lsb.lublin.pl
\ / nic0@calia.daewoo.lublin.pl
~~ slaves@yoshi.meil.pw.edu.pl
- = iRc: [NiC0] = -

1165. Re: ATC is gone for good

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4ufanl$s4u@dfw-ixnews10.ix.netcom.com>
Source record: 81466
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

In article <4u8d5v$2rc@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
>
>But they do in fact have a contract with Compaq for drives so
>that is at the very least in our favor.

"Our" favor, who? Unless they decide to use the money to start making
more games and/or a Jaguar 2 that can compete with the current systems out and
being developed it won't do anyone except JTS any good. And frankly, at this
point, I doubt the idea of games is being bandied about anywhere over there.

1166. Re: Power for 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4ufdci$4e9@News.Dal.Ca>
Source record: 81467

In article <4uc4ir$bv8@vixen.cso.uiuc.edu>, cvotter@prairienet.org (Gary Sutton) writes:
>Can someone tell me what the power supply requirements are for the Atari
>1050 disk drive? I have 2 of them and neither of them boot up even
>though the drive lights come on. I thought perhaps I might be using the
>wrong power supply.
>
>Thanx
>
>Yerf!
>Otter
>
check the black and white switches in back, you may have them configured for
being drive 2 or whatever. if a light comes on then all is fine as far as
power supplies go.
Looking towards the front from the back of the drive, you want both the
white and black switch clicked to th left. To designate one as D2: you want
only the white one clicked over to the left.
randy

1167. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-09 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4ufed8$h4l@no-names.nerdc.ufl.edu>
Source record: 81468

tseufert@ridgecrest.ca.us (Timothy A. Seufert) wrote:

>I have a L2 cache. Normally the 7500 is faster than the 8100/110 due to
>the performance improvements in memory access and video. Are you testing
>with the TV option set to "Normal"? I was talking about "Every", which
>tries to update the screen at the full speed of 60fps. If I have it on
>"Normal", which doesn't do screen updates nearly as often, then Rainbow
>runs _much_ faster than a real 8-bit.
>
>Some games, like Jumpman, absolutely need "Every". But others run OK on
>other settings.
>

It's possible that I was using a different screen mode; I'm not sure. I
probably tested it using whatever the default mode is. That would
certainly explain our performance differences.

BTW, it is worth mentioning that I am using Speed Doubler 1.11 and System 7.5.3.
Both offer HUGE performance gains over a standard System 7.5.2 setup without
Speed Doubler.

-Michael Ellis

1168. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: ejh7678@isc.rit.edu
Message-ID: <4uh3l6$fpq@news.ao.net>
Source record: 81381

daniel11@appstate.campus.mci.net (Daniel Clinton) wrote:

>ejh7678@isc.rit.edu (Ed Heffernan) wrote:

>>f

>umm... h?

>Daniel

right-o!

1169. Re: IDE HD on the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <4uh6i1$ppd@dfw-ixnews4.ix.netcom.com>
Source record: 81382

>>Also - does anyone know why the HDD all seem to be SCSI setups? Is
there
>>any specific reason why there isn't any IDE drives?
>
>There were some posts about $20 IDE interfaces a few months
> ago, andsome people have said they did have IDE drives installed but
> I have not seen anyone post any plans recently or say how well
> they work.
>
Atari Classics is doing an IDE article in the next issue - which will go
to press as soon as Bob Woolley stops fooling around with the IDE....
The IDE interface itself is but one IC, an HC138. Plus the drive and
power. The AC article includes an updated SmartOS called SmartIDE which
is much easier and more competent than the original SmartOS. The AC
cover shows the AC 1200XL with the internally mounted IDE drive - a
nice, compact setup all under the covers. As with any 8-bit project
where you load down the address and data busses, some oddities remain,
but all in all, the IDE works just great with data rate of 180 sectors
per second on read.
Bob Woolley

1170. Atari Computer Goods For Sale! Free Catalogs! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4uhd96$gj9@nadine.teleport.com>
Source record: 81383
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books & Accessories. At BSC's Web Page you'll View,
& DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. If you have problems connecting with my web page. Feel free to
Request catalogs through E-Mail. Really, it's not an inconvenience. All
I ask is that you specify Atari 8 Bit, Atari ST or both. You should get
a response after the weekend as I take the weekend off. Please Direct
all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

1171. Re: ATARI 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: mmercado@valdivia.uca.uach.cl
Message-ID: <320c618b.5555059@146.83.90.5XXXXarauco.reuna.cl>
Source record: 81384
Cross-posted to: chile.mercado.hardware,chile.mercado.software,comp.sys.atari.8bit

On 5 Aug 1996 14:31:10 -0400, lucifuen@dcc.uchile.cl (El Justo Por La
Fe (Vivira)) wrote:
>Resulta que a un colegio de bajos recursos, se hizo una donacion de
>computadores atari 800xl. Por lo tanto, ellos necesitan sacarle
> provecho
(...)
>Luis Humberto Cifuentes Lobos

Hola:

No puedo ayudarte con el hardware, pero te adjunto algo de informacion
sobre fuentes de programas para Atari en Internet.

Te sugiero que te consigas a alguien con conocimientos de electronica
(o tu mismo si eres entendido), que te construya una interfase SIO2PC
(muy sencilla y barata) que permite transferir hacia una disquetera
Atari los programas bajados de Internet.

ATARI links rev. 11/JUL/96
---
ftp://atari.archive.umich.edu/atari/8bit/ ***UMICH (***)

http://graf.fciencias.unam.mx:100/~mariano/atari.html **La cueva de
los 8 bits - Mariano Dominguez Molina (Mexico) en castellano

ftp://closer2.brisnet.org.au/8_bit
ftp://closer2.brisnet.org.au/8_bit/OLDCIS1
ftp://ftp.clark.net/pub/atari/mag/analog/ ***Analog Magazine.
ftp://ftp.clark.net/pub/atari/mag/antic/ ***Antic Magazine.
ftp://ftp.cs.ruu.nl/pub/NEWS.ANSWERS/atari-8-bit/faq
ftp://ftp.pvv.unit.no/pub/atari/8bit
ftp://ftp.servtech.com/pub/users/mead/atari8
ftp://ftp.toad.net/pub/umich/ ***Atari Archive:
ftp://ftp.xmission.com/pub/users/j/jeking/8bit/new
ftp://ftp2.cyberspy.com ***Buen sitio de atari

*** Estos dos tienen la coleccion mas completa de juegos ***
ftp://ftp2.cyberspy.com/pub/atari8/justins_site ***Justins archive
ftp://ftp2.cyberspy.com/pub/atari8/yogis_site ***Yogis archive

ftp://wuarchive.wustl.edu:/.archive02/systems/atari/umich.edu/8bit/Os
gopher://gopher.archive.umich.edu:7055/11/atari/8bit/ ***UMICH SIte
http://ace.cs.ohiou.edu/personal/mleair/others.html ***Atari Links
http://aire.ncl.ac.uk/Atari/index.html
http://aire.ncl.ac.uk/index.html
http://cip2.e-technik.uni-erlangen.de:8080/hyplan/lafreund.html

***Lars Freund Homepage (German)

http://cow.pasture.com/~annatar/8bit/
http://er4www.eng.ohio-state.edu/~funkr/Atari/ ***Atari 8-bit Stuff
http://er4www.eng.ohio-state.edu/~funkr/Atari/Ref/ ***Reference Cards
http://greebo.onlinemagic.co.uk/~dok/atari8/ ***XFD/ATR Utilities:
http://mars.superlink.net/scharles/ ***jellystonepark (FTP
not up yet)

http://micros.hensa.ac.uk/micros/atari.html
http://nimitz.mcs.kent.edu/%7Eclisowsk/8bit.html ***BRiTiSH
Underground Atari 8bit:

http://nimitz.mcs.kent.edu/~clisowsk/8bit.html
http://ourworld.compuserve.com/homepages/rlink/siteinfo.htm
***Atari Sites Newsgroups

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/resources.html
*The Atari 8-Bit Homepage: INTERNET RESOURCES

http://rpool1.rus.uni-stuttgart.de/~inf11492/ *ATARI XL/XE-Homepage
http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html
http://search.yahoo.com/bin/search?p=ATARI ***Punteros:en Yahoo.
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html *Big Atari
8bit Home Page

http://student.uq.edu.au/~s002434/hotlist.html
http://werple.net.au/~lions/atari.htm *Beyond ....The Black
Stump Atari Page

http://www-und.ida.liu.se/~t94patsa/atari.html *Atari on
Internet

http://www.algonet.se/~dark/atari.html ***Atari page,
info and links:

http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/top.html
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
http://www.cis.ohio-state.edu/~funk/Atari/
http://www.clark.net/pub/kevina/home.html
http://www.cnam.fr/Comp/Atari/ ***Atari-WEB
http://www.cs.bham.ac.uk/~iks/atari/ ***Atari Library
http://www.cs.dartmouth.edu/~crow/atari/ *Atari 8-bit Utilities
http://www.cs.duke.edu/~dsb/atari.html
http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html
***Atari.8bit.Homepage

http://www.direct.ca/productions/atari.html
http://www.dur.ac.uk/~d408x2/
http://www.edu.isy.liu.se/~z94patsa/atari.html ***Atari Resources
http://www.francenet.fr/franceweb/Inf/infinfatari.html

http://www.gate.net/~cmwagner/atari8.html
http://www.geocities.com/SiliconValley/2741/8bit.html ***Homepage
Nyman: Atari 8 bit

http://www.geocities.com/SiliconValley/Park/1211 ***XFSIO
v1.05:

http://www.halcyon.com/brasoft/ **Home de
XFORMER Emulador de Atari 400/800/XL para PC.

http://www.hfb.se/~d93rkr/atari.html
http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html ***XL-It
Atari XL/XE Emulator

http://www.ifi.uio.no/~thomah/auon/english.html ***Atari Users of
Norway - homepage

http://www.insight-media.co.uk/idrun/xfsio.htm ***XFSIO Home Page
http://www.ior.com/~fkeylard/aeo.htm ***Atari Explorer Online
http://www.mcc.ac.uk/~dlms/atari.html ***Atari on the Web!
http://www.mcc.ac.uk/~dlms/danlist.html ***Recommended list of
software for the Atari

http://www.mcc.ac.uk/~dlms/News.html ***Atari Newsgroups
http://www.nacs.net/~classics/ ***APE Home Page
http://www.nada.kth.se/~d95-dkr/atari.html
http://www.ncsc.dni.us/fun/user/tcc/cmuseum/atari800.htm
http://www.ncweb.com:80/users/lws ***posiblemente esquema de
xformer cable

http://www.netlink.co.uk./users/helix/atari8/ ***Atari 8-bit Emulator
Utilities

http://www.ourworld.compuserve.com/homepages/dschmud/dsatari.htm
***classic atari on line

http://www.primenet.com/~whittam/atari.html
http://www.ruhr.de/home/aslan/rai/rai.html ***Ratgeber Atari-Internet
http://www.smartpages.com/faqs/atari-8-bit/faq/faq.html
http://www.tile.net/tile/news/atar2.html
http://www.toad.net/atari/
http://www.uccs.edu/~dbschroe/atari.html
http://www.uci.agh.edu.pl/student/airgrp/tatar/public_html/Atari/hp.html
http://www.umich.edu/~archive/atari/8bit/
http://www.uni-karlsruhe.de/~un55/8bit.html ***Mas atari 8bit
http://www.whidbey.net/~beattidp/comput/x65tools/
http://zippy.sonoma.edu/~kendrick/nbs/atari.html *Bill Kendirck
---

Saludos

---
marcos mercado o. mmercado@valdivia.uca.uach.cl

1172. Re: 20meg MFM hard drives only $10 (price includes shipping)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <4ui0rn$eqb@News.Dal.Ca>
Source record: 81385

In article <4ugeu6$fve@test-sun.erols.com>, griggle@adgrafix.com (Grant Riggle) writes:
>20meg MFM drives only $10. We also have MFM controllers for $5.50. If your interested
contact me at blues@erols.com. Thanks.
>
>Grant Riggle
>blues@erols.com
>
>P.S. Visit my page at http://www.cybercity.hko.net/silicon_valley/cguy
>
How exactly are these hooked up to ab Atari 800xl and what kind of software is
need to run one? and is the software available?
randy.

1173. Re: ATC is gone for good

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: cudabert@magicnet.net
Message-ID: <4ui4g6$mth@comet2.magicnet.net>
Source record: 81386
Cross-posted to: rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.atari.st

wlas@ix.netcom.com (Mr. Entropy) choked up:

>In article <4u8d5v$2rc@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
>>
>>But they do in fact have a contract with Compaq for drives so
>>that is at the very least in our favor.

> "Our" favor, who? Unless they decide to use the money to start making
>more games and/or a Jaguar 2 that can compete with the current systems out and
>being developed it won't do anyone except JTS any good. And frankly, at this
>point, I doubt the idea of games is being bandied about anywhere over there.

Err, from what I understand, JTS is *not* going to be developing any
games or game systems, and AFAIK they never claimed that they would.

I think the point that BobKlaas was trying to make when he said it
would be "in our favor" is that the stockholders who were previously
invested in Atari now have a chance, at least, to recoup their losses
and maybe even make some money. If the majority of the stockholders
had preferred making games to making money, Atari would still be with
us today.

--
"YOU are even more evil than I!" - my friend, Mike Hays
Looking for Atari 2600 information?
Check out ftp://ftp.magicnet.net/pub/users/cudabert

1174. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: banksia <banksia@squirrel.com.au>
Message-ID: <4ui54l$t1s@corolla.onthenet.com.au>
Source record: 81387

Hi, my name is Jon. Anyway, I used to have a really old atari. Ever played "River Raid" ?? I grew up on that game! It is strange to see atari enthusiasts still around!! I'm from Australia (you are probably from the states) and I'm a high school student.

P.S. River Raid rules.

1175. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4ui6n8$pha@news.campus.mci.net>
Source record: 81388

Kyle R. Hofmann <rhofmann@crl.com> wrote:

>In article <MPLANET.3209f9f5oscar9896e2@client1.news.psi.net>, Oscar Fowler wrote:
>: In article <4ubo7a$42l@news.campus.mci.net>,
>: daniel11@appstate.campus.mci.net says...
>: > ejh7678@isc.rit.edu (Ed Heffernan) wrote:
>: >
>: > >f
>: >
>: > umm... h?

>: Wrong!!

>umm... e?

Gee, imagine if all communication among humans was limited to usenet
postings limited to one letter.

Daniel

1176. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: banksia <banksia@squirrel.com.au>
Message-ID: <4ui501$t1s@corolla.onthenet.com.au>
Source record: 81389

Hi, my name is Jon. Anyway, I used to have a really old atari. Ever played "River Raid" ?? I grew up on that game! It is strange to see atari enthusiasts still around!! I'm from Australia (you are probably from the states) and I'm a high school student.

P.S. River Raid rules.

1177. Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: newman@jump.net
Message-ID: <320CC3A4.42C5@jump.net>
Source record: 81390

So when are the cyberspy2 archives going to really be online? I've read posts of them being there, but nothing's relaly there. Or am I looking in the wrong place?

Steven M. Fish (newman@jump.net http://www.jump.net/~newman)

1178. Re: I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <320C8A18.350C@cswnet.com>
Source record: 81391

hobo wrote:
>
> I've got an 800 with this OMNIMON inside it and 3 switches
> hacked into the console, but I don't know how to utilize the thing.
>
> I can get it to come up in a monitor-style mode, but I have no
> idea what the commands are. I also had the impression this thing
> would do 80 columns...?
>
> I have absolutely no documentation...I really could use some.
>
> Cyrus
I bought Omnimon some years back. It worked pretty well. I'm pretty sure I've still got some docs, send me an SASE and I'll copy the important parts for you.

When I bought it, it came with Omniview thrown in. Omni was a separate 80 column patch on a separate PROM. You had to decide which one to put on the board, cause you only got one board.

I've seen some software 80 col patches that sorta work. They draw letters in 80 column mode and it takes a good monitor and some imagination to read.

Nick Kennedy (the SIO2PC guy)
300 South Vancouver
Russellville, AR 72801

Hey, have you ever heard of "The Pill"? A guy gave me a bunch of Atari stuff including The Pill, which is a cartridge with a toggle switch on top. What is it??

1179. Atari 800XL System For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: Greg LaPorta <glaporta@qualcomm.com>
Message-ID: <320CFBC5.3FDB@qualcomm.com>
Source record: 81392

For Sale:

Atari 800XL
(2) Atari 1050 disk drives, one is double density
Quickshot I joystick
A bunch of disks with utils, games, apps.
A bunch of cartridges, all games.

$100.00

E-Mail: gpl@gpl@qualcomm.com

--
==========
Greg LaPorta, CS-OS/2 E-Mail: glaporta@qualcomm.com
QUALCOMM Incorporated Direct: (619) 651-1161
6455 Lusk Blvd, Q-105Z Toll Free: (800) 544-4977, x11161
San Diego, CA 92121 Pager: (619) 636-1867

Visit my homepage at: http://www.qualcomm.com/~glaporta
==========

1180. Re: Power for 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DvxuCJ.Dro@iglou.com>
Source record: 81393

In article <4uc4ir$bv8@vixen.cso.uiuc.edu>,
Gary Sutton <cvotter@prairienet.org> wrote:
>Can someone tell me what the power supply requirements are for the Atari
>1050 disk drive? I have 2 of them and neither of them boot up even
>though the drive lights come on. I thought perhaps I might be using the
>wrong power supply.
>
>Thanx
>
The 1050 uses a 9 volt AC power supply, Atari part number CO17945. What
happens when you try to use the drives? Does the computer say "BOOT
ERROR", or does it go straight into Basic without reading the disk? Do
you have a boot disk?

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

1181. Re: 8bit BASIC Iron Man Lyrics Teacher - imlt.bas (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4uj3i8$5ms@news.campus.mci.net>
Source record: 81394

jvogel@crl.com (John M. Vogel) wrote:

>Excuse me? An "Iron Man" (as in Black Sabbath/Ozzy Osbourne) lyrics teacher?

>This I gotta see, hehehehehe.

Written in atari basic 13 years ago by a kid of about that age.
With multi-voice sound erratically powered by delay loops.

Let me know how you like it!

Daniel

1182. Re: What would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <4uj7bn$pqk@news.internetmci.com>
Source record: 81395

Things to add/fix in Ape 1.10:

1. Write to Sparta when using PC-Mirror.
2. Set Happy Drive to Unhappy Mode from Prosys Program.
3. Compatibility problems with SDX, ie. format command.
4. Block Configuration file extension, so that File Selector Menu find them.
5. Drop out of Concurrent I/O.
6. Lockups during formatting of disk images using MyCopyr.

Thanks,

Rick

1183. Re: What would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <4uj7df$pqk@news.internetmci.com>
Source record: 81396

Things to add/fix in Ape 1.10:

1. Write to Sparta when using PC-Mirror.
2. Set Happy Drive to Unhappy Mode from Prosys Program.
3. Compatibility problems with SDX, ie. format command.
4. Block Configuration file extension, so that File Selector Menu find them.
5. Drop out of Concurrent I/O.
6. Lockups during formatting of disk images using MyCopyr.

Thanks,

Rick

1184. Re: What would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <4uj7e6$pqk@news.internetmci.com>
Source record: 81397

Things to add/fix in Ape 1.10:

1. Write to Sparta when using PC-Mirror.
2. Set Happy Drive to Unhappy Mode from Prosys Program.
3. Compatibility problems with SDX, ie. format command.
4. Block Configuration file extension, so that File Selector Menu find
them.
5. Drop out of Concurrent I/O.
6. Lockups during formatting of disk images using MyCopyr.

Thanks,

Rick

1185. Re: ICD MIO Help Needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: archone@aloha.com
Message-ID: <4uj7pg$3tb@news.aloha.com>
Source record: 81398

Yeah... this is my fault, I sent Bob the MIO, but lost the power
supply. Ooops.

It IS a really cool device though.

JF

DougF@gnn.com (Douglas Feldman) wrote:

>My ICD-MIO (256K ram) power supply has a 9V AC output of 31 VA. Maybe you
>can find a good substitute at Radio Shack or an electronics supply store.
>Another good source for Atari accessories is Bob Klaas. He runs a mail
>order company called K-Products. You can e-mail him at:
>bobkla19@mail.tcd.net

>You connect the MIO into the rear of your XL or XE (need edge card
>connector for XE). When you power up your Atari, hold down SELECT. Then you
>will see all the MIO menu options. I think the default ramdisk is D6: There
>is a default printer buffer size (64K ?). There are some interesting ICD
>utilities for saving and restoring preferred MIO configurations. I have
>some of these stored away, if you are interested

>You can access your MIO menu after booting up your Atari by pressing RESET
>and SELECT at the same time.

>Since I got APE'd, I have not needed my MIO these days......

>Happy Computing, from Doug Feldman in Ann Arbor, MI

1186. Atari C;assics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: msmith@aol.com
Message-ID: <4ujilk$21h@newsbf02.news.aol.com>
Source record: 81399

Where is Atari Classics magazine posted for download?

Thanks,
Mark Smith

1187. Connectivity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-10 00:00:00 UTC
From: Darryl Shpak <dos021@freenet.mb.ca>
Message-ID: <Pine.SOL.3.91.960810231235.24180A-100000@winnie.freenet.mb.ca>
Source record: 81400

Hello, I just replaced my fried 600xl with a 130xe, cost me $10 (that's
10 bucks CDN, $7.14 for all you americans :-)

Now I'm trying to hook it to the outside world....so....

i) The cable between the computer and the TV....is there anything special
about it or can I use a standard cable for between our stereo and your
speakers? I now have 3 Atari systems and the one cable for them all :-)

ii) Is there any way of connecting a standard RS232C serial device to the
ATARI without using that expensive interface (I forget the numbers)

iii) Anyone have details on the diskette format (I mean DETAILS, as in
directory format, everything I need to basically write my own DOS)

iv) Are there ATARI emulators out there for PC? I realize this
is kind of defeating the purpose of OWNING an ATARI, but currently I have
no way of getting stuff from my PC w/ internet hookup to my ATARI.

v) Where can I find ATARI archives?

vi) Also, I've got some stuff on tape that I'm transferring to disk.
These are the tapes that auto-load when you press Start during boot. Two
of them were just ML loaders that loaded the BASIC code so by
fast-forwarding past the loader I could just pull in the code with a
CLOAD and save it with a normal SAVE. The third one (which I want the
most) is an actual ML program. I tried copying it to AUTORUN.SYS but
nothing seemed to happen.....how can I turn this into a disk file so I
don't have to wake up when it finally finishes loading?

Thanx!

Darryl.

+-=-+
| Darryl Shpak | * QuickBASIC Programming
| Winnipeg, MB | * FREE DOS, Windows, QB help; just mail me!
| Canada | * http://www.winnipeg.freenet.mb.ca/~dos021
| dos021@freenet.mb.ca | Visit it!

1188. Re: FS/FT: Atari 810 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: sock@axess.com
Message-ID: <4v05cq$hci@news.axess.com>
Source record: 81269

savetz@northcoast.com (Kevin Savetz) wrote:

>I have for sale or trade 2 Atari 810 disk drives. Make an offer. Will also
>trade for 5200, 7800 or Fairchild games that I don't have.
>--Kevin Savetz

I assume these disk drives will work on my Atari 130XE, right? I'd be
interested in them if so. I have some Atari 5200 cartridges, maybe
you don't have some of them;
Countermeasue (Atari)
Qix (Atari)
Pac-Man (Atari)
Gyruss (Parker Brothers)
Joust (Atari)
Star Raiders (Atari)

John Kowalski

1189. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bb8716$cc6ac440$1d201fce@rorymcma>
Source record: 81401

Ed Heffernan <ejh7678@isc.rit.edu> wrote in article
<4uh3l6$fpq@news.ao.net>...
> daniel11@appstate.campus.mci.net (Daniel Clinton) wrote:
>
> >ejh7678@isc.rit.edu (Ed Heffernan) wrote:
>
> >>f
>
> >umm... h?
>
> >Daniel
>
> right-o!
>
>
>
>
Better yet... cross-post this phenomena! ;)

1190. Re: IDE HD on the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bb8717$55436ba0$1d201fce@rorymcma>
Source record: 81402

Robert Woolley <rwoolley@ix.netcom.com> wrote in article
<4uh6i1$ppd@dfw-ixnews4.ix.netcom.com>...
>
> Atari Classics is doing an IDE article in the next issue - which will go
> to press as soon as Bob Woolley stops fooling around with the IDE....
> The IDE interface itself is but one IC, an HC138. Plus the drive and
> power. The AC article includes an updated SmartOS called SmartIDE which
> is much easier and more competent than the original SmartOS. The AC
> cover shows the AC 1200XL with the internally mounted IDE drive - a
> nice, compact setup all under the covers. As with any 8-bit project
> where you load down the address and data busses, some oddities remain,
> but all in all, the IDE works just great with data rate of 180 sectors
> per second on read.
> Bob Woolley
>
Wonders never cease, do they? Wonder what size hd would be the max?
If it only takes one chip... I've got my eye on a 1.2 seagate...

1191. Re: Power for 1050?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: cvotter@prairienet.org
Message-ID: <4ujco0$7lu@vixen.cso.uiuc.edu>
Source record: 81403

Bill Marcum (bmarcum@iglou.iglou.com) wrote:
: In article <4uc4ir$bv8@vixen.cso.uiuc.edu>,
: Gary Sutton <cvotter@prairienet.org> wrote:
: >Can someone tell me what the power supply requirements are for the Atari
: >1050 disk drive? I have 2 of them and neither of them boot up even
: >though the drive lights come on. I thought perhaps I might be using the
: >wrong power supply.
: >
: >Thanx
: >
: The 1050 uses a 9 volt AC power supply, Atari part number CO17945. What
: happens when you try to use the drives? Does the computer say "BOOT
: ERROR", or does it go straight into Basic without reading the disk? Do
: you have a boot disk?
:

It says Boot Error and it happens no matter what disk we try to load.
Not sure if any of them are actually boot disks or not, although one is
labelled DOS XL (which we're trying on a 130XE)

Yerf!

Otter

1192. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4ujmn1$1q9@nntp.crl.com>
Source record: 81404

Kyle R. Hofmann <rhofmann@crl.com> wrote:
: Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : : : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : : : : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : : : : : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : : : : : : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:
: : : : : : : : : : : : : : In article <4ui6n8$pha@news.campus.mci.net>, Daniel Clinton
wrote:
: : : : : : : : : : : : : : Kyle R. Hofmann <rhofmann@crl.com> wrote:

: : : : : : : : : : : : : : >In article
<MPLANET.3209f9f5oscar9896e2@client1.news.psi.net>, Oscar Fowler wrote:
: : : : : : : : : : : : : : >: In article <4ubo7a$42l@news.campus.mci.net>,
: : : : : : : : : : : : : : >: daniel11@appstate.campus.mci.net says...
: : : : : : : : : : : : : : >: > ejh7678@isc.rit.edu (Ed Heffernan) wrote:
: : : : : : : : : : : : : : >: >
: : : : : : : : : : : : : : >: > >f
: : : : : : : : : : : : : : >: >
: : : : : : : : : : : : : : >: > umm... h?

: : : : : : : : : : : : : : >: Wrong!!

: : : : : : : : : : : : : : >umm... e?

: : : : : : : : : : : : : : Gee, imagine if all communication among humans was limited
to usenet
: : : : : : : : : : : : : : postings limited to one letter.

: : : : : : : : : : : : : : Daniel

: : : : : : : : : : : : : : I

: : : : : : : : : : : : : : c
: : : : : : : : : : : : : a
: : : : : : : : : : : : n

: : : : : : : : : : s
: : : : : : : : : : e
: : : : : : : : : e

```
: : : : : : : : i
: : : : : : : : t

: : : : : : n
: : : : : o
: : : : w
: : : .
: : .
: .
.
```

1193. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4ujt5q$506@agate.berkeley.edu>
Source record: 81405

In article <jx91-0908962355130001@cisjx91.demon.co.uk>,
Chris Lam <jx91@cityscape.co.uk> wrote:
(snip snip snip)
- The next Rainbow update (v1.3) will speed cap it to 100% CPU.
-
- Chris Lam,
- Rainbow Keeper.

It would be nicer to have the emulation speed be variable. Many games would require the timing to be exact, but there are other applications, such as editors or neat mathematical-thingy-programs that would like to run as fast as possible, regardless of the screen refress rate. Just my 2 cents.

- Anthony

1194. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bb874a$4731db40$16201fce@rorymcma>
Source record: 81406

newman@jump.net wrote in article <320CC3A4.42C5@jump.net>...
> So when are the cyberspy2 archives going to really be online? I've
> read posts of them being there, but nothing's relaly there. Or am I
> looking in the wrong place?
>
> Steven M. Fish (newman@jump.net http://www.jump.net/~newman)
>
>
try

ftp://ftp3.cyberspy.com/atari8

Rory

1195. Re: Looking for a game...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: twonoahs@aol.com
Message-ID: <4uk1o0$81j@newsbf02.news.aol.com>
Source record: 81407

I remember there was a game called the 7 sea or something like that and basically you were like Christopher Columbus and you went around trying to get gold and you had to make sure the natives didn't kill you by talking to there chief. It was by Electronic Arts and I think looking back on it was kind of spooky when the natives would start killing your men because the drums would start beating frantically...

1196. Re: Looking for a game...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bb8787$db979620$1a201fce@rorymcma>
Source record: 81408

Two Noahs <twonoahs@aol.com> wrote in article
<4uk1o0$81j@newsbf02.news.aol.com>...
> I remember there was a game called the 7 sea or something like that and
> basically you were like Christopher Columbus and you went around trying
to
> get gold and you had to make sure the natives didn't kill you by talking
> to there chief. It was by Electronic Arts and I think looking back on it
> was kind of spooky when the natives would start killing your men because
> the drums would start beating frantically...
>
>
Seven Cities of Gold...

1197. Re: IDE HD INTERFACE FOR 8bitter

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4ukmod$cen@agate.berkeley.edu>
Source record: 81409

See Bob Wooley's article, no. 40539. He plans on publishing plans
for it in the next issue of Atari Classics.

- Anthony

1198. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4ukn98$cfi@agate.berkeley.edu>
Source record: 81410

In article <4uh8hu$31q@nyx10.cs.du.edu>,
Uncle Fester <thester@nyx10.cs.du.edu> wrote:
(snip snip snip snip)
:
: Is this a private game or can anyone play? :-)
:
: Uncle Fester

Play with them or play with yourself. We don't want to know who
you play with while sitting in front of your computer.

1199. Re: I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <320df1b6.6122273@news3.news.demon.net>
Source record: 81411

On Sat, 10 Aug 1996 10:09:44 -0300, Nick Kennedy <nkennedy@cswnet.com>
wrote:

>> I've got an 800 with this OMNIMON inside it and 3 switches
>> hacked into the console, but I don't know how to utilize the thing.

I think there's some docs on Yogi's web site,

http://mars.superlink.net/scharles/

--
andy@troas.demon.co.uk

1200. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: Tony Ramos <ramos.15@postbox.acs.ohio-state.edu>
Message-ID: <320DEF20.3D95@postbox.acs.ohio-state.edu>
Source record: 81412

Chris Lam wrote:
>
> The next Rainbow update (v1.3) will speed cap it to 100% CPU.
>
> Chris Lam,
> Rainbow Keeper.

Hi Chris,

In my humble opinion as a professional user interface designer, <grin>
and long-time emulator fan, it would be great if the user could choose
set either the frame rate or the CPU speed.

For example, add an on-screen palette displaying frame rate and CPU
speed, each with a lock button and slider control. If the user sets one
of the speeds, that speed remains fixed and the other one adjusts to the
maximum possible. Or, the user could adjust both rates to "dumb down"
the emulator and make it run slower than the maximum possible.

It would also be great if the frame rate / CPU rate remains under the
user's control. It's annoying when the emulator switches the "TV"
setting to Normal every time I re-boot it. (I'm using the PowerMac demo
version.)

Thanks again for a great emulator,
Tony R.

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

1201. 520STfm - TV cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: rwc@ct.net
Message-ID: <4uld69$int@blue.ct.net>
Source record: 81413

On Thu, 08 Aug 1996 ebatt said:

>Someone recommended I grab the comp video out signal and hook it
>to a comp video monitor...if the tv out doesn't work soon, I'll
>slug it out with the soldering gun.
>Eric B.
>ebatt@wam.umd.edu

Some years back I acquired some 13 way DIN plugs and built
several ST cables; including the composite video model.

The composite video cable provides quality far superior to that
of the rf output of an STfm. This cable is not at all hard to
build (other than finding the 13 way DIN plug). Here's the pinout
necessary to complete the project.

13 way DIN 13S socket: Pin Function
1 Audio out
* 2 Composite video
3 General purpose output
4 o o o o 1 4 Monochrome detect
5 Audio in
8 o o o o 5 6 Green
7 Red
12 o o o o 9 * 8 Ground
10 Blue
o 13 11 Monochrome
12 Vertical sync
13 Ground

* Note: Older versions of the ST reserved pin 2 and pin 8, this
could be a source of trouble with some peripherals. Always, if
possible, use pin 13 for ground.

If you can't locate the DIN plug I suggest using RCA plugs on
cables (video - pin 2, audio - pin 1, common ground - pin 13) run
out through the case. This cable may be used with a composite
video monitor, any television with audio and video inputs, and
all VCR's.

--rwc

* *
* NOTICE: rwc@ct.net welcomes commercial mailings by entities *
* individual and corporate for addition to the Commercial *
* E-Mail List, which is available to the public at no charge. *
* The fee in U.S. dollars, waived if e-mail was solicited, *

```
* for this service is $50.00 for individuals and $500.00 for *
* corporations. Be assured that billing will be prompt. --rwc *
* * * * * * * * * * * * * * * * * * * * * * * * * * * * * * * *
```

I think ... therefore I am overqualified.

```
`[1;31;44mNet-Tamer V 1.04 - Test Drive
```

1202. SIO Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: michael@anest4.anest.ufl.edu
Message-ID: <michael-1108961638340001@ppp-15-ts9.nerdc.ufl.edu>
Source record: 81414

I was contemplating making an SIO2PC-type program for the Macintosh, and I was wondering if anyone knew of a good place to find documentation for the SIO
interface. "Mapping the Atari" touches on the subject, but there are no specifics.

Any pointers to documentation and/or source code would be appreciated.

Thanks.

-Michael Ellis

1203. Re: Looking for a game...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: Brian Sturk <bsturk@ultranet.com>
Message-ID: <320E4E76.1527@ultranet.com>
Source record: 81415

Two Noahs wrote:
>
> I remember there was a game called the 7 sea or something like that and
> basically you were like Christopher Columbus and you went around trying to
> get gold and you had to make sure the natives didn't kill you by talking
> to there chief. It was by Electronic Arts and I think looking back on it
> was kind of spooky when the natives would start killing your men because
> the drums would start beating frantically...

I'm pretty sure you're talking about 7 Cities of Gold. Cool game.

1204. For Sale: Atari 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <320e23a8.15486205@netnews.netaxs.com>
Source record: 81416

Looking to sell an Atari 850 interface with 1 printer cable, 1 I/O
cable and the power supply.

Email with offers add about $7 for shipping

****
Go ERNIE #28
Come visit http://www.intserv.com/~jayski
and http://www.intserv.com/~jayski/irvan.html

1205. Re: Pokey information

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: Tony Ramos <ramos.15@postbox.acs.ohio-state.edu>
Message-ID: <320E6BF6.4AEA@postbox.acs.ohio-state.edu>
Source record: 81417

John Kowalski wrote:
>
> ipoorten@cs.vu.nl (Ivo van Poorten) wrote:
>
> >Take a look at:
> >http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/
> >...or more specific:
> >http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/chapter17.html
> >about generating sound.
>
> >Bye,
> >Ivo van Poorten
> >ipoorten@cs.vu.nl ivo@let.vu.nl
> >http://pmwww.cs.vu.nl/home/ipoorten/
> >Mega Magazine -- The Atari 8-Bit Homepage
>
> Thanks. That'll do to get me started on the right track. You
> wouldn't happen to know where I could get more specific information
> though? I mean, technical explanations of what is happening that
> generates the waveforms... ?
>
> John

Hi John,

I seem to remember that in _Mapping the Atari_, the description of the Pokey's addresses included information about how poking values there affected the sound. For example, it explained that the pitch circuit was a divide-by-n, and so larger numbers poked there produced lower pitches. It also went into detail about how poking the 'mode' byte would pair up the four 8-bit counters into two 16-bit counters, and so on.

I assume you're looking for this information to produce a Pokey emulator? If so, I can give you a little information about the waveforms. Poking an even number into the 'distortion' byte for each channel produces different waveforms:

Value	Sound	Waveform
0	white noise	pseudo-random time between pulse determined by a counter with many bits
2	harsh buzz	Don't know, sample it to find out. Timbre is consistent across all pitches.

4 'engine' sound Grinding noise in an obvious loop. Timber
different for each pitch value (0-255). Figure
out the algorithm, or sample at each pitch!

6 same as 2

8 white noise same as 0 but smaller counter, brighter noise

10 pure tone square wave, plain and simple. Don't know about
pulse width though.

12 'sawtooth' odd buzzing sound, different timbre with each
pitch, and sometimes different on the same
pitch played at different times! Used to play
low notes in Advanced Music System.

14 same as 10

When an odd distortion is chosen, no sound is made, but by poking a number 0-15 into the loudness you can move the speaker to one of 16 positions!!! Hard to believe, but there it is. That's how I was able to make the 8-bit play sampled sounds, by moving the speaker cone according to the sample values.

This is all from memory (wow, I can't believe I'm still carrying this stuff around.) Of course, this doesn't even begin to cover all the weird sounds you can make by pairing up the voices, messing with the sound generator's input clock, etc etc.

Good luck,

Tony R.

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

1206. Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-11 00:00:00 UTC
From: "Wayne Carson"
Message-ID: <4um89f$4li@lex.zippo.com>
Source record: 81418

I just bought an atari 400 with 16K at a yard sale (1 dollar with 410
tape drive. good deal). I want to upgrade it to 48K so I can run
M.U.L.E with 4 person. Is upgrading it's memory possible?

Thanks in advance,

Wayne Carson
WEC100@PSU.EDU

1207. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: ejh7678@isc.rit.edu
Message-ID: <4ukqd5$pt0@news.ao.net>
Source record: 81270

"Rory McMahon" <mcmahon@inil.com> wrote:

>Ed Heffernan <ejh7678@isc.rit.edu> wrote in article
><4uh3l6$fpq@news.ao.net>...
>> daniel11@appstate.campus.mci.net (Daniel Clinton) wrote:
>>
>> >ejh7678@isc.rit.edu (Ed Heffernan) wrote:
>>
>> >>f
>>
>> >umm... h?
>>
>> >Daniel
>>
>> right-o!
>>
>>
>>
>>
>Better yet... cross-post this phenomena! ;)

Actually, it was posted because I was testing to see if my new server
was allowing out-going mail...i thought it didnt..it did. :)
s

1208. Re: Atari C;assics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <4um05c$e45@sjx-ixn6.ix.netcom.com>
Source record: 81271

In <4ujilk$21h@newsbf02.news.aol.com> msmith@aol.com (MSmith) writes:

>
>Where is Atari Classics magazine posted for download?
>
>Thanks,
>Mark Smith
>

Atari Classics is not avaialable online. You must purchase it as
hardcopy from them

Atari Classics
5507 Langford ct.
Concord CA, 94521-1614

subscriptions are $25/ 6 issues
back issues are $6 or $7 each.

Bob Woolley AC magazine

1209. Re: Waht would you like to see in APE 1.10?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-1108961726380001@annex064.ridgecrest.ca.us>
Source record: 81272

In article <4u2vkp$7io@madeline.INS.CWRU.Edu>, dh395@cleveland.Freenet.Edu
(Steven J Tucker) wrote:

>I have already added a window to display the directory of
> SpartaDos/MyDOS/Atari DOS images as they are browsed in
> the file selector. Seems to be a great feature, it helped
> me finally get to check out all the images on the Pooldisk :)
>
>Any other ideas?

I don't know if it's in there already, but perhaps the capability to use
the CTS line on the serial port for the SIO Command line. I'm making a
SIO cable to connect my Mac up. Though a Mac<->RS-232 cable is quite easy
to get, the Mac serial port has only two handshaking lines. One of them
is an output, and is usually connected to both DTR and RTS, while the
other is an input connected to CTS. These are the fundamentals you need
to hook a high-speed modem up. But there's no Ring Indicate connection,
which is what's used in the traditional SIO2PC cable. The only input I
can use for Command is CTS.

I'd love it if you could add the ability to use CTS, because I'd like to
try running APE under SoftWindows.

(posted&mailed)

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

1210. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <320e9120.1770062@news.superlink.net>
Source record: 81273

On 10 Aug 1996 11:15:20 -0600, thester@nyx10.cs.du.edu (Uncle Fester)
wrote:

-In article <4uas4o$a5a@service3.uky.edu>,
-Bryan Durall <durall@ewl.uky.edu> wrote:
->I was browsing "The Giant List of Classic Game Programmers", and I
came
->across this entry:
->
->>Berry, Danielle (formerly Dan Bunten; founder of Ozark Softscape)
-> ^^^^^^^^
- [munch]
->
->Now I'm intrigued. Does "formerly" mean what I think it does?
-
- Hmmmm. A "Walter/Wendy" Carlos sort of thing I'd imagine.
-
- Wendy Carlos (formerly Walter) was the Moog synthesizer
- artist responsible for "Switched-On Bach" and other works.
-
-
- Uncle (formerly Aunt) Fester

I told my friend about this, he said "Bullshit" but I told him to go
work. That's what it means. If you look inside the gatefold that MULE
comes in, Dan looks a little shifty around the eyes, he's the only one
not looking at the babe.
Also, speaking of Walter/Wendy Carlos, I have "Walter Carlos ...By
request." Mastered off my record onto a CD-R. It sounds better than
you think, not many scratches and pops. I threw a few other Carlos
songs on there to fill out the 74 minutes. Anyone interested??
Scott

1211. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <320e90ee.1720100@news.superlink.net>
Source record: 81274

On Sat, 10 Aug 1996 11:15:16 -0600, newman@jump.net wrote:

-So when are the cyberspy2 archives going to really be online? I've
-read posts of them being there, but nothing's relaly there. Or am I
-looking in the wrong place?
-
-Steven M. Fish (newman@jump.net http://www.jump.net/~newman)

try pointing your ftp to ftp3.cyberspy.com
new site but ITS FULL! I cant replace the rest of the archive! Only
about half is fitting.

1212. Re: I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <320e8e5b.1060867@news.superlink.net>
Source record: 81275

On Sat, 10 Aug 1996 10:09:44 -0300, Nick Kennedy <nkennedy@cswnet.com>
wrote:

-hobo wrote:
->
-> I've got an 800 with this OMNIMON inside it and 3 switches
-> hacked into the console, but I don't know how to utilize the thing.
->
-> I can get it to come up in a monitor-style mode, but I have no
-> idea what the commands are. I also had the impression this thing
-> would do 80 columns...?
->
-> I have absolutely no documentation...I really could use some.
->
I have the documentation for omnimon XL (very similar) Online at my
homepage http://mars.superlink.net/scharles/
Sounds like you have the bank select second generation omnimon for the
800 series. The switch works like this: In one position the Omnimon is
invisible to any program. You can't enter it in this mode. In the next
position up or down from that, you press and hold OPTION and hit RESET
or SELECT and hit RESET to enter the resident monitor. If you type "?"
once in there, it should give you an on line help menu. If the text
flips upside down when trying any command, flip the switch to the LAST
position. It's a "BANK SELECT" Machine Language Monitor! 8k in 4k of
space!
If you get bored using it I would like to get it from ya. I have
omnimon XL but I need the 800 version also.

-> Cyrus
-I bought Omnimon some years back. It worked pretty well. I'm pretty
-sure I've still got some docs, send me an SASE and I'll copy the
-important parts for you.
-
-When I bought it, it came with Omniview thrown in. Omni was a
separate
-80 column patch on a separate PROM. You had to decide which one to
put
-on the board, cause you only got one board.
-
-I've seen some software 80 col patches that sorta work. They draw
-letters in 80 column mode and it takes a good monitor and some
-imagination to read.
-
-Nick Kennedy (the SIO2PC guy)
-300 South Vancouver

-Russellville, AR 72801
-
-Hey, have you ever heard of "The Pill"? A guy gave me a bunch of
Atari
-stuff including The Pill, which is a cartridge with a toggle switch
on
-top. What is it??

"The Pill" was a unit that if you got a cartridge image binary Saved,
you loaded it up with the pill installed, flipped the switch, and then
hit a key and it ran the cart as if you still had it.
It doesnt work for bank select carts though. I use mine for a
different function; when I enter Omnimon (see above!) I flip it first
and it will protect memory locations $8000-$BFFF from being wiped.
Some software companies, in an effort to combat use of omnimon to
pirate their software, located critical code in the $BC40-$BFFF area
(default screen memory w/o a cartridge installed.) Flipping the
switch on the Pill and THEN entering Omnimon perserved the code there
to puruse at will.
The Pill is of limitied use if you don't need to do either of these
things. The only other thing I can think of is if you are protoyping
carts, you can load your code, flip the switch, and run it as if it
were a cart, it emulates a cart in every way except bank select.

Did I help anyone out???

1213. Wanted: Clowns & Balloons for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: steven@rain.org
Message-ID: <4um6j9$94t@news.rain.org>
Source record: 81276
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other.software

I am posting this message for a friend without his own Internet account.

Having recently acquired an Atari 130XE computer and 1050 disk drive,
I am trying to find one Atari 8-bit game I remember enjoying a long
time ago -- Clowns & Balloons.

If you have this game for sale at a reasonable price (or know of a
company where I can find it), please let me know. I have not seen it
at American Technavision or Toad Computers.

Oh yes, to be legal I guess I must state that it has to be an ORIGINAL
disk that will work on a 130XE/1050 setup.

Please send e-mail.
Thank you,
Randall

1214. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: twonoahs@aol.com
Message-ID: <4umf4k$4bn@newsbf02.news.aol.com>
Source record: 81277

I didn't understand the "former" until I read that last post (I thought
you were implying he died).
That's a little hard to beleive, but I guess anythings possible with the
wonderful world of HMO healhcare. To each his own. I just wish they'd
release the damn game already...

1215. Cyberspy Open

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: tuf@cyberspy.com
Message-ID: <320ecaf2.18691672@news.cyberspy.com>
Source record: 81278

Just a reminder for anyone who might have missed it. Cyberspy is back at:

ftp3.cyberspy.com

Note the new server. Some folks are still hitting ftp2 which is wrong.

Thanks,

Joe Kearney

1216. ATARI Disk reads from PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: you@somehost.somedomain
Message-ID: <4umvid$s8v@sparc3.nethead.co.uk>
Source record: 81279

Hi all,

I'm new to this group, but used to be a dedicated atari nut, 400
and 800. I've go lots of software, multiboot, Rob-C, etc. What I was
wondering is if it is possible to read my old 5.25" attari disks using a
pc, and then run them on one of the emmulators that are about???? Has any
one allready done this and made them available on disk or cd dir a pc
????
If anyone knows, the answers to any of these questions, can they
please reply

TTFN
Ed

1217. Intros, Demos, Dentros, ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: nadkar@fh-pforzheim.de
Message-ID: <4un4av$65a@news.BelWue.DE>
Source record: 81280

Hi XL-Freax,

I am a coder on this small powerful machine... if you are interested
in some of my products then please contact the homepage of marek...
http://www.uni-karlsruhe.de/~Marek.Tomczyk/
(Atari 8-bit resources)
and klick the the demo-corner where you can find some of my
creations...

it would be nice if someone could test them on non-PAL machines coz. i
code on PAL-machines and i have read a news about problems with
non-PALs...

following dentros are avaible:

-CARPE-Dentro: my first "real" demo, not just "abbuc-title-dentros"
contains: fire-effect, manga-rubber-picture in about 256 colors,
master-of-the-lamp-styled flight, fast-shade-bobs, raytraced logos in
256 colors (with cinema 4d on 40mhz amiga 1200)

-4k-Dentro: the first dentro in the series of K-Dentros... less than
4k and contains:
-several ways of fire-displaying
-rotating-big-scroller
-shitty sound...coz. i didn't initialised the pokey correct (i forgot
to put $03 intro $d208)

-8k-Dentro: another one from the K-series:
contains: -full-masked sinus-dot-plotter with background grafix
-morphing-flying-chars
-nice pegasus-soundtrack

-16khiptro: the newest one... contains two effects:
-first HIP-Picture in the world:

what is HIP: Hip stands for Hard interlacing picture and is a new way
to display pictures on small atari in the future:

Resolution: 160x200 Pixels and with minimum 30 shades in one
scanline!!!! forget apacview! it is amazing believe me...

credits: HARD Software Hungary (Tamas and Sanyi) for discovering and
convertion-algorithmus....and to JAC! for visdom II-demo (for
inspiration)

-fire-caleidoskop with burning letters... (as you can see i am a
fire-fan...)

upcoming future products:

-my new Trackmo called "HyPeRiOn" which will be released on the JHV
1996 of ABBUC (Atari Bit Byte User Club) e.V.

-HIP-Converters. they are avaible for following systems:

-Atari xl
-Amiga
-Atari ST
-MS-Dos
-Unix

coz. you have to convert pictures (esp. gif, iff, ...) into bmp-format
for the converter...
for infos leave me a message or better send me an email...

Bye HeAvEn

ps. don't give up this powerfull machine...

1218. Intros, Demos, Dentros, ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: nadkar@fh-pforzheim.de
Message-ID: <4un6rb$c9h@news.BelWue.DE>
Source record: 81281

Hi XL-Freax,

I am a coder on this small powerful machine... if you are interested
in some of my products then please contact the homepage of marek...
http://www.uni-karlsruhe.de/~Marek.Tomczyk/
(Atari 8-bit resources)
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coz. you have to convert pictures (esp. gif, iff, ...) into bmp-format
for the converter which produces the HIP-Picture for using on XL
for infos leave me a message or better send me an email...

Bye HeAvEn

ps. don't give up this powerfull machine...

1219. Re: Goodcode and Monitor Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4un72l$93n@sjx-ixn6.ix.netcom.com>
Source record: 81282

In article <bwillard.344.001F9AE8@mindspring.com>, bwillard@mindspring.com (Bruce Willard) wrote:
>This topic has come up before. There is no way to use a 130XE or any other
>8-bit Atari with an ST monitor. See if you can pick up a Commodore monitor
>as they work the best.

Well that's a hammer to the forehead. I'll just leave it hooked up to
my television then.

1220. Intros, Demos, Dentros, ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: nadkar@fh-pforzheim.de
Message-ID: <4un79n$dc4@news.BelWue.DE>
Source record: 81283

Hi XL-Freax,

I am a coder on this small powerful machine... if you are interested
in some of my products then please contact the homepage of marek...
http://www.uni-karlsruhe.de/~Marek.Tomczyk/
(Atari 8-bit resort .-) wrong name in the last posted message)
and klick the the demo-corner where you can find some of my
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it would be nice if someone could test them on non-PAL machines coz. i
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inspiration)

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coz. you have to convert pictures (esp. gif, iff, ...) into bmp-format
for the converter which produces the HIP-Picture for using on XL
for infos leave me a message or better send me an email...

Bye HeAvEn

ps. don't give up this powerfull machine...

1221. Re: Goodcode and Monitor Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4uncjv$qgk@no-names.nerdc.ufl.edu>
Source record: 81284

wlas@ix.netcom.com (Mr. Entropy) wrote:
> And the other question: Can someone give me the pin assignments so I
>can build an adapter to hook my 130XE to my SC1224 Color monitor? It would be
>mighty appreciated.
>
>Mr. Entropy

I've got a bit of bad news for you. You can't hook a 130XE up to a SC1224. The SC1224 is an RGB color monitor and the 130XE needs a COMPOSITE color monitor. The two are so fundamentally different that working up an adaptor is cost-prohibitive.

I found an old Commodore 1702 color monitor that works very nicely with my Wooley Clearpic modified 1200XL, although you will have to fashion a cable.

Hope this helps...

-Michael Ellis

1222. For Sale: QIX & Star Raiders Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <320f1fa4.3249668@netnews.netaxs.com>
Source record: 81285

email with offers

include S&H (about $3-4)

previous deal fell thru
home http://www.intserv.com/~jayski
Ernie Irvan: http://www.intserv.com/~jayski/ernie/irvan.html
Links page http://www.intserv.com/~jayski/links/links.html
GO #28, 88, 18, 2, 23; No 3, 24 but get better soon Dale!

1223. BBK_Art Disk 8bit Paint ATR - bbk_art.zip (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <4unhkv$3al@news.campus.mci.net>
Source record: 81286
Body handling: Inline uuencoded payload not displayed: bbk_art.zip

```
[Inline uuencoded payload not displayed: bbk_art.zip]
```

1224. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1208960938220001@port20.bitstream.net>
Source record: 81287

In article <320DEF20.3D95@postbox.acs.ohio-state.edu>,
ramos.15@postbox.acs.ohio-state.edu wrote:

> Chris Lam wrote:
> >
> > The next Rainbow update (v1.3) will speed cap it to 100% CPU.
>
> In my humble opinion as a professional user interface designer, <grin>
> and long-time emulator fan, it would be great if the user could choose
> set either the frame rate or the CPU speed.
>
> For example, add an on-screen palette displaying frame rate and CPU
> speed, each with a lock button and slider control. If the user sets one
> of the speeds, that speed remains fixed and the other one adjusts to the
> maximum possible. Or, the user could adjust both rates to "dumb down"
> the emulator and make it run slower than the maximum possible.
>
> It would also be great if the frame rate / CPU rate remains under the
> user's control. It's annoying when the emulator switches the "TV"
> setting to Normal every time I re-boot it. (I'm using the PowerMac demo
> version.)

I would also like to see some kind of on-screen indicator (maybe a palette
or something) that would indicate the names of the disks and cartridges
currently "inserted" in the emulator. After all, on the real thing (at
least after the 400 and 800), you can see what cartridge is inserted and
can always pop the disk out to remind yourself which disk it is (instead
of going to DOS). Just a thought...

Mark Simonson
marksim@bitstream.net

1225. Re: I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1208961012240001@port19.bitstream.net>
Source record: 81288

In article <320C8A18.350C@cswnet.com>, Nick Kennedy <nkennedy@cswnet.com> wrote:

> Hey, have you ever heard of "The Pill"? A guy gave me a bunch of Atari
> stuff including The Pill, which is a cartridge with a toggle switch on
> top. What is it??

I have a little book about Atari copy protection that describes it and
some other similar products.

The Pill enables you to make "backups" of cartridges to disk and then run
them through a menu program with The Pill cartridge inserted. The switch,
if I'm remembering this correctly, allows you to defeat the
copy-protection built in to some cartridges, where it tries to write to
it's own address space. If the cart can write to the ROM address space, it
assumes that something is up and won't run. The switch on The Pill locks
the RAM that the copy resides in and fools it into thinking it's actually
ROM.

Mark Simonson
marksim@bitstream.net

1226. Info on OSS' SuperCarts? (To Bill Wilkinson)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-1208961028330001@news.boulder.noaa.gov>
Source record: 81289

Its good to see Bill's name here in this newsgroup. While you're here could you shed some light on a once well kept secret (or at least perceived secret)?

Years ago when the OSS SuperCartridges came out (Action!, BasicXL, Mac/65, etc.) you briefly explained how the bank switching worked. I seem to recall that you didn't want to give too much detail on the inner workings of these cartridges. I'm don't remember the exact reason why you didn't want to go into great detail, but I can understand the desire to keep trade secrets secret.

Now several years later, its almost impossible to purchase these cartridges (I held onto mine and just recently purchased Mac/65) and as I understand it they aren't even being made any more. I don't know the legal documents governing the transfer of the intellectual property from OSS to FTE (whom now owns the rights to much of OSS' software by my understanding) but if it is possible could give a more in depth description of the inner workings of these cartridges?

I would also like to hear some stories about the evolution of the programs and the early history of OSS and Atari. Hopefully somebody could capture these stories and, with your permission, put them up on their web site somewhere.

Thanks,

-Mark

--
Mark Steele
325 Broadway E/GC3
Boulder, CO 80303

voice :(303)497-6505
fax :(303)497-6513

steelem@rintintin.colorado.edu
msteele@ngdc.noaa.gov

1227. XE Supercart Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4unnau$sma@madeline.INS.CWRU.Edu>
Source record: 81290

Can the ROM in the XE supercart (Flight SImulator II) be replaced
by a 27c256 eprom? I would like to make my own super cart and
seperate switching logic/rom on this carts seems pretty
convienent.

Also, once the cart is inserted, is there any way to disable it
by doing something with portb, etc? I don't have any documentation
on these registers so it might be possible?

If its not, I also noticed that if a remove a cart while the atari
is on, the address range the cart was in still behaves as if it
was ROM, even though its gone. Can this be restored to ram if
the cart has been removed?

Thanks

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1228. Re: Rainbow 95 is here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1208961844090001@cisjx91.demon.co.uk>
Source record: 81291

In article <4ujt5q$506@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
(Anthony Maffia) wrote:

> In article <jx91-0908962355130001@cisjx91.demon.co.uk>,
> Chris Lam <jx91@cityscape.co.uk> wrote:
> (snip snip snip)
> - The next Rainbow update (v1.3) will speed cap it to 100% CPU.
> -
> - Chris Lam,
> - Rainbow Keeper.
>
> It would be nicer to have the emulation speed be variable

Yep, the 100% speed capping is optional :^)

Chris Lam,
Rainbow Keeper.

1229. Re: Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4unr3k$1f5k@usenetp1.news.prodigy.com>
Source record: 81292

The Atari 400 can be expanded to 48K with a kit. B&C computervision sells it for $14.95 and you get to solder about 4 little wires. It worked great on mine.
B&C is at 408-986-9960.

1230. Re: Info on OSS' SuperCarts? (To Bill Wilkinson)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <320F6912.3DD6@Asymetrix.com>
Source record: 81293

>
> Years ago when the OSS SuperCartridges came out (Action!, BasicXL,
> Mac/65, etc.) you briefly explained how the bank switching worked.
> I seem to recall that you didn't want to give too much detail on
> the inner workings of these cartridges. I'm don't remember the
> exact reason why you didn't want to go into great detail, but I
> can understand the desire to keep trade secrets secret. I don't know that we were trying to be secretive. I think
it was partly because we used a couple of different schemes
and didn't want to try to guarantee which scheme a given
cartridge was using. The "trick" to their use was no trick
at all; it was built into the Atari cartridge slot.

There's a line going to the cartridge slot that "decodes"
address $D5xx. That is, anytime the program accesses memory
in the range from $D500 to $D5FF, that line goes "true".
So naturally we (and then later ICD and then later ICD/OSS)
used address in the $D5xx range to "trigger" certain actions.

It's been so long, now, that I don't remember all the details,
but the idea was that we divided the 8KB address space up into
a pair of 4KB chunks. When the cartridge was "active", one
of the chunks (let's say $A000-$AFFF, though I might have this
backwards) was ALWAYS "there". That is, the code/data in that
memory range was constant.

In the other 4KB chunk ($B000-$BFFF?), we actually had our
choice of THREE different 4KB blocks of code/data. (That is,
there was 12KB that was subdivided into three blocks of 4KB
each.) We "bank selected" between these different blocks.
(NOTE: This is essentially identical to how the 130XE bank
selected its RAM, except that it used the parallel port--what
had been joystick ports 3 and 4 on the 800--to do the selections
instead of a "custom" port at $D5xx.)

Anyway, the way the software worked (and assuming I have
the addresses right) was something like this:

The "core" routines were ALL located in $A000-$AFFF. Let's
say the compiler (for Action!, which was only 5KB in size)
went from $AC00 to $BFFF, IN BANK 1. Then maybe the editor
(also about 5KB in size) went from $A800-$ABFF (in UNbanked
memory, remember) and from $B000 to $BFFF IN BANK 2. Then
maybe the monitor was in BANK 3. Et cetera. So as the
cartridge changed "functions", it simply changed banks.
The common way to do it was to call a routine in the "fixed"

area that changed banks and then jumped to the actual routine
in the banked memory.

Action! really was structured PRETTY MUCH this way, which is
why a handful of people were able to rip it off to disk. I
guess they simply "simulated" the bank changes by loading
a new chunk of 4KB into the appropriate addresses on each bank
change. It's much slower than the cart, because of the
need to copy 4KB chunks so often, but it works.

BASIC XL and MAC/65 weren't NEARLY so well organized. We
tended to group their code by function. So, for example,
an "IF" statement might be processed in BANK 1 whereas a
"GOTO" might be process in BANK 2. That means you might be
changing banks on every statement (and, if heavy string
expressions--just to make an example--were involved, perhaps
several time in a single statement). You COULD use the technique
of the Action rip-offs, but the result would be something MUCH
slower than even Atari BASIC, so why bother?

FINALLY, the "SuperCarts" had one additional nice feature:
they could turn themselves off. When a cartridge is "off"
(or removed), then the RAM at the same address space ($A000
to $BFFF) is accessible. We put DOS XL in that address space,
as did ICD and SpartaDOS. When the cartridge called DOS,
it actually called a little "stub" that was left (down near
LOMEM) which turned off the cartridge and called "up" to the
DOS. When the DOS returned, the cartridge was turned back on.

I'm sorry I don't remember the actual address in the $D5xx
range that controlled the various functions (and, as I said,
there were AT LEAST two variations--more, I think, after ICD
took over). I DO know that all the carts that pre-ICD OSS
produced never looked at the upper 4 bits of the lower address
byte. That is, assume that reading address $D501 would turn
on the cartridge and enable bank 1 (I think this particular
address I am remembering correctly). Then so would reading
address $D511, $D521, $D531, ... $D5F1.

I VERY VAGUELY recall that the two decoding schemes we used
went something like this:
VARIANT 1: $D501 -- on, bank 1
$D502 -- on, bank 2
$D503 -- on, bank 3
$D504 -- off
VARIANT 2: same, but $D500 was "off".

BUT as I said, it has been so long I really can't tell you
whether I remember correctly. If anybody happens to have
the docs still lying around, perhaps they will correct me,
please.

>
> Now several years later, its almost impossible to purchase these
> cartridges (I held onto mine and just recently purchased Mac/65)
> and as I understand it they aren't even being made any more.
> I don't know the legal documents governing the transfer of the
> intellectual property from OSS to FTE (whom now owns the rights
> to much of OSS' software by my understanding)

Yeah, Mike Hohman owns it all now. I have no idea if he
is interested in producing a limited quantity of cartridges
now. Or if he has any still for sale.

With the drop in price and increase in capacity in today's
EPROMs, it would be possible to produce a cart that had
ALL the old OSS products in a single package. You could
either use extended addressing or a switch on the cartridge
to select WHICH product was in use at a given time.

The expensive part is getting the printed circuit boards
made. In limited quantities (under 100?) they might easily
run $10 to $20 each. It might cost as much as $40 or $50
to make a cartridge such as I just proposed. Quantity 100
means Mike would have to come up with $4000 or $5000 cash.
And as altruistic as he might be, you can't expect him to
do it completely for free. If __I__ were in his shoes, and
__if__ I wanted to spend the CONSIDERABLE time and energy
needed to do all this (don't forget about printing manuals
and answering LOTS of questions and....), I would probably
want to charge about $100 each for these MEGA-superCarts
AND I would want to have at least $4000 cash-in-hand (in the
form of deposits?) before I even started. And even then it
might not be worthwhile, since I might net nothing at all if
I couldn't sell the rest of the production run.

>
> I would also like to hear some stories about the evolution of
> the programs and the early history of OSS and Atari. Hopefully
> somebody could capture these stories and, with your permission,
> put them up on their web site somewhere.

For a start, check out www.laughton.com, as I suggested.
At least Paul has the story of how Atari Basic came to be
up there.

1231. FS/T: Atari 400/800,C-64,ADAM

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: Pauldb@cris.com
Message-ID: <4unuds$9ne@herald.concentric.net>
Source record: 81294

Atari 400/800 carts: $5 each

submarine commander
frogger
missile command
pole position
star raiders
fight night XE
flight simulator II XE
centipede
q*bert

c64 carts: $5 each unless noted otherwise

tapper
popeye $10
jumpman jr
ms pac-man
"unknown" game by HESware
star trek sos
pitstop
centipede
retro ball by HES
kickman
jawbreaker
q*bert
omega race
frog master
speed/bingo math
koala painter
magic desk I
lemans
international soccer
serpentine
congo bongo
choplifter $8
jupiter lander
save new york(creative software/red cartridge)
space shuttle
epyx fast load

c64 5.25 disks(all have box and instructions): $4 each
world tour golf
archon
sargon 2/championship golf

gba basketball 2on2
micro league baseball
spreadsheet/integrated graphics
the consultant
the filer
the planner
the writer
desktop publisher

CoCo:
rampage $4

ADAM Data Packs(cassette,insert,case): $4 each

*ADAM Blank Digital Data Pack (#2564)
*Electronic Flashcard Maker (#7662)
*Flash Facts: Vocabulator (#2900)
*Expertype (#7602)
*ADAMCALC (#7831)
*Smartletters & Forms (#7805)
*ADAM Home Software Library (#7826)
*Smartfiler (#7813)
*Recipe Filer (#7814)
*Smartlogo (#7600)
*CP/M 2.2 and Assembler (#7832)
*The Best of Broderbund (Choplifter & A.E.) (#7850)
*2010: The Text Adventure Game (#7849 - Data Pack; #9659 - Disk)
*Family Feud (#7710)
*adamlink telecommunications software

ADAM Data Packs(cassette,insert,case):

*Buck Rogers $3
*Dragon's Lair (#2683) $9
*The Official Zaxxon (#2623) $9
*Donkey Kong Junior (#2629) $9
*Donkey Kong (#2628) $9

Pac Man, Coleco mini-arcade game $10
(The Game itself looks like it's in good condition,
tested and works fine, missing battery cover)

I am willing to trade for Colecovision carts with instructions,
that i dont have.
Send me a list of what you have if you want to trade.

1232. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <4unrqf$lgl@news.aros.net>
Source record: 81295
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

```
: Great - well, anyone with any or all of: some issues, a scanner, or
: knowledge of HTML is invited to help. :)

I have a whole pile of STart magazines, from the first issue on, and
access to a color scanner at school. I can look into obtaining some sort
of OCR scanner as well...

Have you considered including Analog and the various newsprint and
electronic magazines on your site? You could dub yours as the "complete"
Atari magazine archive. :)
```

1233. 20meg MFM hard drives only $10 each (price includes shipping)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: griggle@adgrafix.com
Message-ID: <4uo52s$g53@test-sun.erols.com>
Source record: 81296

We finally got another shipment of MFM hard drives so we have a ton of these and now there cheap!!! Only $10 each at this price they go fast!!!!! We also sell MFM controllers at only $5.50. Hurry up and send me an order if you wand these because these will be sold out soon and we might not get any more.

Grant Riggle
blues@erols.com

Please visit our web page at http://www.cybercity.hko.net/silicon_valley/cguy

1234. I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: rwc@ct.net
Message-ID: <4uo9c3$81h@blue.ct.net>
Source record: 81297

On Sat, 10 Aug 1996 nkennedy said:
>Hey, have you ever heard of "The Pill"? A guy gave me a bunch of
>Atari stuff including The Pill, which is a cartridge with a toggle
>switch on top. What is it??

---------- BEGIN ----------
Antic The ATARI Resource December 1984 VOLUME 3, NUMBER 8

The "PILL" is the most advanced CARTRIDGE
BACKUP device available in the WORLD today
and is now selling in 21 different countries! # #
insist on the original ... insist on the PILL! # #
ATARI THE ATARI
only "PILL"! only
$69.95 $69.95
WORKS WITH ANY ATARI COMPUTER HAVING 48K or more
(400/800/1200XL/600XL/800XL) Saves cartridges to disk OR
cassette! Works with DOUBLE DENSITY drives for even greater
storage capacity! No installation required.

The "PILL" allows you to store the contents of cartridges
designed for any ATARI computer onto disk or casette (up to
twenty 8K programs or ten 16K programs each with file names
on a single disk!) simply and instantly!

The "PILL" allows you to select and EXECUTE any of the
stored CARTRIDGE programs with equal ease and simplicity!

* Transfers your cartridges to disk or cassette

* Stores up to 20 programs on a single disk (requires only 7
seconds for 8K programs or 14 seconds for 16K programs).

* Allows you to EXECUTE and run programs which were
transferred to disk or cassette.

* All files can be transferred using standard DOS.

* Free software is included with the purchase of THE "PILL"
containing several useful utility routines.

* DOUBLE DENSITY menu.

* Works with ALL Atari computers (please specify).

* Available with DISK or CASSETTE (please specify).

* Immediate delivery!

------------ DISTRIBUTOR/DEALER inquires welcome ------------
Send $69.95 plus $4 shipping
Mastercard-Visa-Money and handling (N.Y.S.
Order or Cashiers Check. residents please add 7% for
Phone orders (716)467-9326. sales tax) to
Atari is a TM of Atari Inc. COMPUTER SOFTWARE SERVICES
The "PILL" is a TM of Computer SERVICES
Software Services (division of P.O. Box 17660
S.C.S.D. Inc.) Rochester, New York 14617

Antic The ATARI Resource December 1984 VOLUME 3, NUMBER 8
------------------------------ END ------------------------------

--rwc

* *
* NOTICE: rwc@ct.net welcomes commercial mailings by entities *
* individual and corporate for addition to the Commercial *
* E-Mail List, which is available to the public at no charge. *
* The fee in U.S. dollars, waived if e-mail was solicited, *
* for this service is $50.00 for individuals and $500.00 for *
* corporations. Be assured that billing will be prompt. --rwc *
* *

Sure, when OINK FLAP OINK FLAP ... I'll be damned!

`[1;37;43mNet-Tamer V 1.04 - Test Drive

1235. Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.349.001C861D@mindspring.com>
Source record: 81298

I have uploaded Jupiter Mission 1999 to Yogi's FTP site at ftp3.cyberspy.com. I son't know when he will make it available, but it was one of my favorites. It needs a translator and BASIC, but don't let that fool you. It's on four disk sides and is a real challenge.

I am glad I decided to upload it, as when I tried to read the first disk, I kept coming up with bad sectors. Since I hadn't remembered this being copy-protected, I did some cleaning of the disk and was finally able to read it. These disks are getting old, and if I'd waited much longer I may not have been able to copy it. Now I have a backup copy and others will get a chance to see it too! That's why I really appreciate these FTP sites.

There was another couple of games in a series I used to have. I don't remember the name. I remember what it looked like, but I'm afraid not well enough to describe. It was a role playing/adventure game that ran in BASIC, but only Rev. A BASIC, not Rev. C. I'm not sure about Rev. B. I think these were the only programs I ever saw that had this restriction. It did not need the translator and would work on an XE if you plugged in a Rev A cart. Anyone have any idea which games I am talking about?

Bruce Willard bwillard@mindspring.com

1236. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: tjh@ic.net
Message-ID: <tjh-1208961848570001@p28.hubbard2.t.ic.net>
Source record: 81299
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <4unrqf$lgl@news.aros.net>, gold@shell.aros.net (Lawrence Gold) wrote:

>: Great - well, anyone with any or all of: some issues, a scanner, or
>: knowledge of HTML is invited to help. :)
>
>I have a whole pile of STart magazines, from the first issue on, and
>access to a color scanner at school. I can look into obtaining some sort
>of OCR scanner as well...
>
>Have you considered including Analog and the various newsprint and
>electronic magazines on your site? You could dub yours as the "complete"
>Atari magazine archive. :)

I'm sorry I missed the original post, but perhaps I have something to offer. If I read this right, someone's thinking about puting the old Atari mags on the Web? If so, I have access to a potential gold mine.

My father has all of the STart magazines (with the exception of two early ones: issues one and three, I think) and a whole box of the old Antic mags, including all the ones that contained the Atari ST section (precursor to STart). The disks for all the STart mags are still in a disk case, and most should work, so it might even be possible to put those old programs on the Web. It might not be entirely legal, but who's to argue? It'd be a shame for all of that excellent software to disappear. You would, of course, have to be judiscious in putting former commercial titles up. Anyway, STart never really owned all of those programs. I know for a fact that they never payed for the programs published in the last half-dozen or more issues of STart; they still owe me a couple hundred dollars.

If the person who's doing this project would like these magazines and disks, I'm sure my dad wouldn't mind unloading them.

Regards,

Tom

1237. FS: pair of atari 8bit computers -- $45

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <4unrgk$85e@artemis.it.luc.edu>
Source record: 81300
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Nice set that I hate to sell.

boxed 65XE w/ps in great shape
loose 130XE in great shape, no power supply, uses the same as the 65XE.

price: $45 plus shipping.

Ted B

1238. Re: 520STfm <-> TV cable?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4untvp$1o4_004@jf.intel.com>
Source record: 81301
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <4udkih$mg9@nnrp1.news.primenet.com>,
nickb@primenet.com (Nick S Bensema) wrote:
>
>In article <3209CE74.11FC@wam.umd.edu>, ericb <ericb@esl1.tamu.edu> wrote:
>>
>> Will the 520 work with a standard TV or do I have to scrap
>> the thing (no, I won't buy a monitor)?
>
>I'd personally like to know if it will work with any IBM-compatible
>monitors at all.

Any analog monitor that can sync to 15.75kHz will work; the NEC 3D is the only one I know by name, but there are several others that were made by Princeton, Sont, and Acer, to nam a few. As far as I know, there are no VGA or better monitors still in production that can sync down to 15.75kHz (31.5kHz is the lower limtie for VGA), but rebuilt and used multisync monitors that work with the ST (and might also with the 800-series, with appropriate cabling) are still around.

Followups redirected.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

1239. Re: Pokey information

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4untvp$1o4_005@jf.intel.com>
Source record: 81302

In article <DvvzKC.Kzw@cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van Poorten) wrote:
>http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/

Ivo,

You're added to the References section at
http://www.3rdplanet.com/~starship/atari.htm

Thanks for the reference manual!

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

1240. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-12 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4untvo$1o4_003@jf.intel.com>
Source record: 81303

In article <01bb8716$cc6ac440$1d201fce@rorymcma>,
"Rory McMahon" <mcmahon@inil.com> wrote:
>
>> >>f
>>
>> >umm... h?
>>
>> >Daniel
>>
>> right-o!
>>
>Better yet... cross-post this phenomena! ;)

Beats the H*** out of chain letter "make money fast" posts, but I still don't
think it would be popular.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

1241. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <320fc5e9.667816@news.superlink.net>
Source record: 81304

On Mon, 12 Aug 1996 17:46:03 -0500, bwillard@mindspring.com (Bruce Willard) wrote:

-I have uploaded Jupiter Mission 1999 to Yogi's FTP site at ftp3.cyberspy.com.
-I son't know when he will make it available, but it was one of my favorites.
-It needs a translator and BASIC, but don't let that fool you. It's on four
-disk sides and is a real challenge.
-
-I am glad I decided to upload it, as when I tried to read the first disk, I
-kept coming up with bad sectors. Since I hadn't remembered this being copy-
-protected, I did some cleaning of the disk and was finally able to read it.
-These disks are getting old, and if I'd waited much longer I may not have
-been able to copy it. Now I have a backup copy and others will get a chance
-to see it too! That's why I really appreciate these FTP sites.
-
-There was another couple of games in a series I used to have. I don't remember
-the name. I remember what it looked like, but I'm afraid not well enough to
-describe. It was a role playing/adventure game that ran in BASIC, but only
-Rev. A BASIC, not Rev. C. I'm not sure about Rev. B. I think these were the
-only programs I ever saw that had this restriction. It did not need the
-translator and would work on an XE if you plugged in a Rev A cart. Anyone
-have any idea which games I am talking about?
-
Some programmers were cheating, and just as they used illegal OS calls, they used parts of the basic cart also. One way to fix this is if someone can get me a basic REV "A" image, there is a way to append it to dos, and we can run those old games. I had to do that in the 80s when I cracked "hunchback". It required BASIC and I put it at the end of the binary load.

1242. WTB: old Ultimas

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: feldman@ecf.toronto.edu
Message-ID: <Dw23BL.DpD@ecf.toronto.edu>
Source record: 81305

I am looking for original version of Ultima I and Ultima II, for any
system. Must be complete with box (/zip-loc bag?) and maps and manuals.
Ultima I was release by both Origin and California Pacific Co. U2 was
released only by On-line systems (Sierra) as far as I know.

I will pay cash or trade for any of these, thanks,

--

Howard Feldman
Author of The Search for Freedom, Fantasy RPG for DOS
visit its Homepage at http://www_ug.eecg.toronto.edu/~feldman/Welcome.html

1243. Re: IDE HD on the 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <4uouuo$nkm@sjx-ixn5.ix.netcom.com>
Source record: 81306

>Wonders never cease, do they? Wonder what size hd would be the max?
>If it only takes one chip... I've got my eye on a 1.2 seagate...
>
>
Max is currently 4.2 GB. Use two drives for 8.4 GB.

Bob

1244. Files from ORNETA'96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: mfranczak@ajax.umcs.lublin.pl
Message-ID: <4up58b$bq3@helios.man.lublin.pl>
Source record: 81307

```
hi everybody!
You can download all files from competitions on Orneta Copy Party'96 from
my www page: http://ajax.umcs.lublin.pl/~mfranczak/party

_ _ ---- Gumi/Tight group ---- _ _
(_)-(_) PC and Atari 8bit Coder. (_)-(_)
(o o) (Assembler RuLez) (o o)
----ooO--(_)--Ooo----------------------------------------ooO--(_)--Ooo----
```

1245. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-1208962204130001@annex067.ridgecrest.ca.us>
Source record: 81308

In article <320e9120.1770062@news.superlink.net>, scharles@superlink.net
(Yogi) wrote:

>On 10 Aug 1996 11:15:20 -0600, thester@nyx10.cs.du.edu (Uncle Fester)
>wrote:
>
>-In article <4uas4o$a5a@service3.uky.edu>,
>-Bryan Durall <durall@ewl.uky.edu> wrote:
>->I was browsing "The Giant List of Classic Game Programmers", and I
>came
>->across this entry:
>->
>->>Berry, Danielle (formerly Dan Bunten; founder of Ozark Softscape)
>-> ^^^^^^^^
>- [munch]
>->
>->Now I'm intrigued. Does "formerly" mean what I think it does?
>-
>- Hmmmm. A "Walter/Wendy" Carlos sort of thing I'd imagine.
>-
>- Wendy Carlos (formerly Walter) was the Moog synthesizer
>- artist responsible for "Switched-On Bach" and other works.
>-
>-
>- Uncle (formerly Aunt) Fester
>
>I told my friend about this, he said "Bullshit" but I told him to go
>work. That's what it means. If you look inside the gatefold that MULE
>comes in, Dan looks a little shifty around the eyes, he's the only one
>not looking at the babe.

A couple years back I saw an article in some game magazine about an
updated version of M.U.L.E. being vetoed by Danielle, who still had rights
to the game. The article noted that she had been male and named Dan
Bunten when she wrote the game.

The veto? It seems the company proposing to do the new MULE wanted to
Nintendoize it. Danielle didn't like that idea one bit, so she canned the
proposed game. For which I say more power to her!

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

1246. Re: SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <4uq1ah$jb@no-names.nerdc.ufl.edu>
Source record: 81309

starship@3rdplanet.com (Rich Tietjens) wrote:

>dritter@lynx.bc.ca barked in COMP.SYS.ATARI.8BIT on 08 Aug 96:
>
> >> IDE is IBM's "crippled" version of SCSI. Using it is an excercise in
> >> frustration for anything except a plain-vanilla (e.g., factory-
> >> installed) single-mechanism setup. If you enjoy suffering, you'll love
> >> IDE.
> >>
> d> What a bunch of crap! I've been using IBM's and IDE hardrives for years
> d> and have found them to be among the simplest and most problem free
> d> devices in the computer idustry. Do you really think clone makers would
> d> still be using these
> d> things if the average computer illiterates that are buying these clones
> d> today couldn't operate them reasonably problem free? Pardon me but it
> d> doesn't sound like you're speaking from experience.
>
>I replied to the email copy of this, but now I see it here. %^(
>
>Clone makers "use these things" because they are cheaper than SCSI. Joe
>Average doesn't /install/ IDE drives, he buys a Putrid Smell or other clone
>with a drive already in it. When the time comes to add a second (or, gods
>forbid, subsequent) IDE drive is when the problems appear (aside from little
>problems like MS-DOS' inherent limitation in the number of cylinders it can
>handle; SCSI doesn't have that problem because DOS doesn't know how many
>cylinders a SCSI drive has). Two different brands of IDE drive will often
>conflict. Western Digital and Maxtor are a perfect example.
>
>As for experience - I used to build and upgrade clones at Lightspeed Systems
>in Houston, TX. I was also the system operator for their public BBS. Their
>phone number is 713-664-0002 if you want to check my references. Talk to the
>CEO (Mike), or the VP of Operations (Eric) if you want to know exactly where
>I stand with that outfit.
>
>Currently, I work in the network software lab at Intel, where I spend many
>hours swapping drives around and configuring systems for "torture" testing.
>SCSI drives give me trouble only seldom (and that's always been caused by
>Microsoft's brain-dead install procedures for their operating systems). IDE
>drives are fine as long as there is only /one/ drive in the system. And when
>you add that second drive, all Hell breaks loose if it's not the smae brand
>as the Master drive.
>
>

If there are any further doubts, I would just like to say that everything that Rich Tietjens has written here is true. I work with many, many PCs from day-to-day and have had encountered glitch after glitch in various IDE configurations. It's a lousy disk interface coupled to a lousy computer architecture, but they sell a million of 'em -- go figure.

-Michael Ellis

1247. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <3210B65C.6A20@interport.net>
Source record: 81310

> The veto? It seems the company proposing to do the new MULE wanted to
> Nintendoize it. Danielle didn't like that idea one bit, so she canned the
> proposed game. For which I say more power to her!

Umm well, there WAS a Nintendo Version. Although I myself have never seen
it, a good friend of mine who I used to play M.U.L.E. on the Atari did play
it. He said it was "not as good".

(I wonder if they landed on "Planet Odnetnin"?)

--

Glenn B. (Spud)
"`'`'`'

1248. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <3210B655.2339@interport.net>
Source record: 81311

> The veto? It seems the company proposing to do the new MULE wanted to
> Nintendoize it. Danielle didn't like that idea one bit, so she canned the
> proposed game. For which I say more power to her!

Umm well, there WAS a Nintendo Version. Although I myself have never seen
it, a good friend of mine who I used to play M.U.L.E. on the Atari did play
it. He said it was "not as good".

(I wonder if the landed on "Planet Odnetnin"?)

--

Glenn B. (Spud)
"`'`'`'`'`'`'`'`'`'`'`'`'`'`'`'`'`'`'`'`'`'`" voluntary experimentation
email: glennb@interport.net going through soft core mutation
ISLANDERS/DOLPHINS

1249. Re: Goodcode and Monitor Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4uprle$isl@dfw-ixnews9.ix.netcom.com>
Source record: 81312

In article <4uncjv$qgk@no-names.nerdc.ufl.edu>, Michael Ellis
<michael@anest4.anest.ufl.edu> wrote:

> The two are so fundamentally different that working up an adaptor is
> cost-prohibitive.

That's the bit I was afraid of.

>I found an old Commodore 1702 color monitor that works very nicely with my
> Wooley
>Clearpic modified 1200XL, although you will have to fashion a cable.

If I find one I'll certainly consider it although I don't think I'll
actively seek one. The TV is still doing a good enough job, even though I
can't watch the Simpsons and play Spelunker at the same time.
Thanks.

1250. Re: Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4uq5uh$2vo@crl7.crl.com>
Source record: 81313

Robert Stone (UASZ40A@prodigy.com) wrote:
: The Atari 400 can be expanded to 48K with a kit. B&C computervision sells
: it for $14.95 and you get to solder about 4 little wires. It worked great
: on mine.
: B&C is at 408-986-9960.

I was waiting to hear what kind of responses came of this. An
engineer/Atari collector upgraded mine in '83 with a procedure that took
about three hours and was somewhat risky as to whether the 400 would
function afterward. Fortunately, it worked fine :) My, how things changed.

John
jvogel@crl.com

1251. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4uq69c$389@crl7.crl.com>
Source record: 81314

Bruce Willard (bwillard@mindspring.com) wrote:
: I have uploaded Jupiter Mission 1999 to Yogi's FTP site at ftp3.cyberspy.com.
: I son't know when he will make it available, but it was one of my favorites.
: It needs a translator and BASIC, but don't let that fool you. It's on four
: disk sides and is a real challenge.

Thank you for uploading that!!! :) I've been wanting to have that for a
loong time. I wasn't even sure if it ever came out.

: There was another couple of games in a series I used to have. I don't remember
: the name. I remember what it looked like, but I'm afraid not well enough to
: describe. It was a role playing/adventure game that ran in BASIC, but only
: Rev. A BASIC, not Rev. C. I'm not sure about Rev. B. I think these were the
: only programs I ever saw that had this restriction. It did not need the
: translator and would work on an XE if you plugged in a Rev A cart. Anyone
: have any idea which games I am talking about?

Perhaps you are talking about "Quest of/for the Space Beagle?" It's on
the archive (yogi's ATR collection), but I couldn't get past the opening
screens on my stock Atari 400 (48K) with basic cartridge.

Posted & mailed.

Regards,
John
jvogel@crl.com

1252. Re: Atari 800/XL/XE/XEGS Cartridge rarity

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: cheungg@prc4wc.igw.bt.co.uk
Message-ID: <4uq6b5$9ib@pheidippides.axion.bt.co.uk>
Source record: 81315

In article <tseufert-0608960215020001@annex025.ridgecrest.ca.us>,
tseufert@ridgecrest.ca.us says...
>
>
>Only problem I really had with Action! was that I never could get the
>runtime library to work so I could distribute the programs to other
>people.
>

There was a bug in the runtime package. The last two bytes which terminated the "compiled" program were incorrect. Just compile your program then change the last two bytes using a disk editor. I forgot what the correct code was (I done this nearly 10 years ago), but I just copied them from an existing binary executable file. The program I worked on was a disk editor, and was released into the public domain.

Gary Cheung.

1253. Re: f

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4uqkj3$bgq@agate.berkeley.edu>
Source record: 81316

```
In article <4uqfum$1so@nyx10.cs.du.edu>,
Uncle Fester <thester@nyx10.cs.du.edu> wrote:
:
: So, in other words, now YOU'RE playing with ME - right?
:
: Cool.
:
:
: Uncle Fester

Yeah, just don't tell anyone. Lets keep it a secret!

- Anthony
```

1254. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960813145700.21461B-100000@ns1.ptd.net>
Source record: 81317

On Tue, 13 Aug 1996, glennb wrote:

> > The veto? It seems the company proposing to do the new MULE wanted to
> > Nintendoize it. Danielle didn't like that idea one bit, so she canned the
> > proposed game. For which I say more power to her!
>
> Umm well, there WAS a Nintendo Version. Although I myself have never seen
> it, a good friend of mine who I used to play M.U.L.E. on the Atari did play
> it. He said it was "not as good".
>
> (I wonder if they landed on "Planet Odnetnin"?)

That's the problem with Nintendo ports of old Atari games, they use cartoon graphics and nonsense like big bosses which hardly adds to the gameplay. I seen MULE for the NES in a magazine once. Now if I really wanted that game, I would get the one for my XE(why not, wasn't the XEGS selling along side of the NES...though not in mass numbers though) :)

BTW, What's Danielle doing lately? Last I heard of her as an article in Game Developer which I barely read since being in a store and all.

Eric Noss
a.k.a
Mr. Maddog

1255. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4uqs1e$30s_002@news.skypoint.com>
Source record: 81318

In article <3210B65C.6A20@interport.net>, glennb <glennb@interport.net> wrote:
>> The veto? It seems the company proposing to do the new MULE wanted to
>> Nintendoize it. Danielle didn't like that idea one bit, so she canned the
>> proposed game. For which I say more power to her!
>
>Umm well, there WAS a Nintendo Version. Although I myself have never seen
>it, a good friend of mine who I used to play M.U.L.E. on the Atari did play
>it. He said it was "not as good".
>
>(I wonder if they landed on "Planet Odnetnin"?)

The Nintendo version has pretty much the same gameplay, but the sounds and graphics are not as good as the Atari 8-bit version and don't seem to "feel" right.

I'm pretty sure the article in question was in Computer Gaming World a couple of years back. I recall that the company that was trying to get Bunten to do the sequel wanted to put some sort of wargames element into it.

I'm sure I've got the article around here somewhere, but I'll probably never find it. Wish those guys'd put out a big index!

Scott

1256. Re: I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <3210C654.5668@iexist.flw.lucent.com>
Source record: 81319

Nick Kennedy wrote:
>
> When I bought it, it came with Omniview thrown in. Omni was a separate
> 80 column patch on a separate PROM. You had to decide which one to put
> on the board, cause you only got one board.
>
> I've seen some software 80 col patches that sorta work. They draw
> letters in 80 column mode and it takes a good monitor and some
> imagination to read.

I used Omnicom for a few years. It also allowed you to run telcom session in 80 column mode. It worked very good to log into our UNIX machines. I could use a full screen editor (such as vi) with no trouble. Reading the characters was a little 'challenging' since they were all 3 x 7 pixels. Hard to tell the difference between upper and lower case sometimes.

>
> Hey, have you ever heard of "The Pill"? A guy gave me a bunch of Atari
> stuff including The Pill, which is a cartridge with a toggle switch on
> top. What is it??

The Pill was some kind of device to allow copying of copyrighted software as I recall. Never had one, so I don't know how it worked.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1257. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: Tony Ramos <ramos.15@postbox.acs.ohio-state.edu>
Message-ID: <3210D747.5DF9@postbox.acs.ohio-state.edu>
Source record: 81320

Mr. Maddog wrote:
>
> BTW, What's Danielle doing lately? Last I heard of her as an article in
> Game Developer which I barely read since being in a store and all.
>
> Eric Noss
> a.k.a
> Mr. Maddog

Thanks to Digital's Alta Vista search engine, I discovered that
Danielle is designing multi-player, on-line games for Mpath.
'Hir' homepage is at http://www.mpath.com/~danielle/ .

-Tony

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

1258. Need DOS on Floppy for new 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: Thomas Main <tmain@appstate.campus.mci.net>
Message-ID: <32113225.8C9@appstate.campus.mci.net>
Source record: 81321

Hello:

I recently bout an Atari 800XL and 1050 Disk Drive. I need to get DOS on disk so I can test the 1050 to make sure it works. I don't have SIO2PC or anything, so I would be very grateful if someone could make me a disk with DOS and send it to me via the mail. My address is: 190-4 Sable Drive, Boone, NC 28607. Thanks for your help.

Thomas Main

1259. FS:8 bit equip and software

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: kenn2sqw@aol.com
Message-ID: <4urcqa$556@newsbf02.news.aol.com>
Source record: 81322

I have a good amount of hardware and software I would like to get rid of.
I'll take ANY REASONABLE OFFER. This stuff has to go. I'd like to sell it
as one lot, but if you see something you really want, make me an offer.
Like I said, it has to go!!!
1020 color plotter with power supply
1030 modem with power supply
1027 printer
800xl computer
800xl computer with 256k
400 computer
2 1050 disk drives
Zenith green screen monitor (12 inch??)
MPP interface (allows use of parallel printer)
Many connecting cables, etc

Software:
Microfiler (ctg software) complete in box
Print Shop and Print Shop companion, complete in boxes
B1 bomber game
7 cities of gold game
HomePak (combo database/commo/word proc)
Timeworks (data manager)
Codewriter (a/r and a/p program)
Tail of Beta Lyrae game
Sands of Egypt game
Temple of Apshai game
Billiard game (ctg)
Movie Maker (new, in box)
Video Title Shop (new, in box)
Synfile database program
Visicalc spreadsheet program
Box of assorted disks with many other programs, including disks from Antic
magazine, etc

All was fine when taken out of service a number of years ago. Like I said,
this stuff MUST GO, so I'll take any reasonable offer on it. Please let me
know via E-Mail.
KenN2SQW @ AOL.COM
Thanks, Ken

1260. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-1308961538470001@d54.netgate.net>
Source record: 81323

In article <4uafhv$3bk_014@jf.intel.com>,
RichardX_Tietjens@ccm.jf.intel.com (Rich Tietjens) wrote:

> In article <4u93vu$414@news.connectnet.com>,
> bjnash@connectnet.com (BJ Nash) wrote:
> >
> <An earlier quote by Terry Ortman, aka "Admiral Nuguru":>
> >
> >>>> THE LAST WORD WAS BY ME, the ONLY REQUIREMENT, once given,
> >>>> anything else is ELECTRONIC STALKING....
> >>>----------------------
> >
> >See my posting: Terry Ortman, criminal Actions, etc. I want to
> >put this guy in jail where he belongs!
>
> Actually, BJ, he sounds like he belongs in a lunatic recovery
> program of some sort.

I replied to a note in the Mac newsgroups about this guy, not saying
anything terribly inflammatory other than mentioning his frequent
hit-and-run postings in c.s.a.8 asking $100 for $25 hardware and justifying
it by saying it's "originally $599" or something like that.

A couple of days later, I have a reply from Ortman in e-mail, sent to
about seven people, cc'd to three postmasters (not including Netgate's).

This guy was doing all kinds of posturing and chest thumping, talking about
the penalties for libel, yadda yadda yadda...

Whatever.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 28G / 20-7-1 / .488, 2 HR
WWW: http://www.netgate.net/~ziggy29/
Use of any info in this note by commercial junk e-mailers, Usenet
spammers, or Microsoft is punishable by flogging with a wet noodle.

1261. Re: Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-13 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-1308961540170001@d54.netgate.net>
Source record: 81324

In article <4uq5uh$2vo@crl7.crl.com>, jvogel@crl.com (John M. Vogel) wrote:

> Robert Stone (UASZ40A@prodigy.com) wrote:
> : The Atari 400 can be expanded to 48K with a kit. B&C computervision sells
> : it for $14.95 and you get to solder about 4 little wires. It worked great
> : on mine.
> : B&C is at 408-986-9960.
>
> I was waiting to hear what kind of responses came of this. An
> engineer/Atari collector upgraded mine in '83 with a procedure that took
> about three hours and was somewhat risky as to whether the 400 would
> function afterward. Fortunately, it worked fine :) My, how things changed.

Yeah, it can be done. However, using the 400 keyboard is an exercise in
masochism. It may be worth the $25 to buy an 800 instead which is ready
to play games requiring more than 16K.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 28G / 20-7-1 / .488, 2 HR
WWW: http://www.netgate.net/~ziggy29/
Use of any info in this note by commercial junk e-mailers, Usenet
spammers, or Microsoft is punishable by flogging with a wet noodle.

1262. Atari Games -> IBM

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <4urh8p$95e@nadine.teleport.com>
Source record: 81325

Hi all,

Just wondering if it would be possible to transfer an Atari game
to an IBM. What kind of software emulation would this require?
One of my favorite Atari games among others is plain 'ol Pac-Man,
and I'd like to be able to play the Atari version on my 486.
Appreciate any input. Thanks.

David P. Loewen
Salem, Or USA
produnl2@teleport.com

1263. Re: SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <4ura0f$p16@dfw-ixnews4.ix.netcom.com>
Source record: 81326

>
>If there are any further doubts, I would just like to say that
everything
>that Rich Tietjens has written here is true. I work with many, many
PCs from
>day-to-day and have had encountered glitch after glitch in various IDE

>configurations. It's a lousy disk interface coupled to a lousy
computer
>architecture, but they sell a million of 'em -- go figure.
>
>-Michael Ellis
>
>
>
I guess I have to put my two cents in here..... The IDE interface on
many of the OLDER drives may be a problem, but I have at a Seagate,
Conner, Western Digital, Maxtor, Quantum, and SyQuest EZ135 removable
all peacefully getting along (not all at the same time - in pairs). The
newer BIOS versions can see past 1024 sectors just fine, thank you.
Considering the cost of my Adaptec SCSI card, I'd go with the IDE
anytime. Considering the super simple drivers needed on the 8-bit, it
is the best all-around choice on our side of the fence, too. The very
factors that cause problems on some systems give it a substantial edge
on the Atari, actually. You can run the thing off of 512 bytes of
code..... Try that on a SCSI!
Bob

1264. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-1308962052220001@annex134.ridgecrest.ca.us>
Source record: 81327

In article <3210B65C.6A20@interport.net>, glennb <glennb@interport.net> wrote:

>> The veto? It seems the company proposing to do the new MULE wanted to
>> Nintendoize it. Danielle didn't like that idea one bit, so she canned the
>> proposed game. For which I say more power to her!
>
>Umm well, there WAS a Nintendo Version. Although I myself have never seen
>it, a good friend of mine who I used to play M.U.L.E. on the Atari did play
>it. He said it was "not as good".

What I meant is that the company in question wanted to bring out an
"updated" version for the PC. It was going to have all sorts of silly
things slapped on in an effort to make the game attractive, a phenomenon
often seen in Nintendo games.

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

1265. Atari machines wanted to buy

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: ultm8info@aol.com
Message-ID: <4us8hs$h2k@newsbf02.news.aol.com>
Source record: 81328

Hi--I'm looking for 2600, 5200, and 7800 Atari machines in good shape.
They must be in working order--If you have a list of games to sell that
would
be great, Thanks

1266. Re: Expanding memory on atari 400 - sale.txt [01/01]

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: rsdean@accessnv.com
Message-ID: <4uru8i$26o_002@ppp019.accessnv.com>
Source record: 81329

In article <4urok7$fma@nyx10.cs.du.edu>,
thester@nyx10.cs.du.edu (Uncle Fester) wrote:
>In article <4um89f$4li@lex.zippo.com>, wec100@psu.edu <Wayne Carson>
>wrote:
>>I just bought an atari 400 with 16K at a yard sale (1 dollar with 410
>>tape drive. good deal). I want to upgrade it to 48K so I can run
>>M.U.L.E with 4 person. Is upgrading it's memory possible?
>>
>>Thanks in advance,
>>
>>Wayne Carson
>>WEC100@PSU.EDU
>
>
> Yes -- it's possible. I don't know where you might find
> a 48K board for the thing these days though. Not only
> is the board different from the stock 16K board, but upgrading
> requires a couple of jumpers on the mother board as well.
>
> My 400 has an INTEC 48K board, but I seriously doubt if the
> company (was in Colton, Ca.) is still around.
> I don't recall seeing any published do-it-yourself mods
> for the 400 memory either, but someone else probably
> knows better. (as usual) :-)
>
>
> Uncle Fester
>

I have a 32k Mosaic board for sale... See attached
BEGIN -- Cut Here -- cut here
Here is a listing of some of the computer stuff that I have to dispose of. If you are interested, E-Mail me at rsdean@accessnv.com or at the Ground Zero BBS (Gunner) at 702-435-6782 FNET
Node 189. Everything works and has it's manual unless otherwise noted. You pay shipping. Money order up front required. Some negotiation possible for LARGE purchases.

FOR SALE

ATARI ST - HARDWARE

SF 354 SS/DD Disk Drive-- $10 (2)
ISAC High Res Graphics Card (Mega ST) ----------------------------$100
520 ST (Wounded, good for parts or repair only) ---------------------- SOLD
IB Drive 5 1/4" Floppy for DOS emulation ---------------------------- $20

Migraph Hand Scanner w/Touch up software ------------------------- $75
Super Charger w/MSDOS 4.01 -- $75
ST Pictascan Scanner (mounts on DM printers print head) ----------- $15
Computer Eyes ST (Color) --- $50
TOS 1.2 six chip set --- $10 HOLD
1megx8 DRAMS (16=2megs if I remember right) ---------------------Make Offer
256k sims (16) --Make Offer

ATARI ST - SOFTWARE

Calamus 1.09 -- $35
Calamus SL -- $100
Calligrapher Gold --- $ 50
Font GDOS --- $ 5
Word Perfect Atari -- $25
Mean 18 Ultimate Golf --- $ 2
Timeworks Desktop Publisher ST ------------------------------------- $25
Timeworks Data Manager ST -- $10
Timeworks Word Writer ST --- $10
Fleet Street Publisher v3.0 -- $25
Image Copy 4 -- $20
Mercenary - the second city -- $ 5
Label Master Elite -- $10
Dbasic (very fast basic programming language) w/manual ------------- $10
Teacher's Pet (grading & student tracking program) ------------------- $10
Sim City --- $10
Harrier Strike Mission (doesn't work w/tos 1.04) --------------------- $ 1
ProCopy v1.3 (no manual, you don't need one)------------------------- $ 1
Shadow (background file transfer for Flash!) ---------------------------- $ 1
GFA Basic Compiler w/manual & GFA Basic manual ------------------ $10
Degas Elite --- $10
Music Studio 88' -- $10
Atari 1st-Word (Manual on disk) ------------------------------------- $ 2 (2 copies)
Universal Item Selector v2.01 (no manual) ------------------------------ $ 2
HabaView (Information manager) ------------------------------------- $ 2
HabaCom (term program) -- $ 2
Haba Solutions - How to write your own will ---------------------------- $ 2
Haba Solutions - How to write professional business letters ------------ $ 2
Speller Bee (Talking Spelling program - Preschool to JrHi) ------------ $ 5
Typing Tutor Plus Word Invaders --$5
Read & Rhyme (age 5-10) -- $ 5
Real Original Atari Language Disks!!! ---------------------------------- $ 1 (5 of em)
Mission Genocide --- $ 5
Masters of the universe (never opened, still shrink wrapped) ------- $ 5
Revolver (memory swap utility) ------------------------------------- $ 5
Auto Duel (car wars) --- $ 5
Puffy's Saga (won't run on my TOS 1.04) ------------------------------ $ 5
HagTerm Elite (Term Program) -- $ 5
Super Quintet (Bubble Ghost/Warlocks Quest/Chamonix Challenge
Passengers on the Wind 1 & 2) -- $ 5
Star Glider (doesn't run on my Tos 1.04)------------------------------- $ 1

Gauntlet II ---------- $ 10
Epyx Art & Film Director (3disks No manual) ---------- $ 3
Marble Madness (2disks - no manual)---------- $ 2
Moebius - the orb of celestial harmony ---------- $ 5
Neodesk v2.0 (I think 2.05 is on the disk) ---------- $ 5
Turbo ST software accelerator ---------- $ 5
Diamond Back hard drive back up software v1.0 ---------- $ 5
Diamond Back II v2.3---------- $ 15
Thunder! Spell Checker ---------- $ 5
DC Utilities v2.0 ---------- $ 5
Epyx World Games (2 disks, no manual) ---------- $ 2
Jewels of Darkness (won't run on my Tos 1.04) ---------- $ 1
Atari ST Home Accountant ---------- $ 5
Longevity (Health monitoring stuff 1 disk, no manual) ---------- $ 2
Star Fleet 1 (1 disk, no manual) ---------- $ 1
Onmitrends Universe II (3 disks, no manual) ---------- $ 3
dBMAN V (dbase III + Clone) ---------- $ 25
Seurat v2.0 (paint program - DOCS on disk---------- $ 5
Functionz (function key labling software I holders)(unopened) -------- $ 5

ATARI CLASSIC HARDWARE

Mosaic 32k Ram board ----------$10
1027 Letter Quality Printer no power supply ---------- $ 5
1027 Letter Quality Printer no power supply (untested) ---------- $ 5
2 1050 Disk Drives w/ Happy Enhancements (sold as pair only) ----$150
2 1050 Disk Drives w/ Duplicator Enhancements (sold as pair only)$150
Atari 400 w/32k & full stoke keyboard (Collectors item)---------- $50
Atari 800 ---------- $ 40
Atari 800xl w/ Rambo 256k upgrade ---------- $ 75
Ghost Cart (not sure if I can find the software) ---------- $ 5
Big Blue thermal printer w/Atari interface ---------- $20
ATARI CLASSIC SOFTWARE
Antic Magazine w/disk March 87 Volume 5 #11 ---------- $ 1
Antic Magazine w/disk April 87 Volume 5 #12 ---------- $ 1
Menu Writer (write executable disk menus for your PD disks) ----- $ 1

IBM COMPATIBLE HARDWARE

Bondwell Deluxe joystick adapter ---------- $ 5
Connor 40meg IDE HD ---------- $25
101 Key keyboard (works, but filthy, need GOOD cleaning) -------- $ 5
Citizen MSP-10 Printer (needs repair 9pin) ---------- $ Free
Star NX1000C Color Printer (Need Repair)---------- $ Free

DOS SOFTWARE

Starbridge DOS ----------$ 1
Penthouse PC Calendar ---------- $ 5
Word for Word (Converts between many WP formats,no manual)-- $ 5 (2 sets)
Framework II (No manuals % 1/4") ---------- $ 5
dBase IV v1.0 (Disks only) ---------- $15

dBase IV v1.1 w/manuals - Complete ---------- $75
dBase IV v2.0 w/manuals - Complete---------- $100
Alpha FOUR relational Database for Non-Programmers ---------- $50
QuickType (5 1/4") ---------- $ 1
Quicken v5.0 (DOS)(still has registration card) ---------- $20
Quicken v4.0 (DOS) ---------- $15
Central Point Anti-Virus for DOS v2.0 ---------- $20
Stacker v3.0 for Windows & DOS ---------- $15
Lotus Magellan ---------- $25
The complete PC Tutorial (5 1/4"disks & Cassette tapes) ---------- $ 5
IBM DisplayWrite4 With Micro tutor Training Guide/software ------$20
WordPerfect 5.1 (3 • & 5 1/4 & work book) ---------- $75
Winning Word Perfect 5.1 in 5 hours Book & software ---------- $10
SmarTerm 220 vt220 Terminal Emulator ---------- $20
Cliffs Study Ware for Algebra I ---------- $10
Cliffs Study Ware for Chemistry ---------- $10
Cliffs Study Ware for Biology ---------- $10
Ashton Tate's Applause II Presentation Graphics ---------- $25
Ashton Tate's Byline Desktop Publisher ---------- $25
Chuck Yeager's Advanced Flight Trainer ---------- $10
Office Publisher (disks in shrink wrap, no manual) ---------- $ 5
PC Tools for DOS v9.0 ---------- $35

WINDOWS SOFTWARE

WordPerfect v6.0 ----------$100
Kiplinger's CA-Simply Money (never opened)---------- $15
Quicken v3.0 for Windows (In box w/ registration card) ---------- $25
MapnGo Travel Planner for North America ---------- $20
The Ultimate Human Body ---------- $20
Softram95 ---------- $10
Minitab for Windows Student Edition ---------- $75

BOOKS

Free Software for Your Atari (Classic)---------- $ 1
Atari 1050 Field Service Manual ---------- $ 5
Atari 130XE owners manual ---------- $ 5
De Re Atari ---------- $ 5
Compute!'s First Book of Atari Graphics ---------- $ 1
Compute!'s Second Book of Atari ---------- ---------- $ 1 (2 copies)
Compute!'s Third Book of Atari ---------- $ 1
Compute!'s Mapping the Atari ---------- $ 1 (2 copies)
Atari Sound and Graphics, a self teaching guide ---------- $ 1
101 Atari Computer Programming Tips $ Tricks ---------- $ 1
Tricky Tutorial #1 for Atari Computers (Display lists) ---------- $ 1
Computer Direct's Atari Basic Tutorial ---------- $ 1
Games for the Atari ---------- $ 1
Atari Basic - A self teaching guide ---------- $ 1
The Guide to Calamus Desktop Publishing ---------- $10
Atari Color Graphics ---------- $ 1

Atari ST GEM Programmer's Reference ---------- $ 1 HOLD
Inside Atari Basic ---------- $ 1
Atari for the Beginning Beginner ---------- $ 1 (2 copies)
The Ultimate Hint Book ---------- $ 1

END -- Cut Here -- cut here

1267. XL-it! 0.15 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3211ABE0.3935@htw.uni-sb.de>
Source record: 81330

```
XL-it! version 0.15 is available from this site:

"http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

New features:

- Trainer-Maker-Assistent
- '=' key fixed on US-keyboards
- Sound-mixing is disabled whenever a program doesn't use sound
- PM overworked
- faster custom-chip handling
- ALT/ALTGR is now used for fire (public demand)
- SHIFT F8 used to exit the emulator
- 130XE emulation is back
- better SIO emulation
- improved sound-emulation
o FASTER (nearly no speed-loss !)
o better quality
o doesn't crash anymore (nice feature ;-)
- improved screen refresh in mode 13h (FASTER)

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator

E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html
```

1268. Re: Goodcode and Monitor Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4usgil$or@sjx-ixn3.ix.netcom.com>
Source record: 81331

In article <Pine.SOL.3.91.960809190454.12801A-100000@ns1.ptd.net>, "Mr. Maddog"
<mrmaddog@prolog.net> wrote:
>Now, I heard of a device that can translate composite signels into RGB to
>be used by a ST monitor but it cost about $500-$700 for it. Ouch! :(

Yeah, that's a bit ridiculous. I was hoping it could be done for a
bit cheaper than that. Looks like I'm SOL.

1269. Re: Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: archone@aloha.com
Message-ID: <4usm3v$il@news.aloha.com>
Source record: 81332

oooh. '83. back then ALL sorts of risk upgrades were out. :)

I put one of the 64K Moasic boards in my 400. The 16K ramdisk was
pretty cool during it's time.

JF

jvogel@crl.com (John M. Vogel) wrote:

>Robert Stone (UASZ40A@prodigy.com) wrote:
>: The Atari 400 can be expanded to 48K with a kit. B&C computervision sells
>: it for $14.95 and you get to solder about 4 little wires. It worked great
>: on mine.
>: B&C is at 408-986-9960.

>I was waiting to hear what kind of responses came of this. An
>engineer/Atari collector upgraded mine in '83 with a procedure that took
>about three hours and was somewhat risky as to whether the 400 would
>function afterward. Fortunately, it worked fine :) My, how things changed.

>John
>jvogel@crl.com

1270. For Sale! Atari 800 - MINT Condition, Tape, 810 Disk, Games, Disks, 1050 Printer (?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: "Marc R. Davis" <mdavis@mail.voicenet.com>
Message-ID: <01bb89e9$dff0b4e0$876ef5cd@mdavis>
Source record: 81333

```
For Sale!

Mint Condition Atari 800 - 64K RAM, 810 Disk, Tape, Games, Printer and all
Cables
Works perfectly. Almost a collector's Item!

Best Offer!

email
mdavis@mail.voicenet.com
or checkout home page and send feedback:
http://www.voicenet.com/~mdavis
```

1271. Atari parts for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: Cress Merrill <ECM3@worldnet.att.net>
Message-ID: <3211F6EE.46FF@worldnet.att.net>
Source record: 81334

I have 2 130xe computers, 3 1050 disk drives, 1 LQ printer. 1 animation station, 2 printer interfaces(Xetec and another brand), 1 NEC monitor, software(printshop, graphics, newsroom and games). I would like to sell it all for $150.00. If anyone has any interest, they can contact me at ECM3@worldnet.att.net

Thanks,
Cress

1272. Re: For Sale! Atari 800 - MINT Condition, Tape, 810 Disk, Games, Disks, 1050 Printer (?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3211FA84.3221@ncweb.com>
Source record: 81335

Marc R. Davis wrote:
>
> For Sale!
>
> Mint Condition Atari 800 - 64K RAM, 810 Disk, Tape, Games, Printer and all
> Cables
> Works perfectly. Almost a collector's Item!

Hmmmm ... an 800 with 64K .. That IS a collector's item, since all the
800s I
know of had only 48k. I have one at home that I increased to 288K, but
that
mod is not for the average Atari user.

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

1273. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <4usv63$orf@nut.ucsb.edu>
Source record: 81336

glennb <glennb@interport.net> writes:

>> The veto? It seems the company proposing to do the new MULE wanted to
>> Nintendoize it. Danielle didn't like that idea one bit, so she canned the
>> proposed game. For which I say more power to her!

>Umm well, there WAS a Nintendo Version. Although I myself have never seen
>it, a good friend of mine who I used to play M.U.L.E. on the Atari did play
>it. He said it was "not as good".

>(I wonder if they landed on "Planet Odnetnin"?)

I had the Nintendo version. It was just as good as the Atari version.
Still landed on planet Irata. They even used/emulated the same exact
Atari font. In fact, throughout the whole game, the only real difference
I noticed is that the MULEs were updated graphically on the title screen
and in the village, but not out on the planet surface. They redid them
to look a little more like the ones on the original box. They're gray/silver
w/ more detail, not just big black blobby quadrupeds.

The NES version is just fine, and it supports 4 players w/ an adapter.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

1274. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-1408961026260001@news.northcoast.com>
Source record: 81337
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

In article <4unrqf$lgl@news.aros.net>, gold@shell.aros.net (Lawrence Gold) wrote:

> I have a whole pile of STart magazines, from the first issue on, and
> access to a color scanner at school. I can look into obtaining some sort
> of OCR scanner as well...

Cool. Do it and let me know what you're gonna scan.

> Have you considered including Analog and the various newsprint and
> electronic magazines on your site? You could dub yours as the "complete"
> Atari magazine archive. :)

One thing at a time -- we have 9 years of Antics & STarts to scan. That will keep us busy. I'll eventually try to get permission to put ANALOG online, too.

--KMS

1275. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-1408961030250001@news.northcoast.com>
Source record: 81338

In article <4uqs1e$30s_002@news.skypoint.com>, sydtech@skypoint.com (Scott Butler) wrote:

> >> The veto? It seems the company proposing to do the new MULE wanted to
> >> Nintendoize it. Danielle didn't like that idea one bit, so she canned the
> >> proposed game. For which I say more power to her!
> >
> >Umm well, there WAS a Nintendo Version. Although I myself have never seen
> >it, a good friend of mine who I used to play M.U.L.E. on the Atari did play
> >it. He said it was "not as good".
> >
> >(I wonder if they landed on "Planet Odnetnin"?)

I have the Nintendo version. It's Planet Irata there, too. :)

--KMS

1276. Re: I could use a bit of HELP! with my OMNIMON/VIEW setup

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: hb507@cleveland.Freenet.Edu
Message-ID: <4ut1he$mhj@madeline.INS.CWRU.Edu>
Source record: 81339

I have all of the documantation that came with my omnimon/view.
It also came with an 'enhanced' OS that was backwards compatable
with the 800. sort of like a built-in translator disk. Send me a
SASE (page sized, it is @20 pages), and I will send to whoever
wants it.

Craig

Yes, I see the spelling, no, I'm not going back to fix it!
(this editor sucks!)

1277. Re: Wanted: Gateway to Apshai

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: hb507@cleveland.Freenet.Edu
Message-ID: <4ut224$n22@madeline.INS.CWRU.Edu>
Source record: 81340

I am sure I have gateway to apshai on disk. let me see, and I
will post it to the archive. If I can get a disk image...

craig

1278. Re: Info on OSS' SuperCarts? (To Bill Wilkinson)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4ut4i7$too@usenetp1.news.prodigy.com>
Source record: 81341

BTW, the carts ARE still available for sale and are being supported by Fine Tooned Engineering. B&C sells them with the manuals and everything brand new! Action, Mac65, Basic XL and XE are all there! Yes, they are expensive (about 60 bucks?), but well worth the price to help keep up the support of Atari dealers such as B&C.

B&C can be reached at 408-986-9960.
(You'd think I owned stock in the company with this soap boxish reply. I just like to encourage support for the last few Atari dealers out there...
)

1279. Re: SIO2PC cable ICL232 question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4ut5p5$ppb@newsbf02.news.aol.com>
Source record: 81342

I belong to a very large, active PC user group. (Don't ask!) The subject of mixing and matching IDE drives was touched on at the last meeting. It seems that Western Digital drives seem to be very tolerant of other brand being mixed with them, Maxtor less tolerant, and less still for other brands.

1280. Need A Copy of Mule

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: "Paul S. Castellani Jr" <CFIPAUL709@aol.com>
Message-ID: <3212495A.73D8@aol.com>
Source record: 81343

Anyone Who has a copy of MULE they can dup for me please E-mail to CFIPAUL709@aol.com.

Thanks!

1281. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.351.00149AFB@mindspring.com>
Source record: 81344

In article <4usv63$orf@nut.ucsb.edu> jasonbar@nut.ucsb.edu (Jason D. Bardis) writes:
>From: jasonbar@nut.ucsb.edu (Jason D. Bardis)
>Subject: Re: Question about M.U.L.E. author
>Date: 14 Aug 1996 09:34:11 -0700

>glennb <glennb@interport.net> writes:

>>> The veto? It seems the company proposing to do the new MULE wanted to
>>> Nintendoize it. Danielle didn't like that idea one bit, so she canned the
>>> proposed game. For which I say more power to her!

>>Umm well, there WAS a Nintendo Version. Although I myself have never seen
>>it, a good friend of mine who I used to play M.U.L.E. on the Atari did play
>>it. He said it was "not as good".

>>(I wonder if they landed on "Planet Odnetnin"?)

>I had the Nintendo version. It was just as good as the Atari version.
>Still landed on planet Irata. They even used/emulated the same exact
>Atari font. In fact, throughout the whole game, the only real difference
>I noticed is that the MULEs were updated graphically on the title screen
>and in the village, but not out on the planet surface. They redid them
>to look a little more like the ones on the original box. They're gray/silver
>w/ more detail, not just big black blobby quadrupeds.

>The NES version is just fine, and it supports 4 players w/ an adapter.

>-Jason

I also bought the Nintendo version, and truthfully, after years of playing
M.U.L.E. on the Atari, the Nintendo version sucked. Timing was all off
and the music did not make it. It completely lost the feel of the Atari
version.

Bruce Willard bwillard@mindspring.com

1282. Re: Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.353.001AF296@mindspring.com>
Source record: 81345

In article <4urok7$fma@nyx10.cs.du.edu> thester@nyx10.cs.du.edu (Uncle Fester) writes:
>From: thester@nyx10.cs.du.edu (Uncle Fester)
>Subject: Re: Expanding memory on atari 400
>Date: 13 Aug 1996 23:36:07 -0600

>In article <4um89f$4li@lex.zippo.com>, wec100@psu.edu <Wayne Carson>
>wrote:
>>I just bought an atari 400 with 16K at a yard sale (1 dollar with 410
>>tape drive. good deal). I want to upgrade it to 48K so I can run
>>M.U.L.E with 4 person. Is upgrading it's memory possible?
>>
>>Thanks in advance,
>>
>>Wayne Carson
>>WEC100@PSU.EDU

> Yes -- it's possible. I don't know where you might find
> a 48K board for the thing these days though. Not only
> is the board different from the stock 16K board, but upgrading
> requires a couple of jumpers on the mother board as well.

> My 400 has an INTEC 48K board, but I seriously doubt if the
> company (was in Colton, Ca.) is still around.
> I don't recall seeing any published do-it-yourself mods
> for the 400 memory either, but someone else probably
> knows better. (as usual) :-)

There is a mod to the 16K board that will give you 48K. I remember doing it
to my 400 back in about '84. Seems like there was an additional chip,
probably used for addressing you had to add along with a wire or two
from the board to the cartridge port. I'll see if I can find it and
post it. As for the keyboard, I did the majority of my programming on
the 400 and after a while you can get very accustomed to the membrane
keyboard. I actually liked ti. Of course, I also did assembly using
a 410 recorder which is incredibly masochistic.

Bruce Willard bwillard@mindspring.com

1283. Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4utbeo$si9@nntp.crl.com>
Source record: 81346
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

```
[ This is a draft version of an RFD intended to be posted to
news.announce.newgroups soon. It is being posted to the comp.sys.atari
groups for feedback before the final submission to David C. Lawrence,
the news.announce.newgroups moderator. Please give us your thoughts on
this proposal. Thank you. --KRH ]

REQUEST FOR DISCUSSION (RFD)
moderated group comp.binaries.atari
unmoderated group comp.binaries.atari.discuss

Newsgroup line:
comp.binaries.atari Binaries for Atari computers. (Moderated)
comp.binaries.atari.discuss Discussion of content of c.b.a.

Proponent: Rich Tietjens <starship@3rdplanet.com>
Proponent: Kyle R. Hofmann <rhofmann@crl.com>
Proponent: Adam B. Roach <adam.roach@exu.ericsson.se>

This is a formal Request For Discussion (RFD) for the creation of
world-wide moderated Usenet newsgroup comp.binaries.atari, and
unmoderated comp.binaries.atari.discuss. This is not a Call for
Votes (CFV); you cannot vote at this time. Procedural details
are below.

RATIONALE: comp.binaries.atari

Currently, there exists no appropriate and easily accessible medium
for the release of Atari software. There is also a growing pool of
software available for these machines which would recieve a
marginal distribution at best due to this lack of a medium.
Though FTP sites and several binaries newsgroups
(alt.binaries.comp.atari8bit and alt.binaries.atari) exist, many
Atarians do not have FTP access and the alt groups have a poor
distribution.

By creating comp.binaries.atari, a medium would be established.
comp.binaries.atari would provide a method of distribution. With
c.b.a, the immediate dissemination of new releases and bug fixes
would be possible.

This method also has the advantages of using comparatively fewer
system resources than other methods, and of keeping binaries out
of existing comp.sys.atari.* discussion groups.

END RATIONALE.
```

RATIONALE: comp.binaries.atari.discuss

The existence of a .discuss group allows the discussion of the binaries groups to stay separate from the actual binaries postings and from non-binary related postings. Without a discussion group, non binary posts related to the topic of the binaries heirarchy have no single place in which they can be discussed; instead, they are spread around a heirarchy of newsgroups, making worthwhile discussion difficult, if not impossible. This discussion group will create a proper place for discussion and comments on binary software posted in the comp.binaries.atari.* heirarchy.

END RATIONALE.

CHARTER: comp.binaries.atari

For the distribution of Atari compatible or Atari related software. This includes bugfixes, updates, and new releases to Atari computer software and software on other platforms related to Atari computers (such as emulators, disk image maintainers, and Atari to PC communication software). Software that has been posted within the last 60 days will be rejected; no reposts will be made within that time period. Non-binary or non-software submissions will be rejected.

The moderator will cancel any post which has been posted with a forged approval header.

Specific examples of allowed software include:

- Freely distributable software
- Revisions of previously released software
- Bugfixes of previously released software
- Commercial software with the explicit permission of the copyright holder

Specific examples of disallowed software include:

- Pictures, music, and other non-software binaries
- Recently posted software (posted within the last 60 days)
- "WaReZ", pirate software posted illegally without the copyright holder's permission
- Discussion of software posted to comp.binaries.atari
- Requests for software
- Reposts of software previously posted

END CHARTER.

CHARTER: comp.binaries.atari.discuss

This group is for the discussion of binaries posted to the group comp.binaries.atari. On topic posts include:

- Asking for alternate methods of distribution for a binary
- Discussion of the relative merits of a particular binary in comparison to competing packages
- Requests for a piece of software which has not been posted recently
- Requests for a piece of software which was incomplete to be mailed

Binaries, spams, MAKE.MONEY.FAST schemes, computer advocacy, and discussion not pertaining to the comp.binaries.atari groups is considered off topic.

END CHARTER.

MODERATOR INFO: comp.binaries.atari

Moderator: starship@3rdplanet.com (Rich Tietjens)
Backup moderator: rhofmann@crl.com (Kyle R. Hofmann)
Submission address: starship@3rdplanet.com

The moderator is author of a number of freeware packages for the TOS compatibles, active in the various Atari discussion groups, several fido-technology networks, and is employed in the networking industry.

END MODERATOR INFO.

PROCEDURE:

The discussion period lasts 21 days from the initial post of this RFD. If there are no major objections to the naming or placement, then the CFV (Call For Votes) will be issued, lasting for at least 22 days. Following the vote, there is a 5 day discussion period after which newsgroups that passed will be newgrouped by the moderator of news.announce.newgroups.

Followups to this post are directed to news.groups, which is where further discussion will take place. Cross-posted followups are discouraged. Please read news.groups to participate. Thank you!

DISTRIBUTION:

This RFD has been crossposted to:

news.announce.newgroups, news.groups, comp.sys.atari.8bit, comp.sys.atari.advocacy, comp.sys.atari.st, comp.sys.atari.st.tech, comp.sys.atari.programmer

1284. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dw5B64.65B@iglou.com>
Source record: 81347

Tim Irvin (ziggy29@netgate.net) wrote:

: I replied to a note in the Mac newsgroups about this guy, not saying
: anything terribly inflammatory other than mentioning his frequent
: hit-and-run postings in c.s.a.8 asking $100 for $25 hardware and justifying
: it by saying it's "originally $599" or something like that.

I did just that some time ago. I offered him around $100 for the entire package, since that's what it's worth, since it's old stuff. The 400 was worth about $100 around 1988, after being about close to $300 including the programmer package, around 1981. I remember, as I bought it for around that much back then. Oh, the memories. But of course, the keyboard click drove me nuts, so I merely disconnected it from the board, as I hadn't learned the POKE command to turn it off.

: A couple of days later, I have a reply from Ortman in e-mail, sent to
: about seven people, cc'd to three postmasters (not including Netgate's).

Same here, only I got an answer within two hours. He was blabbing on and on about how it's still worth that much, and then some. I tried a couple times to tell him the real worth, after giving him some places to sell his stuff, or at least unload it. Tried telling him about Toad and Ben Smith, as well as hamfests and fleamarkets, as well as the annual MIST AtariFest. He rips back into me by saying I'm harassing him and then some. [sigh] Figured forget it, he ain't worth it. One thing that he doesn't even bother to tell you is that they were given to him on consignment, and that he has been paying $25 a month for storage fees for all that stuff. I figured how long it was, and came up with something about 5 years ago. 5 years in storage? Eat them fees and just sell the junk, please!

[imitating Henny Youngman] Take my 400. Please! [playing violin]

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1285. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: mhalse@online.dct.com
Message-ID: <4ut8rn$dmr@online.dct.com>
Source record: 81348

scharles@superlink.net (Yogi) wrote:

>try pointing your ftp to ftp3.cyberspy.com
>new site but ITS FULL! I cant replace the rest of the archive! Only
>about half is fitting.

If it is (and it's a BOSS site folks!) :) Why don't you just take off the individual binaries and keep the smaller ziped up versions on the site with some nice indexes to save space for more files? I really LIKE the individual files but it isn't necessary if you don't have the space. Either that or perhaps someone can donate some more space for you.. :::looking around::: :)

Mike

1286. A few Atari 8bit items, Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <32125F2B.300A@cdsnet.net>
Source record: 81349

All Items work and have been tested,

Items shipped US Postal Priority mail 3days and
shipping is $3.00 to $7.00

Ramcram 32, for atari 400/800 box and doc. $10.00 + $3.00

Happy card for 810, software and doc. $15.00 + $3.00

MicroPrint for star, epson ect. no doc $10.00 + $3.00

Mike LaRue
830 W 2nd ST.
Medford, Or 97501
541-7727830

1287. Re: Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4utnc7$l90@crl9.crl.com>
Source record: 81350

Tim Irvin (ziggy29@netgate.net) wrote:
: In article <4uq5uh$2vo@crl7.crl.com>, jvogel@crl.com (John M. Vogel) wrote:

: > I was waiting to hear what kind of responses came of this. An
: > engineer/Atari collector upgraded mine in '83 with a procedure that took
: > about three hours and was somewhat risky as to whether the 400 would
: > function afterward. Fortunately, it worked fine :) My, how things changed.

: Yeah, it can be done. However, using the 400 keyboard is an exercise in
: masochism. It may be worth the $25 to buy an 800 instead which is ready
: to play games requiring more than 16K.

True, although many moons ago I purchased a real replacement keyboard for
the 400 - you opened the case, removed the old one, plug in the new one,
and close it up - voila! No more finger blisters :)

John
jvogel@crl.com

1288. FS/FT: Atari 810 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-1408961745410001@news.northcoast.com>
Source record: 81351
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I have for sale or trade 2 Atari 810 disk drives. Make an offer. Will also trade for 5200, 7800 or Fairchild games that I don't have.

--Kevin Savetz

1289. FS/FT: Atari controllers, printer, software

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-1408961742050001@news.northcoast.com>
Source record: 81352
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

For sale:

(1) Atari 1025 printer

(1) Atari Driving Controller

(3) Atari Keyboard Controllers

(1) Atariwriter cart with box and manuals

Make an offer for some or all. Will trade for 5200, 7800, or Fairchild games that I don't have.

--Kevin Savetz

1290. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4uucbi$a59@crl8.crl.com>
Source record: 81353

mhalse@online.dct.com wrote:
: scharles@superlink.net (Yogi) wrote:

: >try pointing your ftp to ftp3.cyberspy.com
: >new site but ITS FULL! I cant replace the rest of the archive! Only
: >about half is fitting.

: If it is (and it's a BOSS site folks!) :) Why don't you just take off
: the individual binaries and keep the smaller ziped up versions on the
: site with some nice indexes to save space for more files? I really
: LIKE the individual files but it isn't necessary if you don't have the
: space. Either that or perhaps someone can donate some more space for
: you.. :::looking around::: :)

And/or how about offlining that allfiles.zip on Justin's archive? That'd
give you about 10 megs right there. Maybe someone could volunteer space
for that file, and you could have a "virtual" directory linked to that
(if that is possible, I don't know).

John
jvogel@crl.com

1291. dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: andi@dreamland.pfalz.de
Message-ID: <4ur8hl$v3@dreamland.pfalz.de>
Source record: 81354

Is there a way (software) to convert the dcm Diskimages to
xfd Images.

Thank
you
Andreas

1292. Re: Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-1408962028040001@d109.netgate.net>
Source record: 81355

In article <4usm3v$il@news.aloha.com>, archone@aloha.com wrote:

> oooh. '83. back then ALL sorts of risk upgrades were out. :)
>
> I put one of the 64K Moasic boards in my 400. The 16K ramdisk was
> pretty cool during it's time.

Heh. And back then, if you made a mistake and fried it, you just wasted a $500 machine. Now it makes for a pretty cheap electronics experiment. Just the same, the supply of these things will only go down into the future, so I try not do do anything terribly stupid with them even if it does cost only $20 to fix a mistake.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 29G / 21-7-1 / .489, 2 HR
WWW: http://www.netgate.net/~ziggy29/
Use of any info in this note by commercial junk e-mailers, Usenet spammers, or Microsoft is punishable by flogging with a wet noodle.

1293. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-14 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4ut5m7$3ms_001@jf.intel.com>
Source record: 81356
Cross-posted to: news.groups,alt.config,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari,alt.binaries.atari.d

In article <4utabp$d76@panix3.panix.com>,
sethb@panix.com (Seth Breidbart) wrote:
>Tom Lamparty <lamparty@telerama.lm.com> wrote:
>>A lot of our people only have access through one or another of the
>>Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
>>E-Mail only
>
>There are ftp-by-email servers available. Sure, it's slower than ftp,
>but you get what you pay for.

You're obviously unaware that "freenet" doens't mean cost-free access. It means that the users pay the costs of operations, and not a large profit to the system operators.

>>With the Internet voice phone and live video for the PC's, I think the
>>bandwith argument is moot!
>
>You mean, you get all the bandwidth you want for free, so other
>people's worries don't matter?

See above.

I'd also point out that, in spite of your obvious concerns that Atari binaries will somehow generate undue bandwidth problems, nothing could be farther from the truth. The largest Atari binary file I have ever seen was under 1 meg in size, and it is a complete Internet access package with SLIP stack and dialer, browser, telnet, ftp, email, and some odds and ends. Compare that to the average /game/ package for an IBM clone, running 3 megabytes and up, or Netscape, which at last count was something over 4 megs without a stack and dialer.

>>> The huge number of IBM users makes distribution via Usenet a lot more
>>> defensible. It might even save bandwidth if a large enough number of
>>> people want the files. That'll never be the case for Atari users.
>>Heck, they can go into a store and buy all the software they want! 8^) We
>>are rather limited in that respect!
>
>The technical point is that, for IBM software, distribution via Usenet
>uses less resources than distribution via ftp. For Atari software,
>it's the other way around.

I disagree. To oppose a binary newsgroup for Atari files while supporting the huge bandwidth required for PC files is a position revealing either ignorance or hypocrisy. I choose to ascribe it to ignorance; but opposing the newsgroup is a form of discrimination in either case, and does not

speak well of one's attitdue towards the democratic process. You do have the right to express your opposition; I would like to enlighten you as to the facts of the situation, however, in hopes that you may change your mind.

The fact is that Atari binaries are miniscule in comparison to equivalent packages for Microsoft-OS platforms (and even compared to Mac platforms); there are few well-maintained ftp sites for Atari files nowadays, even though Internet access for Atari users is on the rise (in a rather steep curve, in fact) rather than on the decline; and those that remain do not all have email access to files.

The bandwidth requirements for an Atari-specific binaries group can be reasonably expeccted to be below that of a single IBM-clone binary file; certainly far below (perhaps several orders of magnitude lower) than any of the alt.sex.binaries groups.

The lifetime of a binary posted in newsgroups is far shorter than that of one archived in an ftp site, but becasue of the volatile nature of software development, this is in fact an advantage; one is far less likely to inadvertantly spend hours downloading a file that has been superseded by a later release; in the case of the soon-to-be-formally-proposed Atari newsgroup, the odds approach zero, due to the nature of moderation and the proposed charter (which is now in something like its fourth incarnation).

The storage space for an archive of the newsgroup will be likewise small; a single 1 gigabyte drive will probably be far more than adequate for the next decade.

Did I fail to address any of your concerns? I'll be most pleased to follow up if I did.

Primary Atari newsgroups restored to the distribution line; this discussion concerns all Atari users.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

1294. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4v0pkg$c48@newsbf02.news.aol.com>
Source record: 81169

I believe you covered it all. Good luck with the project, guys!

1295. Atari XL ware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: pelz@studm.hrz.uni-siegen.de
Message-ID: <AE3937DA96681853B7@slip3.hrz.uni-siegen.de>
Source record: 81170
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,maus.sys.atari.hardware

Hallo!

Ich suche Software fuer meinen Atari XL. Okay, ich weiss - das Teil ist
alt!
Aber vielleicht hat ja noch jemand das eine oder andere Interessante dafuer
rumliegen.

Ich waere auch an einem kompletten System interessiert, also so mit allem
drum und dran.....

Und wenn jemand noch ein Atari 850 Interface Modul hat, bitte bei mir
melden!

So weit, Dirk

Fingerprint: 79 14 B8 DB EA 74 36 B6 EB 66 3C 7F D7 6F 59 B4

Dirk Pelz ... pelz@studm.hrz.uni-siegen.de ....

1296. Trade ST software for SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: Thomas Main <tmain@appstate.campus.mci.net>
Message-ID: <3213E759.6F48@appstate.campus.mci.net>
Source record: 81171

Hello:

If anyone has an assembled SIO2PC cable they would like to trade for the
following ST software, drop me a note.

Timeworks Desktop Publisher
Sample Master 16-bit audio sampler w/introduction to sound and music

Both are in original packaging. Please reply via e-mail.

1297. upgrading memory

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C672D0.111C000C98.uuout@ccc-bbs.com>
Source record: 81172

```
w > From: Wayne Carson (wec100@psu.edu)
w > Date: 11 Aug 1996 20:26:39 -0700
w >
w > I just bought an atari 400 with 16K at a yard sale
w > (1 dollar with 410
w > tape drive. good deal). I want to upgrade it to 48K
w > Is upgrading it's memory possible?

Yes. But for many years now it hasn't been worth the effort to
try to trace down memory modules because it's cheaper to buy an
"old" 8-bit computer with full memory already in it. It's harder
to find a 48K memory board for five or ten clams than it is to find
an 800, XL, or XE for that kind of price. (Or less, as you did!)

>>>--------------------------------<<<
>>> david.moeser@ccc-bbs.com <<<
>>> censornati, ohio <<<
>>>--------------------------------<<<
* ATARI -- Love it or leave it! *
```

1298. f.s. hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <3213E978.4B3E@cris.com>
Source record: 81173

```
800XL with ps $20
810 SD drive with ps $15
1050 drive with ps $30
Koala Pad with software $10
Paddles $5
Star NX 10 9 pin dot matrix printer with PR Connector and
cables ready to plug into an 8 bit. And it does graphics. $30
Apple monochrome monitor with cables ready for an 8 bit. $10
Box of Atari joysticks, rebuild kits, boards, etc. $5
Axiom AT-846 "Atari computer direct connect parallel printer
interface. I've never seen one of these before and haven't tried it. $5
Zoom 2400 external modem with fax. $10
```

1299. 8 bits like 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: TOFFIC@WORLDNET.fr
Message-ID: <4v050h$t0e@news.sct.fr>
Source record: 81174

Search the ROM for Stella programs.(Emulator 2600)
Thanks for any help.

1300. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dw77IE.M07@iglou.com>
Source record: 81175

Just Steve (steveg@cnct.com) wrote:

: I have a Eudora filter set up to automatically respond to whatever he
: sends me. The response is pretty nasty, I'll admit, but he doesn't seem to
: understand anything else. (He also doesn't read the part of the automated
: response which reads "if you don't want to receive this message, don't
: send me any mail." I haven't been keeping formal count (the filter

Mail filters are usually lost on him. The cement-headed guy doesn't learn much, so keep on him. The juno.com account is merely a free email account, so he could lose that. Decatur is a 4 hour drive away from me, 2 hours if from Chicago. So, someone close by him can easily stake out his place and storage area, and see what they can do to him, to shut him up. Not that I advocate this, but it's time someone gets some sense into him. I need to set one up on my elm online mail reader, and put *HIM* on the list.

: automatically trashes his crap as well as replies to it) but I'd guess he
: has sent me about fifty messages, each containing about 95% fabrication
: and 5% truth. My ISP is really PO'ed over this guy; he keeps forwarding a
: copy of HIS message, as well as an edited version of my automated
: response, to the postmaster at my site. I explained what's going on to the
: operators and they understand. I think today he'll be mail bombed; he
: forwarded a copy of his message to my postmaster about fifty times.

Never piss off an ISP's sysadmin. Be friends with them. Getting a sysadmin on the wrong side can be pretty bad for your online health. He keeps doing this to your sysadmin, hell, there's no telling what they will do to him.

: This guy is a waste of breath. Anyone living near this guy care to kick
: his scrawny little ass for awhile?

It's a consideration for those living close to him. I used to live slightly over 2 hours from him til I moved to where I am now. Let someone close by do it. Can we say burglary? I'm not gonna do this one. An old friend of mine got busted for 10-15 burglaries, and is in prison for the next few years. I got a life, yes...

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1301. Rainbow the last shareware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: TOFFIC@WORLDNET.fr
Message-ID: <4v04u9$t0e@news.sct.fr>
Source record: 81176

I find a version of RAINBOW but it isn't run correctly ???
I don't know if it's the last !!!
I use the rom of Xformer but when I start RAINBOW I've got this message:
Wait for the latest version...
Thanks for your help.

Stella ?? where to find the ROM.

1302. FS: Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32127c93.20962018@netnews.netaxs.com>
Source record: 81177

QIX and Star Raiders

****
Go ERNIE #28
Come visit http://www.intserv.com/~jayski
and http://www.intserv.com/~jayski/irvan.html

1303. Re: Atari machines wanted to buy

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-1508961754260001@d80.netgate.net>
Source record: 81178

In article <4us8hs$h2k@newsbf02.news.aol.com>, ultm8info@aol.com (ULTM8 Info) wrote:

> Hi--I'm looking for 2600, 5200, and 7800 Atari machines in good shape.
> They must be in working order--If you have a list of games to sell that
> would
> be great, Thanks

Try rec.games.video.classic.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 29G / 21-7-1 / .489, 2 HR
WWW: http://www.netgate.net/~ziggy29/
A young couple's blueprint to escape the rat race...
http://www.netgate.net/~ziggy29/e2000.html

1304. Compute books, ect....

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <3213EFF3.702@cdsnet.net>
Source record: 81179

The following books are in very good to excellent condtion!

Used but good. Shipping might be high for multi books, I
have been using US Priority mail, 1 book $3.00

Checks take about 8 days, money orders same/next day ship.

Compute's First book of Atari $5.00
Compute's second book of Atari $4.50
Compute's third book of Atari $5.00
Compute's First book of Atari's Graphics $5.00
Compute's second book of Atari's Graphics $5.00
Compute's mapping the atari 400/800 $5.00
Compute's mapping the atari with XL/XE $6.00
Compute's Atari collection VOL.1 $5.00

Other books,

The Analog compendium $5.00
Best of Antic the Anthology $6.00
Atari Roots $6.00
Atari XL/XE users guide $3.00
The Atari Assembler $5.00
Easy guide to your XL/XE $4.00
Your Atari computer Ion poole $4.00
Dr. Wacko Atari mircle guide $4.00
Atari games and recreation $4.00

I priced them at what I thought would be a fare
price. make offer on all if you wish...

Mike LaRue
830 W 2nd ST.
Medford, Or 97501
541-772-7830

1305. WTB: Super Archiver II for 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: Eric BACHER <ebacher@teaser.fr>
Message-ID: <321253BA.3D1A@teaser.fr>
Source record: 81357

Hello everybody,

I would like to buy a Super Archiver II upgrade (or an upgraded 1050).
If anyone is interested, I will pay a good price.

Please, send a message to email:100066.1667@compuserve.com instead of
answering in the newsgroup because I don't read them everyday.

Thank you very much.

Eric.

1306. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn514sum.4d.asmolar@smol.fast.net>
Source record: 81358

On 13 Aug 1996 23:28:27 -0600, Uncle Fester <thester@nyx10.cs.du.edu> wrote:
>In article <320e9120.1770062@news.superlink.net>,
>Yogi <scharles@superlink.net> wrote:
> [Re: Dan/Danielle Bunton -- Walter/Wendy Carlos]
>>
>>I told my friend about this, he said "Bullshit" but I told him to go
>>work. That's what it means. If you look inside the gatefold that MULE
>>comes in, Dan looks a little shifty around the eyes, he's the only one
>>not looking at the babe.
>
> I haven't seen the MULE gatefold -- who's the "babe" and
> *should* Dan/Danielle be looking at her?

I just looked at an Electronic Games magazine from November of 1984.
There is a profile of Dan Bunten there, including the picture from the
MULE package. Only one of the 4 software designers is looking at the
"Babe" (Maybe by 1984 standards, but not today) The other 3, including
Dan are looking at an "Arkansas Gazette" where the headline reads
"M.U.L.E. Unveiled" (The dog also appears to be looking at the "babe")

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

1307. ORTMAN ARRESTED! Finally goes to jail!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: bjnash@connectnet.com
Message-ID: <4utvfe$pbi@news.connectnet.com>
Source record: 81359
Cross-posted to: comp.sys.atari.8bit,comp.os.os2.marketplace:149,comp.sys.amiga.marketplace:931,comp.sys.apple2.marketplace:235,comp.sys.ibm.pc.games.marketplace:918,comp.sys.mac.games.marketplace:152,misc.forsale.computers.mac-specific.misc:801,misc.forsale.computers.mac-specific.portables:554,misc.forsale.computers.mac-specific.software:546,misc.forsale.computers.mac-specific.systems:774,misc.forsale.computers.memory:1406,misc.forsale.computers.monitors:599,misc.forsale.computers.net-hardware:564,misc.forsale.computers.other.software:473,misc.forsale.computers.other.systems:549,misc.forsale.computers.pc-specific.cards.misc:539,misc.forsale.computers.pc-specific.cards.video:560,misc.forsale.computers.pc-specific.misc:1340,misc.forsale.computers.pc-specific.portables:1081,misc.forsale.computers.pc-specific.software:1066,misc.forsale.computers.pc-specific.systems:936,misc.forsale.computers.storage:1317

The continuing criminal investigation of Ortman/Admiral Nuguru/Starfleet, Et Al has turned up the fact that some irate customer of Terry's, who was screwed by him, hired an attorney in Terrys hometown of Decatur, Il. When the attorney attempted to press the lawsuit to recover his clients money, Terry turned his wrath on him just like he did to the others he's screwed here on the net. The attorney, un- intimidated, laughed and had him arrested! "Don't try that crap on me"!, He must have said as he dialed the local police! I got that from the State of Illinois Investigator when he called me and asked me to post this message: Don't call the State Police or the Attorney Generals office about Terry just being a jerk, (they know that), but if you've been screwed by him he urgently wants to hear from you *in writing* about what happened. They really want to grab his computers again and take him off the net, but people just want to whine and complain but won't really do anything to help themselves if it requires any effort.

So this is your challenge: If you've been screwed and can prove it, contact Rodney Miller, Illinois State Police, 2125 S. 1st, St, Champaign, Il, 61828 You may phone him direct if you wish at 217 333 1211 or Fax him at 217 333 8451 (This is the guy who took his computers and hundreds of disks of porn last time!).

The lesson here is that the authorities will take over and deal with it if you can show they have jurisdiction over the perpetrator. That means no matter where you live, you notify the authorities in the guy who screwed you's home state. Please do your civic duty, if you can help, as noted above do so.

(Would the person who hired the attorney please let us know who he is? There may be lots more business for him! Anyway some congrats!)

bj nash (619)749 0239 Fax 749 6384
AIRCRAFT REMANUFACTURING
1291 E. VISTA WAY, #150
VISTA, CA. 92084 (619) 749 0239 FAX: 749 6384

1308. Re: Looking for a disk drive for the Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: David Torrez <reptile@earthlink.net>
Message-ID: <01bb8aa1$7014ce00$8dcf95ce@reptile>
Source record: 81360

Brad Rogers <brad@pianosa.demon.co.uk>;)@mail.demon.net;

> A> Rick said he used to format the back side of floppies with an XF551
but
> A> 2. Use a mod available from CSS (I never did this, but people
who
>
> Do you know where I could get details of this mod? Web address, ftp,
whatever.
>

Try http://www.toad.com
The have alot of Atari (8-bit and ST on up..) hardware and software...

Dave - <reptile@earthlink.net>

1309. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32134a3b.423045@news.superlink.net>
Source record: 81361

```
-
-Perhaps you are talking about "Quest of/for the Space Beagle?" It's
on
-the archive (yogi's ATR collection), but I couldn't get past the
opening
-screens on my stock Atari 400 (48K) with basic cartridge.
-

Unfortunately, I found out where I got that Quest for the Space
Beagle. It was from the Justin Archive. I seem to recall that the
person who u/l it there might still have the originals, but I do not
recall his name. If you see it, please check your copies!

Yogi
```

1310. Re: ANNOUNCE: Antic magazine on the Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: vcstaff@mail.tds.net
Message-ID: <4uvq23$ek@news2.tds.net>
Source record: 81362
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.programmer

I didn't catch the web address, could you pass me the address?

Dean

1311. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.354.00091E1B@mindspring.com>
Source record: 81363

In article <4uvra7$265@nyx10.cs.du.edu> thester@nyx10.cs.du.edu (Uncle Fester) writes:
>From: thester@nyx10.cs.du.edu (Uncle Fester)
>Subject: Re: Jupiter Mission at Yogi's
>Date: 15 Aug 1996 12:46:31 -0600

> This is quite interesting.
> [software that will run with BASIC Rev. A but not Rev C.]

> It's my understanding that there are only twelve bytes
> [of difference] between Rev. A and Rev. C -- that the
> programmers cheated (illegal OS calls, using parts of the
> BASIC cart) and it just *happened* to refer to those
> particular bytes in question sounds kind of unlikely.

> I'm *not* saying it didn't happen that way, I'm just trying
> to understand the "why" -- considering that every program
> I own that requires BASIC (my own included) runs just as
> well no matter which cart was used to write it. i.e., Every
> thing written with Rev. A works on Rev. C with no problems.
> And vice-versa (forget the GTIA mode support here.)
>
> How did these twelve bytes get to be so [un]lucky?

> Uncle Fester

I *really* wish I could remember the names of those games. There were
two or three of them in the series. I enjoyed them thoroughly, but
that was about 12 years ago, just after I got my 130XE. Somebody out
there has to remember!

Bruce Willard bwillard@mindspring.com

1312. I look after a Floppy Disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: Horv&#65533;th J&#65533;zsef <jozsef@berlin.snafu.de>
Message-ID: <32135950.7DE0@berlin.snafu.de>
Source record: 81364

I look after a Floppy Disk for Atari 130 XE in Germany Berlin
Thanks !!

1313. Re: "Admiral Nuguru" Should Be Avoided

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: steveg@cnct.com
Message-ID: <steveg-1508961217150001@news.cnct.com>
Source record: 81365

In article <Dw5B64.65B@iglou.com>, rsg0910@iglou.com (Robert Goodwin) wrote:
>Same here, only I got an answer within two hours. He was blabbing on and
>on about how it's still worth that much, and then some. I tried a couple
>times to tell him the real worth, after giving him some places to sell his
>stuff, or at least unload it. Tried telling him about Toad and Ben Smith,
>as well as hamfests and fleamarkets, as well as the annual MIST AtariFest.
>He rips back into me by saying I'm harassing him and then some. [sigh]
>Figured forget it, he ain't worth it.

I have a Eudora filter set up to automatically respond to whatever he sends me. The response is pretty nasty, I'll admit, but he doesn't seem to understand anything else. (He also doesn't read the part of the automated response which reads "if you don't want to receive this message, don't send me any mail." I haven't been keeping formal count (the filter automatically trashes his crap as well as replies to it) but I'd guess he has sent me about fifty messages, each containing about 95% fabrication and 5% truth. My ISP is really PO'ed over this guy; he keeps forwarding a copy of HIS message, as well as an edited version of my automated response, to the postmaster at my site. I explained what's going on to the operators and they understand. I think today he'll be mail bombed; he forwarded a copy of his message to my postmaster about fifty times.

This guy is a waste of breath. Anyone living near this guy care to kick his scrawny little ass for awhile?

- -
steveg@cnct.com -=> http://earth.cnct.com/home/steveg/index.html
Iomega Zip FAQ -=> http://earth.cnct.com/home/steveg/iomega.html
Steve's Trading Post -=> http://earth.cnct.com/home/steveg/trading.html
Ferret is Latin for "little fur thief". "Little fuzzy fearless klutz
that hides valuables" apparently takes too long to say in Latin.

1314. 1050 DRIVE HELP

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <4v02lt$d49@news.calweb.com>
Source record: 81366

I just recently got a second Atari 1050 disk drive and can't for the life of me remember how to set the switches in back to make it Drive 2. Any help would be appreciated.

Joe Blenkle
jblenkle@calweb.com

1315. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4v030d$gvo@crl2.crl.com>
Source record: 81367

3032799202 (ccoffin@slate.Mines.EDU) wrote:

: Actually, I heard that a few years ago, EA wanted to release a new version
: of it featuring among the new features, weapons, which Danielle objected
: to vigorously. supposedly a working prototype of MULE was completed for
: the SNES, but never made it to market, although I could be confusing it
: with another EA classic.

Now that you mention it, I recall that adding the factor of violence
into the new version of M.U.L.E. was what Dan(ielle) objected to.

John
jvogel@crl.com

1316. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-15 00:00:00 UTC
From: ccoffin@slate.Mines.EDU
Message-ID: <4uvnud$nb6@magma.Mines.EDU>
Source record: 81368

```
: > > The veto? It seems the company proposing to do the new MULE wanted to
: > > Nintendoize it. Danielle didn't like that idea one bit, so she canned the
: > > proposed game. For which I say more power to her!

Actually, I heard that a few years ago, EA wanted to release a new version
of it featuring among the new features, weapons, which Danielle objected
to vigorously. supposedly a working prototype of MULE was completed for
the SNES, but never made it to market, although I could be confusing it
with another EA classic.

ccoffin@mines.edu
```

1317. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: szhays@bullwinkle.ucdavis.edu
Message-ID: <4v0mao$5jn@mark.ucdavis.edu>
Source record: 81180
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Thanks for taking the time to create this Kyle. A few comments:

Kyle R. Hofmann (rhofmann@crl.com) wrote:
:
: REQUEST FOR DISCUSSION (RFD)
: moderated group comp.binaries.atari
: unmoderated group comp.binaries.atari.discuss

Is it possible to just use comp.sys.atari.st to discuss stuff in comp.binaries.atari? Why create comp.binaries.atari.discuss? I know I won't go looking for something in c.b.a. unless I read about it in c.s.a.st as I don't intend to poke my nose in there if I can help it. Also, does it have to be moderated? Seems like that was the cause of problems before. And then, of course, comes the issue of: do we really need this. Right now I'd say we do, primarily because there is no satisfactory ftp site. I wish we could set up a really nice network of ftp sites (one in US, one in UK, one in Germany, France, etc...) that all mirrored the complete archive. U-Mich used to do this, but seems to have gone all rough around the edges.

--
....
: Eric Hays -- elhays@ucdavis.edu -- 916-752-2819 -- U. C. Davis :
: The Internship & Career Center | Engineering & Physical Sciences :
: ,,, http://icc.ucdavis.edu http://128.120.234.242 :
: (o o) These are my opinions; you want some, get your own. :
+-o00-(_)-00o---+

1318. Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3213f239.530087@news.superlink.net>
Source record: 81181

OK, I have an NTSC compatible Bounty Bob Strikes Back in the Archive.
Since Cyberspy is full, it is on my homepage
http://mars.superlink.net/scharles/
for download.
Enjoy all. Does anyone know a way to cheat at this game to get more
than 3 men??? It's too damn hard!

1319. Canned worms YUM YUM

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3213f305.733682@news.superlink.net>
Source record: 81182

I'm probably re-opening old wounds, etc. but I need to know:
Most people have been positive about having an FTP depository for copyright but commercially unavailable software - HOWEVER, I belive that this means that there are a lot of people who DISAPPROVE of such a practice. I haven't heard specifically from anyone, but I do notice that the comp.sys.atari.binaries newsgroup says *NO* copyrighted software without express permission, etc. and was wondering the rationale behind it, i.e. are the moderaters/others just putting up with the archival idea because they know it's not commercially viable any longer, or do they object? It's clear to me that there are a lot of software titles that are just plain lost forever. Distributing them as widely as possible will prevent future loss.
Yes, they are copyrighted, and yes, some form of compensation should be forthcoming. However, the 5 or 6 software authors who I have been in contact with have not expressed their displeasure that the s/w is being swapped around, in fact they were all happy that people still enjoy their work. If I could get in touch with every author of every program (impossible) I would do so. I prefer the other method - if anyone objects to their copyrighted work being posted in the archive, please let me know and I will have it removed. I Will not erase my copy however. In the 80's when the platform WAS viable, it was no less illegal and most of us did it, some innocently, not realizing what <C> really means. (I did). Any thoughts?

1320. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4v0vq1$2gu@agate.berkeley.edu>
Source record: 81183
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

This followup has been cross-posted to the groups that received the original post.

In article <4utbeo$si9@nntp.crl.com>,
Kyle R. Hofmann <rhofmann@crl.com> wrote:
(snip snip snip snip)
> REQUEST FOR DISCUSSION (RFD)
> moderated group comp.binaries.atari
(snip snip snip snip)
>Specific examples of disallowed software include:
>
>- Pictures, music, and other non-software binaries

As it stands, there currently is no repository that I am aware of that supports pictures or music files. I collected the 8-bit Atari .MOD music files, and would like to be able to trade and/or collect more titles. As far as I know, there are no copyright restrictions on the MOD and related music files because they were generally released anonymously.

A blanket prohibition on all music files to be overly restrictive. The music and picture files specific to the Atari 8-bit computers are small, hard to find, and tradeable. I would like to see them allowed. This request does not extend to .jpeg, .gif or other modern formats, nor to material that is already prohibitted from the Internet.

Please modify the proposal to allow music and picture files specific to the Atari 8-bit computer to be posted.

- Anthony Maffia

1321. Sparta DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <4v10fm$jcm@news.calweb.com>
Source record: 81184

Anyone know where I can get Sparta DOS?

Joe Blenkle
jblenkle@calweb.com

1322. Re: 1050 DRIVE HELP

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: "James R. DiGiacomo" <digiacomo@worldnet.att.net>
Message-ID: <01bb8b0b$f046e620$0224799c@digiacomo.worldnet.att.net>
Source record: 81185

Joe Blenkle <jblenkle@calweb.com> wrote in article
<4v02lt$d49@news.calweb.com>...
> I just recently got a second Atari 1050 disk drive and can't for the
> life of me remember how to set the switches in back to make it Drive
> 2. Any help would be appreciated.
>
> Joe Blenkle
> jblenkle@calweb.com
>
>
here's a quick reference table:

drive # | position(order of colors shown)
---
1 | B(and W to the left)
2 | WB
3 | B(and W to the right)
4 | BW

hope this helps.......BTW you didnt mention which atari computer(s)
you own!! <GRiN>

James

1323. Help! - Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <4v1519$6ts@news.calweb.com>
Source record: 81186

OK, since my last post concerning my problems with my two 1050 drives I have discovered the following.

As you will remember, I could not get my 800xl to recognize Drive #2. It didn't matter what drive I set as Drive 1 or Drive 2. It would only recognize the first drive.

I've been using Atari DOS version 2.5, but I had a disk with something called SmartDOS 6.1. From the title apparently it is for Rana Systems drives.

SmartDOS does recognize both my drives although it won't read the 1050's extra sectors on the disk for disks that are formatted in enhanced density rather than single density.

Now my new question: One of my drives is a stock 1050 - the other has a U.S. Doubler - could this be causing my problem? Is there any way of getting around this problem?

Thanks

Joe Blenkle
jblenkle@calweb.com

1324. Re: upgrading memory

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4v1cto$61l@agate.berkeley.edu>
Source record: 81187

In article <8C672D0.111C000C98.uuout@ccc-bbs.com>,
DAVID MOESER <david.moeser@ccc-bbs.com> wrote:
(snip snip snip snip)
> Yes. But for many years now it hasn't been worth the effort to
>try to trace down memory modules because it's cheaper to buy an
>"old" 8-bit computer with full memory already in it. It's harder
>to find a 48K memory board for five or ten clams than it is to find
>an 800, XL, or XE for that kind of price. (Or less, as you did!)

Six months of rumaging around local thrift stores has finally
netted me a $3.95 130XE, for example, everything included! Much
cheaper than any memory upgrade. BTW, the only plausible use of
an Atari 400 that I have heard of was in a cow barn, where the
membrane keyboard kept dirty farmhands from dripping cow manure
into the keyboard. If you are not in such a situation, I suggest
simply purchasing a higher-end Atari.

- Anthony

1325. Re: Atari XL ware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <4v1130$g6e@james.freenet.hamilton.on.ca>
Source record: 81188
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,maus.sys.atari.hardware

In <AE3937DA96681853B7@slip3.hrz.uni-siegen.de>, pelz@studm.hrz.uni-siegen.de
(Dirk Pelz) wrote:

: Hallo!

: Ich suche Software fuer meinen Atari XL. Okay, ich weiss - das Teil ist
: alt!
: Aber vielleicht hat ja noch jemand das eine oder andere Interessante dafuer
: rumliegen.

: Ich waere auch an einem kompletten System interessiert, also so mit allem
: drum und dran.....

: Und wenn jemand noch ein Atari 850 Interface Modul hat, bitte bei mir
: melden!

Dirk: Kontakt ABBUC bei
Atari Bit Byter User Club
Wolfgang Burger
Wieschenbeck 45 D-45699 Herten
+49 2366 39623

Aber,.....Er ist in Norwegen fuer Vier Wochen. Ich Glaube dass er koennen Sie
helfen.

ABBUC ist ein sehr gut Atari Klub.

Gruess aus Kanada!

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1326. Re: Canned worms YUM YUM

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4v1ohi$s8e@dfw-ixnews3.ix.netcom.com>
Source record: 81189

In article <3213f305.733682@news.superlink.net>, scharles@superlink.net (Yogi) wrote:
>that the comp.sys.atari.binaries newsgroup says *NO* copyrighted
>software without express permission, etc. and was wondering the
>rationale behind it, i.e. are the moderaters/others just putting up

It's probably just a generic disclaimer so that if anyone started
uploading things like Microsoft Office they can cover themselves.

>copy however. In the 80's when the platform WAS viable, it was no less
>illegal and most of us did it, some innocently, not realizing what <C>
>really means. (I did). Any thoughts?

That's what I thought was odd when this whole idea first started and
people started screaming about piracy. I would find it hard to swallow that
there is someone who had an 8-bit in the 80's and doesn't have _any_ pirated
files. It's probably just morality hitting 10 years too late.
You have the best idea, I think, of just putting stuff up and waiting
for the authors or copyright holders to mention their displeasure. Get ready
for the sound of an empty mailbox.

1327. Tail of Beta Lyrae (not working)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <840200503.29775.0@cortexuk.demon.co.uk>
Source record: 81190

Here is my problem,

I downloaed Tail of Beta Lyrae from Yogi's site (keep up the good work Scott), I also downloaded the menu program. I created a disk image with imageman and added TAILOFBE.EXE to it. So far so good. Next I booted XF3.5 with MENU.ATR in drive 1 and my disk image in drive 2. The menu came up I selected A and up popped the game (note XF3.5 was running in 800 Mode).

Right I thought lets try it on my 130XE, the menu boots up I select A and the program starts loading once finished nothing (SIO2PC has stopped i.e. sector counter has finished). But nothing. I've also tried with the XL Fix but still nothing.

So how come it works on the emulator but not my real Atari ?

Ps. Is this the first game to only work on the emulator !!!!

thankx in advance,

```
O|
/-\_/ \_ O
I # \|-\__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|
```

1328. Re: 1050 DRIVE HELP

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4v1sgp$gij@news.tcd.net>
Source record: 81191

Look into the hole..you see a black post in front of the white post of the switch. Move only the Black one to the right your drive is now set at 2. See not as hard as you remembered?

1329. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1608961538370001@194.125.100.1>
Source record: 81192

In article <32134a3b.423045@news.superlink.net>, scharles@superlink.net (Yogi) wrote:

> -Perhaps you are talking about "Quest of/for the Space Beagle?" It's
> on
> -the archive (yogi's ATR collection), but I couldn't get past the
> opening
> -screens on my stock Atari 400 (48K) with basic cartridge.

Speaking of, I remember when this first came out, the ads looked too good to be true! Then I saw a review of another game called "Space Cowboy" that they panned in Analog. Turned out that the former was a bunch of small games tossed together.

What was it like to play the real thing?

Another one I saw that never appeared anywhere was from a small basement shop, it was called "F-15 Death Eagle", but I never managed to see it anywhere else.

Maury

1330. Re: Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-1608961127070001@news-stand.acs.ohio-state.edu>
Source record: 81193

In article <3213f239.530087@news.superlink.net>, scharles@superlink.net (Yogi) wrote:

> OK, I have an NTSC compatible Bounty Bob Strikes Back in the Archive.
> Since Cyberspy is full, it is on my homepage

Maybe you could delete Justin's archive since you've incorporated all that into your collection... anyone object?

1331. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1608961540480001@194.125.100.1>
Source record: 81194

In article <4v030d$gvo@crl2.crl.com>, jvogel@crl.com (John M. Vogel) wrote:

> Now that you mention it, I recall that adding the factor of violence
> into the new version of M.U.L.E. was what Dan(ielle) objected to.

Ok, can someone explain the Dan(ielle) thing?

Maury

1332. Clowns and Balloons

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4v25vr$8mm@madeline.INS.CWRU.Edu>
Source record: 81195

Somebody wants an origianl
'Clowns and Balloons'.
So I got out my 'Clowns and Balloons' and as usual I want to
progress in the game better than my hand eye will go.
So, here's a cheat for 'Clowns and Balloons'. Look for
DEC $EA ($C6 $EA). There are two of them near each other.
Change to NOP NOP ($EA $EA) both of them and you can play
clowns and balloons all day.
Frank Cohen, I think he was here a while back selling his
8-bit stuff, from Univ. Virginia.
He wrote a second 'Monkeys and Balloons' for the ST, which
is very similar. It was published in ANALOG, I think.
The thing with the ST, is I could never edit a game so
I could win.
I e-mailed the person that 'C & B' is probably available
on the Yogi site.
But they probably want an original.

1333. Come to the M*U*L*E* Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: "David L. Tucker" <dtucker@pop.ma.ultranet.com>
Message-ID: <4v28cs$u3s@decius.ultra.net>
Source record: 81196

```
Come over to the M*U*L*E* Web and see.
http://ultranet.com/~dtucker
```

1334. Come to the M*U*L*E* Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: "David L. Tucker" <dtucker@pop.ma.ultranet.com>
Message-ID: <4v28eb$u3s@decius.ultra.net>
Source record: 81197

```
Come over to the M*U*L*E* Web and see.
http://ultranet.com/~dtucker
```

1335. Come to the M*U*L*E* Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: "David L. Tucker" <dtucker@pop.ma.ultranet.com>
Message-ID: <4v28fp$u3s@decius.ultra.net>
Source record: 81198

```
Come over to the M*U*L*E* Web and see.
http://ultranet.com/~dtucker
```

1336. Come to the M*U*L*E* Web

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: "David L. Tucker" <dtucker@pop.ma.ultranet.com>
Message-ID: <4v28b8$r9t@decius.ultra.net>
Source record: 81199

```
Come over to the M*U*L*E* Web and see.
http://ultranet.com/~dtucker
```

1337. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn517gc1.2s.asmolar@smol.fast.net>
Source record: 81200

On 14 Aug 1996 01:01:41 GMT, Andreas Wagner <andi@dreamland.pfalz.de> wrote:
>Is there a way (software) to convert the dcm Diskimages to
>xfd Images.
>

There is a program called DCMTOATR that is *supposed* to do this,
but it doesn't seem to work. Imageman is supposed to do the same thing.

The best way I've found to do this is to use the actual Diskcomm program
under an emulator. (It works with Xformer) Then you can undiskcomm onto
a blank .xfd.

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

1338. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4v2auc$2n6@crl8.crl.com>
Source record: 81201

Maury Markowitz (maury@softarc.com) wrote:
: In article <32134a3b.423045@news.superlink.net>, scharles@superlink.net
: (Yogi) wrote:

: > -Perhaps you are talking about "Quest of/for the Space Beagle?" It's
: > on
: > -the archive (yogi's ATR collection), but I couldn't get past the
: > opening
: > -screens on my stock Atari 400 (48K) with basic cartridge.

: Speaking of, I remember when this first came out, the ads looked too
: good to be true! Then I saw a review of another game called "Space
: Cowboy" that they panned in Analog. Turned out that the former was a
: bunch of small games tossed together.

Now that I've finally played Jupiter Mission, I can see why one of the mags
also panned it. I only played through the first two stages and that was
enough. *Very* tedious.

: Another one I saw that never appeared anywhere was from a small basement
: shop, it was called "F-15 Death Eagle", but I never managed to see it
: anywhere else.

Hehe, you don't mean "F-15 Strike Eagle" from Microprose, do you? That
was in wide distribution.

John
jvogel@crl.com

1339. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4v2bqe$2t8@crl8.crl.com>
Source record: 81202
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: [This is a draft version of an RFD intended to be posted to
: news.announce.newgroups soon. It is being posted to the comp.sys.atari
: groups for feedback before the final submission to David C. Lawrence,
: the news.announce.newgroups moderator. Please give us your thoughts on
: this proposal. Thank you. --KRH]

: Currently, there exists no appropriate and easily accessible medium
: for the release of Atari software. There is also a growing pool of
: software available for these machines which would recieve a
: marginal distribution at best due to this lack of a medium.
: Though FTP sites and several binaries newsgroups
: (alt.binaries.comp.atari8bit and alt.binaries.atari) exist, many
: Atarians do not have FTP access and the alt groups have a poor
: distribution.

You need to specify what kind of Atari software is going to be on here
(8-bit, ST, TT, Falcon, whatever). Seems one user seems to think this is
for ST stuff. I'm not even sure what format this is going to be for, myself.

And if this is for 8-bit, there's already an 8-bit binaries group that
doesn't get wide distribution.

John
jvogel@crl.com

1340. Re: Tail of Beta Lyrae (not working)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <4v2103$q05@amdint2.amd.com>
Source record: 81203

>Here is my problem,
>
>I downloaed Tail of Beta Lyrae from Yogi's site (keep up the good work Scott), I
>also downloaded the menu program. I created a disk image with imageman and added
>TAILOFBE.EXE to it. So far so good. Next I booted XF3.5 with MENU.ATR in drive 1
>and my disk image in drive 2. The menu came up I selected A and up popped the game
>(note XF3.5 was running in 800 Mode).
>
>Right I thought lets try it on my 130XE, the menu boots up I select A and the
>program starts loading once finished nothing (SIO2PC has stopped i.e. sector
^^^^^^^^^^^^^^^^^^^^^^^^?????
I don't mean to correct your grammar, but the above sentence does not make sense. =O

>counter has finished). But nothing. I've also tried with the XL Fix but still
>nothing.
>
>So how come it works on the emulator but not my real Atari ?
>
>Ps. Is this the first game to only work on the emulator !!!!
>
>thankx in advance,

I am assuming you are trying to do a fast load of the file...

Here is what the .TXT files say for WARPBOOT and MENU:

WARPBOOT.ATR, is also for use with actual Ataris. Again, DO NOT use the
image with emulators. To use this image, load it as D1: in APE, and load the image you
want to boot as D2:, then turn your atari on.

MENU.ATR is for use for emulators; you load it as D1: in the emulator and
your image containing binary files as D2:. If you create a large disk, it will work with
that
also, press space to view more than the first 26 files.

Try using WARPBOOT.ATR for your real machines.

Then again, none of this may work since I haven't tried it myself!

Cyrus

1341. Re: XL-it! 0.15 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: andy@troas.demon.co.uk
Message-ID: <3214c2ae.5791274@news3.news.demon.net>
Source record: 81204

On Wed, 14 Aug 1996 12:35:12 +0200, Markus Gietzen
<iig05-1@htw.uni-sb.de> wrote:

> o FASTER

Certainly is! Good job!

--
andy@troas.demon.co.uk

1342. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPLANET.321495f2oscar9896f0@client1.news.psi.net>
Source record: 81205
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0vq1$2gu@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
says...
> As it stands, there currently is no repository that I am aware of that
> supports pictures or music files.
...
> A blanket prohibition on all music files to be overly restrictive.
> The music and picture files specific to the Atari 8-bit computers are
> small, hard to find, and tradeable.
...

I completely agree. I remember having an extensive collection of Atari
art and certainly would like to see all that be back in circulation.
There were BBS's with literally hundreds of original art and musical
items. Where are they now?

Oscar

1343. Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4v2k2i$1dgm@usenetp1.news.prodigy.com>
Source record: 81206

I remember those keyboards for the 400. One was a detachable one that left the membrane in place. One was an overlay that just allowed it to look like a real keyboard (a ripoff!). The one I installed on mine was the B-Key 400, if I remember correctly. Those were the days my friend....

1344. Ich suche

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: Horv&#65533;th J&#65533;zsef <jozsef@berlin.snafu.de>
Message-ID: <3214B71C.4AF@berlin.snafu.de>
Source record: 81207

Ich suche fi¿½r Atari 130 XE ein Diskettenlaufwerk!
Spiel programme wi¿½rde mich auch interesieren.

1345. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_840229419@rtfm.mit.edu>
Source record: 81208
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 8 days
Last-modified: July 12, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following three Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu
```

1346. Re: Question about M.U.L.E. author

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4v1vnh$g64@news3.digex.net>
Source record: 81209

In article <4uvnud$nb6@magma.Mines.EDU>,
ccoffin@slate.Mines.EDU (3032799202) wrote:
>: > > The veto? It seems the company proposing to do the new MULE wanted to
>: > > Nintendoize it. Danielle didn't like that idea one bit, so she canned
the
>: > > proposed game. For which I say more power to her!
>
>Actually, I heard that a few years ago, EA wanted to release a new version
>of it featuring among the new features, weapons, which Danielle objected
>to vigorously. supposedly a working prototype of MULE was completed for
>the SNES, but never made it to market, although I could be confusing it
>with another EA classic.

You're confusing 2 EA classics... weapons were supposed to be added to
"Larry Bird and Dr. J go One-on-One"...

<G>

1347. Re: Canned worms YUM YUM

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPLANET.32149774oscar9896f2@client1.news.psi.net>
Source record: 81210

In article <3213f305.733682@news.superlink.net>, scharles@superlink.net says...
> ... I do notice
> that the comp.sys.atari.binaries newsgroup says *NO* copyrighted
> software without express permission, etc. ...

I noticed that also. It's an old discussion and I really think the numbers were very conclusively in favor of distrubuting anything that was no longer in print and that the copyright owners didn't specifically object to.

As far as the RFD goes, I say let it be. It's a good start, and it may be impossible to create a comp.* group without that specific wording. If the group actually gets created and this becomes an issue again, we can have at it one more time... =)

The FTP site is the best long-term solution anyway. I see the newsgroup as just another means by which to get things in and out of the FTP archive.

Oscar

1348. Re: Help! - Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <Dw965t.890@iglou.com>
Source record: 81211

I think the SETUP.COM file that comes with Dos 2.5 can be used to set the number of drives.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too dark to read." -- Marx (or was it Twain?)

1349. Re: Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: redodd@ios.com
Message-ID: <4v2ca0$jv1@news.ios.com>
Source record: 81212

Yogi (scharles@superlink.net) wrote:
: OK, I have an NTSC compatible Bounty Bob Strikes Back in the Archive.
: Since Cyberspy is full, it is on my homepage
: http://mars.superlink.net/scharles/
: for download.
: Enjoy all. Does anyone know a way to cheat at this game to get more
: than 3 men??? It's too damn hard!

Hit option to get the setup menu. You can get 4 lives and set the next free guy to 10,000 points. When making small jumps, try hitting the fire button first, then pushing the stick forward. The guy jumps first then goes forward. This helped me a lot. Good luck and thanks for giving us a great web site.

Ralph

1350. GFA-Basic V.3.6TT Error

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: email@domain.com
Message-ID: <email-1608962248050001@ppp-012.freiburg.netsurf.de>
Source record: 81213

does somebody have an idea why GFA-Basic V.3.6TT produces an error when more than 1000 string variables are filled:

```
index=0
DO
a$="anything"
add index,1
LOOP
```

GFA crashes when index more than 1000.

thank you for your answer

zunkkp@Freiburg.netsurf.de

1351. Trying to remember the name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: Greg Fudala <gafudala@erols.com>
Message-ID: <3214CC73.7A5D@erols.com>
Source record: 81214

I have been looking for a game out on the internet for the Atari 400/800 ... it's a helicopter game, black background, red bricks .. you have to fly the helicopter into a large cavern and shoot red blocks. It was a really cool game in it's time ... and I want to find out the name so bad! Does this game sound familar?? Maybe if you could list a few helicopter games off the top of your head, that would be helpful.

greg

1352. Xformer 2.5 question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: "'Djoe' L. Shippert" <djoe@u.washington.edu>
Message-ID: <Pine.OSF.3.92a.960816134851.6520E-100000@becker2.u.washington.edu>
Source record: 81215

Disclaimer:

I'm new to the group so please be gentle. Keep in mind that I did read the docs and I looked in the FAQ but either I missed it (very possible) or it ain't there or I'm doing it wrong (VERY possible).

The Question:

I'm using PCXformer 2.5 and for the most part it works great. However, some .ATR files I'm booting are programs that, on the original 8-bit hardware, required the "option" key to be held down while turning the computer on. Is there any way to simulate this?

In XL-it! 0.15 there's a run-tim switch, -nobasic, that allows such programs to be run just fine but in Xformer 2.5 I'm not seeing it.

Thanks!
-joe

1353. FS: Atari 8-bit Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: Brian Furbee <bfurbee@tcac.com>
Message-ID: <32153416.6EA2@tcac.com>
Source record: 81216
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

I have the following 8-bit equipment for sale, all is in good working order, but I don't have any of the docs or boxes....

Atari 800XL with 256k RAMBO Upgrade
Atari 1200XL (stock)
Atari 800 (48k)

Atari XF551 Disk Drive - One of the molex connectors shorts every once in a while, probably due to age.

Atari SX212 Modem

Interested parties just make an offer, I want to get rid of this stuff prior to moving later this month. Just respond here in the newsgroup or send me mail to bfurbee@tcac.com

Thanks,
Brian

1354. Re: Help! - Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4v23nk$3jc_002@jf.intel.com>
Source record: 81217

In article <4v1519$6ts@news.calweb.com>,
jblenkle@calweb.com (Joe Blenkle) wrote:
>>As you will remember, I could not get my 800xl to recognize Drive #2.
>It didn't matter what drive I set as Drive 1 or Drive 2. It would only
>recognize the first drive.
>
>I've been using Atari DOS version 2.5,

It sounds as if someone has "patched" your DOS 2.5 disk; as I recall, there is a POKE that tells Atari DOS how many drives it cna look at, and it saves a little RAM if the number is set lower. It has been many years since I looked at this, however; anyone have more details?

! Opinions expressed herein are those of the writer only *!*
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1355. Re: UPDATE: Digital Antic Project has 2 more issues

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1608961544290001@194.125.100.1>
Source record: 81218
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <savetz-0808961232240001@news.northcoast.com>,
savetz@northcoast.com (Kevin Savetz) wrote:

> We have added two more issues of Antic Magazine to the Digital Antic
> Project since is was first announced last month. In addition, we've added
> dozens of cover images and a few more classic ads.

I think this is one of the most original and amazing works of love I've
ever seen. Ok, what about Analog?!? I have some issues I could send in
to you.

Still I've always been a fan of browsing the magazines because I always
though the whole was greater than the sum of the parts. Remember all the
ads for products that may or may not have actually existed?

Maury

1356. Re: Canned worms YUM YUM

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4v3a91$9ci@crl7.crl.com>
Source record: 81219

Rich Tietjens, net.hero (RichardX_Tietjens@ccm.jf.intel.com) wrote:

: I think that it's going to be impossible to get the newsgroup approved if
: we allow copyrighted software without explicit permission, Yogi. It's a

Well, somehow all the other warez groups got approved, but I do agree
that it would probably be the kiss of death to explicitly mention that
copyrighted files would be put on this group, especially since non-Atari
users would also be voting. Anyway, this group has my 'yes' vote.

John
jvogel@crl.com

1357. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: maffia@davinci.CS.Berkeley.EDU
Message-ID: <4v2hg8$irc@agate.berkeley.edu>
Source record: 81220
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v2bqe$2t8@crl8.crl.com>, John M. Vogel <jvogel@crl.com> wrote:
(snip snip snip)
>And if this is for 8-bit, there's already an 8-bit binaries group that
>doesn't get wide distribution.

That is an understatement. The whole point of the new binary group would
be to give it wider distribution. Very few of the ISPs in my area, and
none of the universities I've heard of accept alt.binary- anything.

I expect the new binary group to allow both 8-bit and ST stuff, although
I am only interested in the 8-bit.

- Anthony

(news.groups added to the distribution, as that is where this discussion
is supposed to be anyway.)

1358. More on Clowns and Balloons

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4v2rbe$5li@madeline.INS.CWRU.Edu>
Source record: 81221

So, I posted a cheat for C & B. I got 4 games that probably
nobody has seen, for the people who want to see everything.
I don't want people to think all I do is make up cheats.
I 're-did' 4 games. C & B is about my speed. I can't take
'Tail of the Beta Lyrae' level of difficulty. Just let
me catch the balls, bounce the balls, etc.
So, my four games.
1. There was a 'Warp' game included with the ACTION! toolkit.
I made it to run without the ACTION! cart is all. It is strictly
a space blastem. Changed some colors here and there.
2. My biggest effort was a game called 'Pig'. A BASIC game
I got off a Antic disk. It was terrible, mostly slow, so
I had to do a bunch of mods to make it compile with ABC.
(Yogi don't like compiled BASIC stuff.) I'm sorta proud of
it, I think it is playable on the level of C & B.
3. I made very famous ANALOG game 'Popcorn' have much better
joystick control. The game would sorta take control of
your joystick away at the most critical times.
4. Another ANALOG game. 'Rollem'. I made the joystick
work better again, and made it into a single file as I
recall.
Hmmm. Why mention this? I think these all qualify as
pd, so I could send them to Bill Kendrick, who says he
likes to look at everything. then let him decide if
he wants to put them in the umich archive. I don't think
they're quite what Yogi's site is looking for, but also
if he wants to look.
bye

1359. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3213e131.334230@news.superlink.net>
Source record: 81222

On Wed, 14 Aug 1996 19:16:12 GMT, mhalse@online.dct.com wrote:

-scharles@superlink.net (Yogi) wrote:
-
->try pointing your ftp to ftp3.cyberspy.com
->new site but ITS FULL! I cant replace the rest of the archive! Only
->about half is fitting.
-
-If it is (and it's a BOSS site folks!) :) Why don't you just take off
-the individual binaries and keep the smaller ziped up versions on the
-site with some nice indexes to save space for more files? I really
-LIKE the individual files but it isn't necessary if you don't have
the
-space. Either that or perhaps someone can donate some more space for
-you.. :::looking around::: :)
-
-Mike
-

Actually, I am trying to get the other 2 sites removed from cyberspy,
as ALL the stuff is in mine anyway. It is on a new server now, and
there just wasn't enough HD space allocated. I would be happy to zip
it all but am not willing to use winzip 1204 times. PKzip or all
others for command prompts that I can automate do not support long
file names.

1360. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4v1vn4$2gc_003@jf.intel.com>
Source record: 81223
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0mao$5jn@mark.ucdavis.edu>,
szhays@bullwinkle.ucdavis.edu (Eric Hays) wrote:
>Thanks for taking the time to create this Kyle. A few comments:
>
>Kyle R. Hofmann (rhofmann@crl.com) wrote:
>:
>: REQUEST FOR DISCUSSION (RFD)
>: moderated group comp.binaries.atari
>: unmoderated group comp.binaries.atari.discuss
>
>Is it possible to just use comp.sys.atari.st to discuss stuff in
>comp.binaries.atari? Why create comp.binaries.atari.discuss? I know I
>won't go looking for something in c.b.a. unless I read about it in
>c.s.a.st as I don't intend to poke my nose in there if I can help it.
>Also, does it have to be moderated? Seems like that was the cause of
>problems before. And then, of course, comes the issue of: do we really
>need this. Right now I'd say we do, primarily because there is no
>satisfactory ftp site. I wish we could set up a really nice network of
>ftp sites (one in US, one in UK, one in Germany, France, etc...) that all
>mirrored the complete archive. U-Mich used to do this, but seems to have
>gone all rough around the edges.

In order for the RFD to stand any chance whatsoever of passing, a
comp.binaries group must be moderated. This is one of those unwritten laws
one hears so much about. <G> For those who prefer an unmoderated venue,
alt.binaries.atari has been newgrouped (several times) and, while
distribution is spotty, is available from many sites. I can personally
assure you that the moderation this time 'round will be responsive and
active.

The discussion group, while not strictly necessary, (of course, the
whole Internet is "not strictly necessary") will help to segregate the "why
didn't my cracked copy of Lemmings get posted?" from "who has a good
routine to read the system clock?" and thus relieve clutter in c.s.a.* (at
least, that's the plan).

As for ftp sites, all I can say is, "wait until next year."

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subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

1361. Re: Canned worms YUM YUM

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4v23nk$3jc_001@jf.intel.com>
Source record: 81224

In article <3213f305.733682@news.superlink.net>,
scharles@superlink.net (Yogi) wrote:
>
>I'm probably re-opening old wounds, etc. but I need to know:
>Most people have been positive about having an FTP depository for
>copyright but commercially unavailable software - HOWEVER, I belive
>that this means that there are a lot of people who DISAPPROVE of such
>a practice. I haven't heard specifically from anyone, but I do notice
>that the comp.sys.atari.binaries newsgroup says *NO* copyrighted
>software without express permission, etc. and was wondering the
>rationale behind it, i.e. are the moderaters/others just putting up
>with the archival idea because they know it's not commercially viable
>any longer, or do they object?

I think that it's going to be impossible to get the newsgroup approved if we allow copyrighted software without explicit permission, Yogi. It's a sad fact of life. While anyone with half a gram of sense knows you can't get permission from the copyright holder if the company has dissolved (probably 10 years ago) and they (the former company execs, that is) no longer care what happens to the software, the people who spend more time lawyerizing than thinking will vote "NO" in a typical kneejerk reaction if we allow copyrighted wares without permission. Since we need 100 more "yes" votes than "no" votes, and there aren't a whole helluva lot of us Atarians on the 'net anyhow, we can't afford to risk getting slammed with a bunch of reptilian "no" voters.

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1362. Re: Sparta DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4v1skf$gij@news.tcd.net>
Source record: 81225

I still have a few copies I purchased from FTE for
resale..Original Manual and disks..$12.00 shipped..

This is for 3.2d..

Bob

1363. Need SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <4v3083$f28@news.calweb.com>
Source record: 81226

Does anyone have SpartaDOS they could send me? I need it for my U.S.
Doubled drive.

Joe Blenkle
jblenkle@calweb.com

1364. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: RichardX_Tietjens@jf.intel.com
Message-ID: <4v1vn5$2gc_004@jf.intel.com>
Source record: 81227
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0vq1$2gu@agate.berkeley.edu>,
maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
>(snip snip snip snip)
>> REQUEST FOR DISCUSSION (RFD)
>> moderated group comp.binaries.atari
>(snip snip snip snip)
>
>Please modify the proposal to allow music and picture files specific
>to the Atari 8-bit computer to be posted.

Hmmm, as long as we still prohibit MOD files (which do have an appropriate venue for distirbution), I think we might consider Atari-specific files. Technically, the "chip music" files for both the 8-bit and ST series probably could be considered binaries in that they are obviously not graphics nor text, and they aren't useful on any other platform.

8-bit graphics files are so tiny (<=8K as I recall) that I don't have a problem with that, either. ST-resolution graphics would have to be pretty special to qualify, though; 32k isn't huge but it's big enough to be a nuisance if a lot of them are posted, and frankly, while I love the systems, I am underwhelmed with most of the graphics that have been produced for it. This is a case where I think http distribution does make more sense.

Kyle, your opinion, please?

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1365. Re: Canned worms YUM YUM

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-16 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4v2p33$o4r@newsbf02.news.aol.com>
Source record: 81228

1. I think that anyone who's an officer or staunch member of a user group has to be against keeping such software for distribution.

2. There's a fine line between putting a disk on a table, saying nothing, and letting it be picked up and placing it on an FTP site. Keep in mind what FTP stands for. Also keep in mind what the law says. There are at least two sides to everything.

3. It just won't be possible to contact every author of every commercial product to get their feelings, either. Some of these people just don't want to be contacted.

4. Then there's the issue of whether an .ATR of a commercial program represents a personal archival copy. We can argue that for a couple of centuries.

Notice that I haven't contributed my feelings on the matter. That's because #1 applies to me. But, I'd be interested in following any thread that results from this discussion because I'm in the process of writing a four-part article on emulation -- to be published in user group newsletters.

1366. 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <4v38u1$cgn@news.internetmci.com>
Source record: 81229

I have a 800XL which displays no color. I have checked GTIA, replaced transistors, Q1,Q2,Q4,Q5,Q8 and Q9, diodes CR2 and CR3. I have checked CD4050BE and CA358E. I have rotated the potentiometer R38(VR38?) and the display does not change. The monitor works fine with my 130XE! Can someone suggest a fix???

Thank you.

1367. programming the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: LV LEW <102442.3301@CompuServe.COM>
Message-ID: <4v3a9bljq1@mhafn.production.compuserve.com>
Source record: 81230

A couple of weeks ago someone in this newsgroup was inquiring about
an Atari Basic programming book. I think it was one of the following:
"Dr. Wacko & The Whiz-Bang Miracle Machine" ... or ...
"Dr. Wacko's Miracle Guide to Designing and Programming Your Own
Atari Computer Arcade Games". If that person is still interested in
obtaining one or both of these books (or anyone else) please Email.

1368. Re: Canned worms YUM YUM

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4v409i$fl5@nnrp1.news.primenet.com>
Source record: 81231

In article <4v2p33$o4r@newsbf02.news.aol.com>,
ASharkis <asharkis@aol.com> wrote:
>
>2. There's a fine line between putting a disk on a table, saying nothing,
>and letting it be picked up and placing it on an FTP site. Keep in
>mind what FTP stands for. Also keep in mind what the law says. There
>are at least two sides to everything.

This is assuming of course that people are prosecuted. And supposing
someone were prosecuted, it would become a precedent-setting case.

>3. It just won't be possible to contact every author of every commercial
>product to get their feelings, either. Some of these people just
>don't want to be contacted.

I still don't know the whereabouts, for example, of David Crane. Neither
does anyone else, it seems. I have some legal issues I'd like to discuss
that somewhat transcend FTP sites, but no way to resolve them.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1369. Re: Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3215b699.29029948@news.superlink.net>
Source record: 81232

On Fri, 16 Aug 1996 11:27:07 -0400, summers.61@osu.edu (Andrew
Summers) wrote:

-In article <3213f239.530087@news.superlink.net>,
scharles@superlink.net
-(Yogi) wrote:
-
-> OK, I have an NTSC compatible Bounty Bob Strikes Back in the
Archive.
-> Since Cyberspy is full, it is on my homepage
-
-
-Maybe you could delete Justin's archive since you've incorporated all
that
-into your collection... anyone object?

Yes, I suggested that to Joe. I don't have delete priveleges in my own
archive (but the space is provided as a courtesy to me and other 8 bit
users, so We're not going to push our luck).
I think Joe is very busy right now it's been over a week since I heard
from him.

1370. Atari Computer Goods For Sale! Free Catalogs! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4v39cj$d9@nadine.teleport.com>
Source record: 81233
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books & Accessories. At BSC's Web Page you'll View,
& DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. If you have problems connecting with my web page. Feel free to
Request catalogs through E-Mail. Really, it's not an inconvenience. All
I ask is that you specify Atari 8 Bit, Atari ST or both. You should get
a response after the weekend as I take the weekend off. Please Direct
all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

1371. Re: 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.355.00341A8E@mindspring.com>
Source record: 81234

In article <4v38u1$cgn@news.internetmci.com> Richard Heldmann
<richard.heldmann@internetMCI.com> writes:
>From: Richard Heldmann <richard.heldmann@internetMCI.com>
>Subject: 800XL No Color
>Date: 17 Aug 1996 01:57:21 GMT

>I have a 800XL which displays no color. I have checked GTIA, replaced
>transistors, Q1,Q2,Q4,Q5,Q8 and Q9, diodes CR2 and CR3. I have checked
>CD4050BE and CA358E. I have rotated the potentiometer R38(VR38?) and the
>display does not change. The monitor works fine with my 130XE! Can
>someone suggest a fix???

>Thank you.

I had one that had no color and turning the pot made no difference and
it turned out to be the pot was bad. Replacing it fixed the problem.

Bruce Willard bwillard@mindspring.com

1372. Ape Wishlist

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4v4vn0$oa6@news.xmission.com>
Source record: 81235

Here are some things I'd like to see in a future revision of APE (I am a registered user):

Concurrent usage of one APE based PC. I'd like to be able to have TWO Atari computers accessing one PC running Ape.

My dedicated Ape machine consists of a Compaq 486/66 w/32mb ram, 2 x 850 hard drives, running Dos 6.22. I have two 9pin serial ports, one of which is used by APE.

Better mirror support for SpartaDos and SpartaDos X

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1373. For sale: Complete hard drive system

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4v5066$oa6@news.xmission.com>
Source record: 81236

I have for sale TWO complete 40meg hard drive systems. These systems
consist of:

256k MIO, Adaptec 4000a controller, 2 x ST225 20meg seagate hard drives,
PC mini tower case with power supply and all necessary cabling.

Hard drive systems will come preloaded with tons of utility packages and
a 16meg partition full of games.

$225.00 plus shipping or trades..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1374. Re: Trying to remember the name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <3216587B.5BD1@pacbell.net>
Source record: 81237

Greg Fudala wrote:
>
> I have been looking for a game out on the internet for the Atari
> 400/800 ... it's a helicopter game, black background, red bricks .. you
> have to fly the helicopter into a large cavern and shoot red blocks.
> It was a really cool game in it's time ... and I want to find out the
> name so bad! Does this game sound familar?? Maybe if you could list a
> few helicopter games off the top of your head, that would be helpful.
>
Sounds like Fort Apocalypse from Synapse. I used to play it from
cassette back in my pre-disk days.

1375. FS: Atari & TI items

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C694DD.10C100092D.uuout@compudata.com>
Source record: 81238

```
Atari 1050 Disk Drive with power supply..... $38
Atari 1050 Disk Driver owners guide........... $ 5
Atari Power Supply part # C017945............. $12
DVE Printer Power Supply Model DV-2412A..... $12
Peripheral Cable for Atari computer........... $ 9
U-Print Model A printer interface for Atari Comp.... $10
Nintendo DMG-04 Cable......................... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks........... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)........... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Catatonic: An aging cat in desperate need for Geritol.

1376. Re: Trying to remember the name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4v3vqk$f2v@nnrp1.news.primenet.com>
Source record: 81239

In article <3214CC73.7A5D@erols.com>, Greg Fudala <gafudala@erols.com> wrote:
>I have been looking for a game out on the internet for the Atari
>400/800 ... it's a helicopter game, black background, red bricks .. you
>have to fly the helicopter into a large cavern and shoot red blocks.
>It was a really cool game in it's time ... and I want to find out the
>name so bad! Does this game sound familar?? Maybe if you could list a
>few helicopter games off the top of your head, that would be helpful.
>
>greg

Fort Apocalypse. It was Choplifter with an attitude.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1377. Re: Internet communications

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960817073850.19857C-100000@linet01>
Source record: 81240

On 1 Aug 1996, James R. Gilbert wrote:

>
> (Honest, I looked at 'misc' groups, 'alt.internet' and didn't find
> anything like the great answers we get here on csa8, so I apologize
> for the 'off topic'ness of this post, but this is the group I read
> and I can't find a more likely place to get some 'intelligent'
> answers.)
> The two wire line concept is, oh, about 150 years old. It
> has a maximum transmission rate measured in khz. The
> internet is based on communications measured in mega baud,
> and can operate, I believe in at least megahz transmission
> rates. With the use of fiber optic lines, or even rf
> co-axial lines, communications could be considerably more
> advanced than with the limits of a two wire line. Such
> things as svga quality 'TV', very high resolution visual
> 'telephones', mega baud computer communications, all would
> be possible.
> All but the local connections in modern phone equipment is
> microwave, fiber optic, and other 'fast' communications.
> All that is needed is to hook up our rf or fiber optic cable
> TV to these 'long distance' networks and we could have the
> vastly improved communications.
> The internet was developed and built using public funds
> for university and military for reliable data
> communications. Our government has handed over, free I
> think, this publicly funded developed system to regional
> phone companies. That is sort of like putting the fox in
> charge of the hen house. Regional phone companies have a
> vested interest in the two wire communications system they
> have used for over 100 years.
> The above are my opinions, as I am not confident of their
> verity. If anyone wishes to add to, or correct, any or all
> of the above, that's why I'm posting this.
>
Just a note, Two wire (twin lead) speed is the most restrictive
Coax is vastly better and Fiber optics is the fastest of the three.
>

1378. FS: 800XL,600XL, 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: jvc@cybercomm.net
Message-ID: <4v5frc$e9g@crow.cybercomm.net>
Source record: 81241

I have the following:

(1) Atari 800XL, with 64KB memory
(2) Atari 600XL, with 16KB memory
(3) 1027 B&W Printer
(4) 300 Baud Modem
(5) Manuals, extra power supplies, cables, cartrides

I have an Atari 2600 and the following games:

Slot Racers
Math Gran Prix
Golf
Combat
Outlaw
Donkey Kong
Pac-Man
Home Run
Bowling
Video Pinball
Superman

If interested, make an offer. I am located in Toms River, NJ. Thanks

ROB

1379. Re: SIO Documentation

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <32166FE4.46E3@cswnet.com>
Source record: 81242

Michael Ellis wrote:
>
> I was contemplating making an SIO2PC-type program for the Macintosh, and I
> was wondering if anyone knew of a good place to find documentation for the
> SIO
> interface. "Mapping the Atari" touches on the subject, but there are no
> specifics.
>
> Any pointers to documentation and/or source code would be appreciated.
>
> Thanks.
>
> -Michael Ellis

Hi-

One nice thing about the Atari is that good technical documentation was published. I highly recommend "Atari Technical User's Notes" (I think that was the title). It had a software section, hardware section, OS Source code, and schematics. There were charts giving the various modes of POKEY and descriptions of hardware variables. I used it a lot in developing SIO2PC. Probably available from Atari dealers such as American Techna-Vision.

Also really good is "de re Atari", which I also think is still available.

Have fun,

Nick Kennedy (the SIO2PC guy)

1380. Re: Eastern Front 1941 Inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: IO20816@MAINE.MAINE.EDU
Message-ID: <96230.232920IO20816@MAINE.MAINE.EDU>
Source record: 81243

dj390@FreeNet.Carleton.CA (Bob Bell) wrote:
> 1. When Atari converted the original APX disk
> code for "Eastern Front" to fit on a cartridge,
> was any of the play-ability of the program
> lost? (Did "EF" become an emasculated "EF-Lite"?)

From what I remember, it has been a long time since I played the APX version, things were actually added for the cartridge version. But it was just cosmetic, such as it the graphics indicating which unit was attacking which seemed brighter and better defined. Just little things like that, otherwise it looked and acted the same to me.

Possibly some nuances were changed, but I don't remember any major deletions with the cartridge version.

Actually the cartridge version may have had a shorter manual than the APX version tho -- I can't even remember the manual with the cartridge.

>
> 2. Should I expect any compatibility problems if
> I run the "EF 1941" cartridge on the Atari 130XE?

Nope.

-Kevin

Kevin A. Foss ---------- io20816@maine.maine.edu

1381. Commodore Monitor + 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: sunlord@zot.io.org
Message-ID: <4v62jh$l6a@zot.io.org>
Source record: 81244

Hello!

Very sorry to bother you all but I am in need of some colour.

I am currently running a 130XE with a Commodore 1802 monitor. Or I should be anyways. Using A standard AV wire, or the Atari connector I plug it into the back of the 1802. In the Mono port. After switching the switch on the monitor over to mono, I still see nothing. I ahve tried putting the cable from the Atari into every single port on the 1802, with every switch setting.

Now I am back to my black and white TV. Is there anyway, or particular reason that the monitor is not working with the computer?

Sorry if this isn't making much sense. Trying to do to many things at once.

dave

1382. NEED *800XL software.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: HDJN16C@prodigy.com
Message-ID: <4v5cuk$e3a@usenetp1.news.prodigy.com>
Source record: 81245

Anyone out there with any games r anything else for 800XL please send me anyinfo. Chuck 154 Watchung Drive Hawthorne, NJ 07506

1383. Re: Trying to remember the name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-1708961127110001@d9.netgate.net>
Source record: 81246

In article <3214CC73.7A5D@erols.com>, gafudala@erols.com wrote:

> I have been looking for a game out on the internet for the Atari
> 400/800 ... it's a helicopter game, black background, red bricks .. you
> have to fly the helicopter into a large cavern and shoot red blocks.
> It was a really cool game in it's time ... and I want to find out the
> name so bad! Does this game sound familar?? Maybe if you could list a
> few helicopter games off the top of your head, that would be helpful.

Sounds similar to Choplifter, but Choplifter didn't have caverns and
red blocks.

Must be a Choplifter rip-off I never played. :)

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 29G / 21-7-1 / .489, 2 HR
WWW: http://www.netgate.net/~ziggy29/
A young couple's blueprint to escape the rat race...
http://www.netgate.net/~ziggy29/e2000.html

1384. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <321647D5.7330@pacbell.net>
Source record: 81247

Yogi wrote:
>

> Actually, I am trying to get the other 2 sites removed from cyberspy,
> as ALL the stuff is in mine anyway. It is on a new server now, and
> there just wasn't enough HD space allocated. I would be happy to zip
> it all but am not willing to use winzip 1204 times. PKzip or all
> others for command prompts that I can automate do not support long
> file names.

I use Norton Navigator for win95 for zipping now since it can do it straight from it's file manager - any directory or such, or by dragging files or groups of files into the zip file.

I can provide any assistance - I would like to see either a master zip and/or sub zips based on subject that get updated as things are added to the archive.

1385. Serial cable lengths

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4v4vp5$oa6@news.xmission.com>
Source record: 81248

Whats the maximum length you can run a serial cable? I'd like to be able to run a 30 foot length to tie a second Atari into my PC's serial port, thereby allowing null modem connections.

In addition, that same cable could run into my primary Atari, thereby allowing null modems connections to the Atari.

Is 30foot too long for that type of use?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1386. Re: 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4v4f5h$hav@newsbf02.news.aol.com>
Source record: 81249

Try switching around the video, luma and chroma leads where they go into your monitor. The pinouts for the XL and XE were different. I just can't remember what the difference was.

1387. Re: Xformer 2.5 question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-17 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4v4f5b$has@newsbf02.news.aol.com>
Source record: 81250

To disable BASIC in XFormer, you add -n to the command line.

1388. Re: Repairing 810 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4v7s2e$45q@news.tcd.net>
Source record: 81119

I still have parts for the 810, 1050, Rana, Indus, Trak, XF551
and a few others put out for the Atari 8-bit..if you want it
fixed can do it for $10.00 plus shipping..

I can also do the computers from 400, 800, 600xl, 800xl
1200xl,130xe,..for about the same price with the exception of Ram
on these if your ram is blown then the price goes up..1 or 2 ram
chips covered but if all are blown then we go from there..?
Trouble shooting upgraded computers run higher, prices above for
stock units..

If interested send unit, M/O or Check to

K-Products
4267 W. Midway Dr.
Salt Lake City, Ut 84120
phone 801-967-7400 aft 3:30pm mdst..

1389. Re: Compute books, ect....

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <32173735.2FCD@cdsnet.net>
Source record: 81120

Mike LaRue wrote:
>
> The following books are in very good to excellent condtion!
>
> Used but good. Shipping might be high for multi books, I
> have been using US Priority mail, 1 book $3.00
>
> Checks take about 8 days, money orders same/next day ship.
>
> Compute's First book of Atari $5.00 sold
> Compute's second book of Atari $4.50 sold
> Compute's third book of Atari $5.00 sold
> Compute's First book of Atari's Graphics $5.00
> Compute's second book of Atari's Graphics $5.00
> Compute's mapping the atari 400/800 $5.00
> Compute's mapping the atari with XL/XE $6.00 sold
> Compute's Atari collection VOL.1 $5.00 sold
>
> Other books,
>
> The Analog compendium $5.00 sold
> Best of Antic the Anthology $6.00 sold
> Atari Roots $6.00 sold
> Atari XL/XE users guide $3.00
> The Atari Assembler $5.00
> Easy guide to your XL/XE $4.00
> Your Atari computer Ion poole $4.00
> Dr. Wacko Atari mircle guide $4.00
> Atari games and recreation $4.00
>
> I priced them at what I thought would be a fare
> price. make offer on all if you wish...
>
> Mike LaRue
> 830 W 2nd ST.
> Medford, Or 97501
> 541-772-7830

1390. Re: 7 Cities of Gold

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <4v7lrv$lc@newsbf02.news.aol.com>
Source record: 81121

> I ejoyed playing this game on the XL...

It was also one of my favorite games. However, I never did master it. I would lose too many men when I set up forts or missions. And I would hardly get beyond a "good" rating. I'd discovered all of North America and whatnot, but was never able to satisfy the throne. I was told one of the keys in getting a good rating was to obtain a lot of gold from the natives. And even when I did that, my rating still sucked. All I would get was a good commendation on treating the natives well!

> One thing I never figured out (Yes, I owned a pirated copy!)
> was what the 'C' button did. I remember that it toggled the
> background between black and red, but I never figured out
> what effect that had.

It did exactly that -- toggle the color. <g> It was just aesthetics, nothing more.

1391. Re: Anyone remember Monty?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.368.0010EC94@mindspring.com>
Source record: 81122

In article <4v7mki$83k@agate.berkeley.edu> maffia@fox.CS.Berkeley.EDU (Anthony Maffia) writes:
>From: maffia@fox.CS.Berkeley.EDU (Anthony Maffia)
>Subject: Anyone remember Monty?
>Date: 18 Aug 1996 18:15:46 GMT

>Does anyone remember a great game called Monty? I have a binary
>load version (only available via a bootloader) called
>Preliminary Monty 16K. It's similar to Pitfall or Miner 2049r,
>where you go through screens in tunnels with spiders, rolling
>boulders, occasional gems, and colored keys to unlock colored
>doors. There are multiple levels of the game, with each level
>comprising some 30 or more screens, half of which are in the
>dark (only the baddies can be seen, not the ladders or floors.)

>It's great that I now have a 130 and can play it again. It would
>be wonderful if someone with Ape or SIO can drop it into the
>ftp archive so others can play it also.

>- Anthony

The game is Montezuma's Revenge, and there were a bunch of variations. There was the prliminary 16K version that you had. There was the cart and cart transferred to disk version. And there was the full disk version. At one time I thought I got close to the end, but then ran into a screen that was scrambled. Oh well. At any rate, at least two versions are in the archives now.

Bruce Willard bwillard@mindspring.com

1392. Re: Atari XL ware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4v7qcj$45q@news.tcd.net>
Source record: 81123
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,maus.sys.atari.hardware

Come on, you can understand it! Look at the message again he
said AABUG was a very good Atari Club in english..

If you extend yourself a little you can look at many messages in
a different language and actually read them if you really want to
Russian...is the one that sucks for me..not the language but my
attempt at reading it..sucks..

bob

1393. I Need Sparta DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <4v8a8a$dek@news.calweb.com>
Source record: 81124

I'm still looking for anyone who might be willing to throw Sparta DOS on a disk and mail it to me - I need it for my U.S. Doubled 1050 disk drive.

Joe Blenkle
jblenkle@calweb.com

1394. Please help: syncing Cubase to SMPTE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Jean-Charles also known as JC <jcmeroz@iprolink.ch>
Message-ID: <01bb8d48$6629d580$15139ec2@jcmeroz.iprolink.ch>
Source record: 81125
Cross-posted to: alt.atari-jaguar,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,demon.ip.support.atari,fido.ger.atari

Hello,
I'm trying to sync Cubase (Atari ST) to a 25 fps SMPTE striped multitrack tape. I then
will have to use the Human Sync feature since there's already some live music on the tape.

Could anyone post the procedure (settings I should use in the SYNC window ..) ?
I'm using the Midiman Syncman Plus sync box.

Any advice would be greatly appreciated, I haven't been able to get Cubase to recognize or maybe even get the incoming SMPTE.

1395. Eastern Front 1941 Inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: dj390@FreeNet.Carleton.CA
Message-ID: <4v5v8c$agp@freenet-news.carleton.ca>
Source record: 81126

A couple of quick questions for the general audience
(with long memories) about Chris Crawford's
classic "Eastern Front 1941" for Atari 8-bit:

1. When Atari converted the original APX disk
code for "Eastern Front" to fit on a cartridge,
was any of the play-ability of the program
lost? (Did "EF" become an emasculated "EF-Lite"?)

2. Should I expect any compatibility problems if
I run the "EF 1941" cartridge on the Atari 130XE?

You may post any responses here, or e-mail me at
"dj390@freenet.carleton.ca.".

My very great thanks, in advance, for your input.

Bob Bell

1396. 7 Cities of Gold (was: Re: Looking for a game...)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4v78cr$gi5@news.xs4all.nl>
Source record: 81127

In article <4uk1o0$81j@newsbf02.news.aol.com>,
Two Noahs <twonoahs@aol.com> wrote:
>I remember there was a game called the 7 sea or something like that and
>basically you were like Christopher Columbus and you went around trying to
>get gold and you had to make sure the natives didn't kill you by talking
>to there chief. It was by Electronic Arts and I think looking back on it
>was kind of spooky when the natives would start killing your men because
>the drums would start beating frantically...

The game was called "7 Cities of Gold". Produced by Ozark Software, and
publihed by Electronic Arts in 1984.

I ejoyed playing this game on the XL, and missed it dearly when I upgraded
to an Atari ST. The theme of exploring a world did not re-occur in games
until Civilization in 1991. Compared to 7SOG, CIV had a miniscule game-world,
and games such as CIV or Colonisation or Transport Tycoon could be greatly
improved by havving a massive game-world. If it's possible to have a large
game-world on an XL using 64K of main memory with 88K of virtual memory,
then why dont we have large worlds on today's computers?

One thing I never figured out (Yes, I owned a pirated copy!) was what the
'C' button did. I remember that it toggled the background
between black and red, but I never figured out what effect that had.

There was a sequel to this game involving Africa instead of America.
Was it ever released for the XL?

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

1397. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.369.00067982@mindspring.com>
Source record: 81128

In article <4v8f4j$30d@sjx-ixn2.ix.netcom.com> rely@ix.netcom.com(Robert Smith Ely)
writes:
>From: rely@ix.netcom.com(Robert Smith Ely)
>Subject: Re: Jupiter Mission at Yogi's
>Date: 19 Aug 1996 01:13:55 GMT

> Mine too... The things I remember that needed to be changed from
>A->B->C were things like deleting more than 10 lines of code without
>re-listing would lock up the computer, additional graphics modes access
>(gr.12 through 15) and such.
> If anything, I could see Rev. C code not working on Rev. A carts.
>but not the other way around. I'd like to find out more anout this
>strangeness.

The original lock up problem, I believe, was a function of bytes being
moved while editing lines. If it was an exact multiple of 256 bytes,
then you got the lock up. Sometimes it seemed to have more to do with
Murphy's Law than a 1 in 256 chance though!

Bruce Willard bwillard@mindspring.com

1398. Re: AZTEC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4v77ji$g17@news.xs4all.nl>
Source record: 81129

In article <32045048.2EAE@interpoint.net>,
Rich Tirico <results@interpoint.net> wrote:
>John's got the right game, man this game was awesome!
>
>I'm hoping someone out there still has it, for mine was destroyed. The
>archives do not have it yet.
>
>-Rich
>results@interpoint.net

I've got both Aztec and Aztec challenge for my XL on disk (assuming my
disk hasn't decomposed like some people have mentioned).
Someday, I may get round to transfering all my XL disks and uploading
them.

I also remember on the C64 there was also a game called Aztec that was
completely different from Aztec and Aztec challenge on the XL.

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

1399. Re: 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <4v7bkm$99f@dfw-ixnews6.ix.netcom.com>
Source record: 81130

In <4v38u1$cgn@news.internetmci.com> Richard Heldmann
<richard.heldmann@internetMCI.com> writes:
>
>I have a 800XL which displays no color. I have checked GTIA, replaced

>transistors, Q1,Q2,Q4,Q5,Q8 and Q9, diodes CR2 and CR3. I have
checked
>CD4050BE and CA358E. I have rotated the potentiometer R38(VR38?) and
the
>display does not change. The monitor works fine with my 130XE! Can
>someone suggest a fix???
>
>Thank you.
>
What type of monitor setup do you have? Did the 800XL ever work on it?
The 800XL has no CHROMA output - the 130XE does. Could that be your
problem? You should scope the signals at GTIA pin 21 and see if you
have color signal. Know anyone with a oscilloscope?

1400. Repairing 810 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: davidcox@atomic.net
Message-ID: <3217475a.16530285@news.atomic.net>
Source record: 81131

Does anyone know of a repair shop near the US east coast that repairs 810 disk drives. I purchased a complete system recently but the disk drive won't read any of the disks that were included. I'm pretty certain it's the drive though.

If you have any addresses and what it might cost please let me know.

This is my attempt to recapture my roots. My first computer was a 400.

1401. Re: Atari XL ware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4v7m6t$81c@agate.berkeley.edu>
Source record: 81132
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,maus.sys.atari.hardware

In article <3216F61A.29F@online.ru>, Mikhail Rybakov <misha@online.ru> wrote:
(snip snip snip snip)
>> (Dirk Pelz) wrote:
>> : Hallo!
>>
>> : Ich suche Software fuer meinen Atari XL. Okay, ich weiss - das Teil ist
>> : alt! Aber vielleicht hat ja noch jemand das eine oder andere
>> : Interessante dafuer rumliegen.

(snip snip snip snip)

>I'm very sorry, but could you use understandable English?

Dirk writes very understandable German already, and was answered in
German. I'd like to see crylic translated into a latin font so well.

- Anthony

1402. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4v5r33$o7r@madeline.INS.CWRU.Edu>
Source record: 81133

(Uncle Fester thinks there's 12 bytes difference between A
and C Atari BASIC.)
Uncle. I have all three and just compared them. I've done this
before. I believe B is a re-compile. I know there are thousands
of byte for byte comparison differences. Also there's 1000s of
differences between A anc C. C is a 'patch' job of B. There
are only 12 bytes difference. (I still feel B is the best
if you want to program in Atari BASIC, because it hangs the
least and messes up the least.)
So, what Yogi and the guy with the only runs on A BASIC
program say is quite possible, probably correct, definitely
could be true.

1403. EN FRANCAIS SVP

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: TOFFIC@WORLDNET.fr
Message-ID: <4v5q3l$kcs@news.sct.fr>
Source record: 81134

Bonjour,
je lance un appel a tous les francophones:
Vous etes fanatique d'ATARI, alors on va
pouvoir echanger nos idees, nos programmes,
enfin tout ce qui peut etre interressant dans
la langue de Moliere.
N'hesitez pas, contactez-moi a:
toffic@worldnet.fr
A bientot

1404. Re: Eastern Front 1941 Inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1808961752590001@cisjx91.demon.co.uk>
Source record: 81135

In article <4v5v8c$agp@freenet-news.carleton.ca>,
dj390@FreeNet.Carleton.CA (Bob Bell) wrote:

> A couple of quick questions for the general audience
> (with long memories) about Chris Crawford's
> classic "Eastern Front 1941" for Atari 8-bit:
>
> 1. When Atari converted the original APX disk
> code for "Eastern Front" to fit on a cartridge,
> was any of the play-ability of the program
> lost? (Did "EF" become an emasculated "EF-Lite"?)
>

More features were added... 4 distinct levels and option to
save game to disk.

> 2. Should I expect any compatibility problems if
> I run the "EF 1941" cartridge on the Atari 130XE?

Probably not :^)

Chris Lam,
Rainbow Keeper.

1405. Eastern Front 1941 Inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3217318c@pianosa.demon.co.uk>
Source record: 81136

Whilst reading the usual rubbish I find here, Bob Bell wrote something
interesting to All about Eastern Front 1941 Inquiry:

Hello Bob,

BB> 1. When Atari converted the original APX disk
BB> code for "Eastern Front" to fit on a cartridge,
BB> was any of the play-ability of the program
BB> lost? (Did "EF" become an emasculated "EF-Lite"?)

Can't say for certain, but probably not. I own the cart, but have not seen the
APX disk version running anywhere. :-(

BB> 2. Should I expect any compatibility problems if
BB> I run the "EF 1941" cartridge on the Atari 130XE?

None at all. I run it on a 130XE myself.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... What's the point of saying 'Destroy!'?
All Around The World; The Jam

1406. FS: Loads of Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: "John Collins"
Message-ID: <4v7j1q$o1r@lex.zippo.com>
Source record: 81137

Too much Atari stuff ! Must sell!
8-Bit & ST software & hardware.

Check out web page.... http://www.yab.com/~coolzip

Thank you.

1407. FS: Loads of Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: "John Collins"
Message-ID: <4v837j$t82@lex.zippo.com>
Source record: 81138

Too much Atari stuff ! Must sell!
8-Bit & ST software & hardware.

Check out web page.... http://www.yab.com/~coolzip

Thank you.

1408. XEP80?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: in079@cleveland.Freenet.Edu
Message-ID: <4v7e20$llr@madeline.INS.CWRU.Edu>
Source record: 81139

I have an XEP80 which never worked when new.

Does anyone have any ideas as to where to start to fix it?

Also, is there a comunications program that can do Vt100
on the XEP80

Thanxs.

1409. Anyone remember Monty?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <4v7mki$83k@agate.berkeley.edu>
Source record: 81140

Does anyone remember a great game called Monty? I have a binary load version (only available via a bootloader) called Preliminary Monty 16K. It's similar to Pitfall or Miner 2049r, where you go through screens in tunnels with spiders, rolling boulders, occasional gems, and colored keys to unlock colored doors. There are multiple levels of the game, with each level comprising some 30 or more screens, half of which are in the dark (only the baddies can be seen, not the ladders or floors.)

It's great that I now have a 130 and can play it again. It would be wonderful if someone with Ape or SIO can drop it into the ftp archive so others can play it also.

- Anthony

1410. Re: More on Clowns and Balloons

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3216834f.884379@news.superlink.net>
Source record: 81251

On 16 Aug 1996 22:05:34 GMT, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

-
-So, I posted a cheat for C & B. I got 4 games that probably
-nobody has seen, for the people who want to see everything.
-I don't want people to think all I do is make up cheats.
-I 're-did' 4 games. C & B is about my speed. I can't take
-'Tail of the Beta Lyrae' level of difficulty. Just let
-me catch the balls, bounce the balls, etc.
-So, my four games.
-1. There was a 'Warp' game included with the ACTION! toolkit.
-I made it to run without the ACTION! cart is all. It is strictly
-a space blastem. Changed some colors here and there.
-2. My biggest effort was a game called 'Pig'. A BASIC game
-I got off a Antic disk. It was terrible, mostly slow, so
-I had to do a bunch of mods to make it compile with ABC.
-(Yogi don't like compiled BASIC stuff.) I'm sorta proud of
(Sniperooni)
-recall.
-Hmmm. Why mention this? I think these all qualify as
-pd, so I could send them to Bill Kendrick, who says he
-likes to look at everything. then let him decide if
-he wants to put them in the umich archive. I don't think
-they're quite what Yogi's site is looking for, but also
-if he wants to look.
-bye

Don't misunderstand the archive I want to have - I DO WANT everything, even if it's terrible basic compiled stuff.

At any rate, what I DONT like about compiled basic is when I used to BUY software in the 80's when I was 15 and made $30 a week I used to get REALLY pissed off when I would spend that money and get compiled basic, magazine level software. No one then accepted returns on software. Thats why I put "compiled Basic crap" on some of the descriptions. (Which has since been removed). Not to knock the ABC compiler (Hell I used it to compile the Broderbund cracker I wrote), but it was an attempt to add some humor to the list. At any rate, I have since revised my opinion that General Masters Corp. released the WORST 8 bit software, even more so than ANY compiled basic stuff I've seen.
yogi

1411. Re: REQ: Atari Binaries Group Please!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: sethb@panix.com
Message-ID: <4v691f$bqo@panix3.panix.com>
Source record: 81252
Cross-posted to: news.groups,alt.config,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari,alt.binaries.atari.d

In article <4ut5m7$3ms_001@jf.intel.com>,
Rich Tietjens <RichardX_Tietjens@jf.intel.com> wrote:
>In article <4utabp$d76@panix3.panix.com>,
> sethb@panix.com (Seth Breidbart) wrote:
>>Tom Lamparty <lamparty@telerama.lm.com> wrote:

>>>A lot of our people only have access through one or another of the
>>>Freenet systems. There is NO ftp access with a Freenet! Gopher, Lynx and
>>>E-Mail only

Have you ever tried "lynx ftp://ftp.somehost.domain"? Lynx speaks ftp
(at least, the version here does; I just tried it).

>>There are ftp-by-email servers available. Sure, it's slower than ftp,
>>but you get what you pay for.
>
>You're obviously unaware that "freenet" doens't mean cost-free access. It
>means that the users pay the costs of operations, and not a large profit to
>the system operators.

If that doesn't make it a lot cheaper than commercial ISPs, then why
do people use a crippled system?

>>The technical point is that, for IBM software, distribution via Usenet
>>uses less resources than distribution via ftp. For Atari software,
>>it's the other way around.
>
>I disagree.

>The fact is that Atari binaries are miniscule in comparison to equivalent
>packages for Microsoft-OS platforms (and even compared to Mac platforms);

>The bandwidth requirements for an Atari-specific binaries group can be
>reasonably expeccted to be below that of a single IBM-clone binary file;
>certainly far below (perhaps several orders of magnitude lower) than any of
>the alt.sex.binaries groups.

That's irrelevant; posting a 1-K message instead of emailing it to the
only person who's interested uses a trivial amount of bandwidth,
almost all of which is wasted. The key issue is how many people at a
typical site want the group. The larger the number, the more likely
Usenet is the correct distribution mechanism. The smaller that
number, the less likely.

Seth

1412. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.363.004BCA23@mindspring.com>
Source record: 81253

In article <4v5r33$o7r@madeline.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>From: cb541@cleveland.Freenet.Edu (James R. Gilbert)
>Subject: Re: Jupiter Mission at Yogi's
>Date: 18 Aug 1996 01:19:31 GMT

>(Uncle Fester thinks there's 12 bytes difference between A
>and C Atari BASIC.)
>Uncle. I have all three and just compared them. I've done this
>before. I believe B is a re-compile. I know there are thousands
>of byte for byte comparison differences. Also there's 1000s of
>differences between A anc C. C is a 'patch' job of B. There
>are only 12 bytes difference. (I still feel B is the best
>if you want to program in Atari BASIC, because it hangs the
>least and messes up the least.)
>So, what Yogi and the guy with the only runs on A BASIC
>program say is quite possible, probably correct, definitely
>could be true.

Rev B is the version in the 600XL/800XL. The XE's had Rev C. From everything I've seen, Rev C is the one that locks up least. Rev A was bad, but there was some kind of screwup with Rev B that made it lock up even more than A.

Bruce Willard bwillard@mindspring.com

1413. Re: More on Clowns and Balloons

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.367.0050148B@mindspring.com>
Source record: 81254

In article <3216834f.884379@news.superlink.net> scharles@superlink.net (Yogi) writes:
>From: scharles@superlink.net (Yogi)
>Subject: Re: More on Clowns and Balloons
>Date: Sun, 18 Aug 1996 02:47:34 GMT

>On 16 Aug 1996 22:05:34 GMT, cb541@cleveland.Freenet.Edu (James R.
>Gilbert) wrote:

>-
>-So, I posted a cheat for C & B. I got 4 games that probably
>-nobody has seen, for the people who want to see everything.
>-I don't want people to think all I do is make up cheats.
>-I 're-did' 4 games. C & B is about my speed. I can't take
>-'Tail of the Beta Lyrae' level of difficulty. Just let
>-me catch the balls, bounce the balls, etc.
>-So, my four games.
>-1. There was a 'Warp' game included with the ACTION! toolkit.
>-I made it to run without the ACTION! cart is all. It is strictly
>-a space blastem. Changed some colors here and there.
>-2. My biggest effort was a game called 'Pig'. A BASIC game
>-I got off a Antic disk. It was terrible, mostly slow, so
>-I had to do a bunch of mods to make it compile with ABC.
>-(Yogi don't like compiled BASIC stuff.) I'm sorta proud of
>(Sniperooni)
>-recall.
>-Hmmm. Why mention this? I think these all qualify as
>-pd, so I could send them to Bill Kendrick, who says he
>-likes to look at everything. then let him decide if
>-he wants to put them in the umich archive. I don't think
>-they're quite what Yogi's site is looking for, but also
>-if he wants to look.
>-bye

>Don't misunderstand the archive I want to have - I DO WANT everything,
>even if it's terrible basic compiled stuff.

>At any rate, what I DONT like about compiled basic is when I used to
>BUY software in the 80's when I was 15 and made $30 a week I used to
>get REALLY pissed off when I would spend that money and get compiled
>basic, magazine level software. No one then accepted returns on
>software. Thats why I put "compiled Basic crap" on some of the
>descriptions. (Which has since been removed). Not to knock the ABC
>compiler (Hell I used it to compile the Broderbund cracker I wrote),
>but it was an attempt to add some humor to the list. At any rate, I
>have since revised my opinion that General Masters Corp. released the

>WORST 8 bit software, even more so than ANY compiled basic stuff I've
>seen.
>yogi

I think your wording may be taken the wrong way, but if I read it
right, you are saying that General Masters Corp. made the worst software
EVER on the 8-bit. If so, I heartily agree. I was truly amazed lately
with their programs in the archive and truly grateful I never bought
one of their games!

Bruce Willard bwillard@mindspring.com

1414. Re: Help! - Drive Problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bb8cc8$b36f8a40$16201fce@rorymcma>
Source record: 81255

Rich Tietjens, net.hero <RichardX_Tietjens@ccm.jf.intel.com> wrote in
article
> jblenkle@calweb.com (Joe Blenkle) wrote:
JB>As you will remember, I could not get my 800xl to recognize Drive #2.
JB>It didn't matter what drive I set as Drive 1 or Drive 2. It would only
JB>recognize the first drive.

RT> It sounds as if someone has "patched" your DOS 2.5 disk; as I recall,
there
RT> is a POKE that tells Atari DOS how many drives it cna look at, and it
saves
RT> a little RAM if the number is set lower. It has been many years since
I
RT> looked at this, however; anyone have more details?

I think it is location 1802... poke it with 3 for drives 1 and 2...

1415. A XL IN A PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: TOFFIC@WORLDNET.fr
Message-ID: <4v5q5k$kcs@news.sct.fr>
Source record: 81256

a XL in a PC?

I want to put a Xl in a PC case. I know that
DATAQUE make a "keybord" emulation but
are there still in business? (and where)
As I don't know how work a SVGA monitor,
I wonder if I can use it to display from the Xl.
Any help is more than welcome. Thanks.

1416. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4v5p8o$mpu@madeline.INS.CWRU.Edu>
Source record: 81257
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

(Maffia wants 8-bit sound and graphics files allowed in proposed
comp.sys.atari.binaries. Tietjens says maybe ok or something.)
I'm opposed to sound files and picture files, but really don't
care. I could see the binaries group get a bunch of tiny
picture and sound files. Hmmmm... I go to the midi binaries
group sometimes, it is a mish-mash of requests and binaries.
Sorta a prototype for the proposed atari. binaries. Except
Tietjens and Hofmann are looking for more 'discipline'
. Maffia wants to trade these rather rare formats of
sound and picture files. He probably has more of them
than anyone else, he's a rare bird that likes that type
of stuff. A simple post in csa8 might find out for him
if there's anybody else that likes the same type of
stuff. I like the original idea to exclude picture
and sound binaries, just have program files.

1417. Re: Internet communications

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Alan Sharkis <ASharkis@worldnet.att.net>
Message-ID: <4v73q2$rli@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 81258

Pat, it happened again. You quoted the original message, but your reply
didn't show up.Patrick Mulvey <pmulvey@li.net> wrote:
>
>
>On 1 Aug 1996, James R. Gilbert wrote:
>
>>
>> (Honest, I looked at 'misc' groups, 'alt.internet' and didn't find
>> anything like the great answers we get here on csa8, so I apologize
>> for the 'off topic'ness of this post, but this is the group I read
>> and I can't find a more likely place to get some 'intelligent'
>> answers.)
>> The two wire line concept is, oh, about 150 years old. It
>> has a maximum transmission rate measured in khz. The
>> internet is based on communications measured in mega baud,
>> and can operate, I believe in at least megahz transmission
>> rates. With the use of fiber optic lines, or even rf
>> co-axial lines, communications could be considerably more
>> advanced than with the limits of a two wire line. Such
>> things as svga quality 'TV', very high resolution visual
>> 'telephones', mega baud computer communications, all would
>> be possible.
>> All but the local connections in modern phone equipment is
>> microwave, fiber optic, and other 'fast' communications.
>> All that is needed is to hook up our rf or fiber optic cable
>> TV to these 'long distance' networks and we could have the
>> vastly improved communications.
>> The internet was developed and built using public funds
>> for university and military for reliable data
>> communications. Our government has handed over, free I
>> think, this publicly funded developed system to regional
>> phone companies. That is sort of like putting the fox in
>> charge of the hen house. Regional phone companies have a
>> vested interest in the two wire communications system they
>> have used for over 100 years.
>> The above are my opinions, as I am not confident of their
>> verity. If anyone wishes to add to, or correct, any or all
>> of the above, that's why I'm posting this.
>>
>Just a note, Two wire (twin lead) speed is the most restrictive
>Coax is vastly better and Fiber optics is the fastest of the three.
>>
>

1418. Re: Atari XL ware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Mikhail Rybakov <misha@online.ru>
Message-ID: <3216F61A.29F@online.ru>
Source record: 81259
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,maus.sys.atari.hardware

William Moeller wrote:
>
> In <AE3937DA96681853B7@slip3.hrz.uni-siegen.de>, pelz@studm.hrz.uni-siegen.de
> (Dirk Pelz) wrote:
>
> : Hallo!
>
> : Ich suche Software fuer meinen Atari XL. Okay, ich weiss - das Teil ist
> : alt!
> : Aber vielleicht hat ja noch jemand das eine oder andere Interessante dafuer
> : rumliegen.
>
> : Ich waere auch an einem kompletten System interessiert, also so mit allem
> : drum und dran.....
>
> : Und wenn jemand noch ein Atari 850 Interface Modul hat, bitte bei mir
> : melden!
>
> Dirk: Kontakt ABBUC bei
> Atari Bit Byter User Club
> Wolfgang Burger
> Wieschenbeck 45 D-45699 Herten
> +49 2366 39623
>
> Aber,.....Er ist in Norwegen fuer Vier Wochen. Ich Glaube dass er koennen Sie
> helfen.
>
> ABBUC ist ein sehr gut Atari Klub.
>
> Gruess aus Kanada!
>
> Willy
>
> --
> William M. Moeller
> af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

I'm very sorry, but could you use understandable English?

1419. Re: Trying to remember the name of a game.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Chet Chudasama <CChudasama@sc9.intel.com>
Message-ID: <3217031A.1439@sc9.intel.com>
Source record: 81260

Greg Fudala wrote:
>
> 400/800 ... it's a helicopter game, black background, red bricks .. you
> have to fly the helicopter into a large cavern and shoot red blocks.

Sounds like Fort Apocalypse to me.

1420. Re: Commodore Monitor + 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <4v7958$kqi@news.internetmci.com>
Source record: 81261

I have the same setup, i.e. a 130XE and Commodore 1802 monitor. I am using a monitor cable which plugs into the back of the 130XE and has a five pin connector on one end and five wires on the other end. One wire I plug into the luma, one wire plugs into the chroma and the third wire is plugged into the audio connector. You may have to do a continuity check to find out which wire goes to which pin. The switch is in the Commodore video position. I have never had a monitor this clear. I found it two weeks ago!

1421. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_840394318@rtfm.mit.edu>
Source record: 81262
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 61 days
Last-modified: July 31, 1996

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web version, automatically generated monthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted monthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" shareware/freeware/PD developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, public domain
software/freeware/shareware, (new) commercial software, used (commercial)
software.
```

"Developer" = Producer of products. Titles of products produced by the developer are listed. No product can be developed by more than one developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information is given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

More BRIEF Definitions

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware - protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

===>> Much of what is popularly referred to as PD is really Freeware! <<<==

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of the more prominent sources I use. Current Notes magazine, published by Robert Boardman and Howard E. Carson; Atari Classics magazine, published by Jim Hood and Bob Woolley; and The Atari 8-Bit Omnibus, published by David A. Paterson.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games

American Techna-Vision (Ralph Maddox)
Mail Orders:
15338 Inverness St
San Leandro CA 94579-2016
USA
Sales Office:
1903 Fairway Dr
San Leandro CA 94577-5632
USA
tel: (510) 352-3787
FAX: (510) 352-9227
URL:mailto:rmax99@ix.netcom.com
Vendor: new hardware, commercial software

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265
Offline: Mon.-Fri.: 2 p.m. - 6:45 p.m.
Mon.+Thu.+Fri.: 7 p.m. - 8 p.m.
Sat.+Sun.: 12 p.m. - 2:45 p.m.
URL:http://wwwcip.rus.uni-stuttgart.de/%7Einf11492/abbuc/
URL:mailto:0236639623-0001@t-online.de
Developer: various hardware and software
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

Atari Classics
5507 Langford Ct
Concord CA 94521-1614

USA
URL:mailto:75126.3446@compuserve.com --or--
URL:mailto:rwoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine) 6 mags & 3 disks per year
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II
Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.sonnet.com:80/Fujidom/
Vendor: used hardware, used software

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Branch Always Software
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:brasoft@halcyon.com <- preferred!
URL:mailto:brasoft@genie.com
MSN: BRASOFT
URL:http://www.halcyon.com/brasoft/
Developer: ST Xformer 3.0, PC Xformer 3.5, PC Xformer 8-bit Peripheral Cable

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090

Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Closer To Home (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/
Developer: SpartaDos 3.2 Utilities: Sound Utility, Term80 Version 1.9, Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer, Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility, Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility, HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker, Paper Chase

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)
DEMO: URL:http://www.halcyon.com/brasoft/freefile/avddemo.zip

Current Notes
559 Birchmount Rd. #2

Scarborough, ON
Canada M1K 1P8
tel: 416-261-5997
tel: 416-752-2744
URL:mailto:redfrog@io.org (Robert Boardman, Publisher/8-Bit Computing)
URL:mailto:hcarson@io.org (Howard E. Carson, Managing Editor)
URL:http://www.io.org/~hcarson/cnpage.htm
Publisher: Current Notes (ISSN 8750-1937, "at least 6 times per year")
U.S. Rates: $25/1 yr, $46/2 yr. (US Funds)
Canada: $35/1 yr, $65/2 yr. (Cdn Funds)
Foreign: $48/1 yr, $90/2 yr. (US Funds)

Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
URL:mailto:dand1@azstarnet.com
URL:http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
URL:mailto:nirdary@pacificnet.net
URL:http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM

Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

Digi-Key
701 Brooks Ave. South
Thief River Falls, MN 56701-0677
tel: 1-800-344-4539
Vendor: general electronic parts

DGS (Dean Garraghty)
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9AM to 6PM BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.

East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W. Artesia Blvd.
Gardena, CA 90248
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
Vendor: general electronic parts

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software (Angelo Vahatouras)
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700
Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
URL:mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@crl.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari800 Emulator for Unix and Amiga - 0.4.2

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556

Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
URL:mailto:magi@stud.uni-sb.de
Developer: XL-It! 0.13
URL:http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies

---

Subject: H

John Harris
URL:mailto:jharris@cybergate.com
Developer: MAE assembler 1.0

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:brucka@eruvin.jct.ac.il
Developer: Ice-T 2.71 XE (128K) or 1.1 (48K)

Subject: J

Jameco Electronic Components and Computer Products
1355 Shoreway Road
Belmont, CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
Vendor: general electronic parts
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdecives
1850 South 10th Street
San Jose, CA 95112-4108
tel: (408) 494-1400
USA
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE
Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400 aft 3:30pm msdt
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra" online
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.

Russellville, AR 72801
United States
tel: (501) 967-3843
Developer: SIO2PC 4.13

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation, Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II, Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
Developer: IDE Hard Drive Interface

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

LACE (London Atari Computer Enthusiasts)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London

England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

Chris Liam
URL:mailto:lamcw@aston.ac.uk
URL:http://www.aston.ac.uk/~lamcw/emulators.html
Developer: Rainbow (for Macintosh)

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,

EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
URL:mailto:101755.2443@compuserve.com
Vendor: new/used hardware, commercial software
Developer: Arcade Fruit Machine, Blinky's Scary School,
Jockey Wilson's Darts, Mirax Force, Ninja Comando, Sidewinder, Cavernia,
Las Vegas Casino, Mission Shark, Stack up, Speed Ace, Last Guardian, Tagalon,
["All of our Polish Software is reproduced under a licencing agreement with
the originators in Poland."]
Print Lab, Print Works (1029 text processor), Victorgraph (1020 printer utility
pack), Superscript (word processor), Atari Disk Drive Interface (for 3.5 drive
units), Atari 1050 Write Protect Switch System, tape Turbo Tharger, Rambit High
Speed Tapes.
MAJOR ATARI PARTS SOURCE

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software

Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive

Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574
United States
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Happy Mondays, James Brown, Knives and Forks, Stimpy, T-1000. games: Balloonier, Boom!, Chicken, Cooltris, Elevator, Hopper, Platform, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: DGS

Nelson Nieves
Atari 8-bit--SpartaDOS Project
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
URL:mailto:nelson.nieves@logon-philly.com
Developer: Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint, FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek, xPoke, xType

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

NorthWest Phoenix Atari Connection (NWPAC)
P.O. Box 67511
Phoenix, AZ 85082
BBS: (602) 278-8505 (Phoenix Atari User Group System)

URL:mailto:coolzip@host.yab.com
URL:http://www.yab.com/~coolzip/
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (NWPAC)

Subject: P

Page 6
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: hardware, commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States
tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave

Montreal QC H4V 2B2
Canada
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany

URL:mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M. Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 190
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
Publisher: ATARI Creativo, Informatica Creativa (both out of print; however, back issues are still available, and also disks with the programs from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States
tel: (206) 399-8700
Vendor: used commercial software

Subject: R

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port, TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software systems design, developement, and coding; Media conversion from magnetic to optical and imaging; Consulting on system purchases and requirements; Film production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

David Schmudde
URL:mailto:dschmud@heartland.bradley.edu
Publisher: Classic Atari OnLine (online magazine)
URL:http://www.ourworld.compuserve.com/homepages/dschmud/dsatari.htm

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
URL:mailto:ernest@pi.net
Vendor: PD/freeware/shareware, via the POOLDISK CD-ROM

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
URL:mailto:richs@interlog.com
URL:http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B
San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

STAK Atari (print magazine)
See: Revista STAK Atari

Lawrence Staveley
URL:mailto:lawrence@kwll.demon.co.uk
URL:http://www.insight-media.co.uk/idrun/default.htm
Developer: XFSIO 1.03

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
URL:mailto:steves@woodland.net
URL:http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),

t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623
tel: (410) 544-6943 info
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/

Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Toronto Atari Federation (TAF)
5334 Yonge St. Suite 1527
Willowdale, ON
Canada M2N 6M2
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven Tucker
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: APE: The Atari Peripheral Emulator 1.09 w/ ProSystem,
Imagic: The Windows 95/NT Universal Disk Image Generator/Converter,
APE ProSystem: The copy protected disk imager/emulator

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:
UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Video 61
22735 Congo St. N.E.
Stacy, MN 55079
United States
tel: (612) 462-2500 24hrs

URL:mailto:ice@skypoint.com
Vendor: new/used hardware, new/used software (mostly game-related)

Video Game Advantage
c/o Michael J. Novak Jr.
6861 Anthony Lane
Parma Hts., OH 44130
(216) 843-8815 Voice
URL:mailto:vga2000@ix.netcom.com
URL:mailto:VGA2000@io.com
URL:mailto:dw901@cleveland.freenet.edu
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Dale F. Wooster
See also: Ronnie Riche
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

1422. Re: More on Clowns and Balloons

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4v7osb$ehm@nnrp1.news.primenet.com>
Source record: 81263

In article <3216834f.884379@news.superlink.net>,
Yogi <scharles@superlink.net> wrote:
>
>Don't misunderstand the archive I want to have - I DO WANT everything,
>even if it's terrible basic compiled stuff.
>
>At any rate, what I DONT like about compiled basic is when I used to
>BUY software in the 80's when I was 15 and made $30 a week I used to
>get REALLY pissed off when I would spend that money and get compiled
>basic, magazine level software. No one then accepted returns on
>software. Thats why I put "compiled Basic crap" on some of the
>descriptions. (Which has since been removed). Not to knock the ABC
>compiler (Hell I used it to compile the Broderbund cracker I wrote),
>but it was an attempt to add some humor to the list. At any rate, I
>have since revised my opinion that General Masters Corp. released the
>WORST 8 bit software, even more so than ANY compiled basic stuff I've
>seen.
>yogi

General Masters? What did they release?

Anyone ever remember spending all that money for BASIC games that weren't even compiled? I got such a game called "Chicken Out". It also used that slow sector scanning that widened that pause between sector reads (What is that, anyway? My copy of Zork I had it too.) I eventually deleted it and put Turbo Basic on that disk.

And, generally any game you bought on cassette was the same way. Except you knew it was BASIC when you opened up the manual and it said "Type CLOAD."

But the great thing about Atari BASIC was, you really could make somethoing nice with it. Especially if you ripped off techniques from some video game companies like I did. That's what they get for releasing BASIC. hehehe..

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1423. Cytron Masters

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DwBvH3.EoD@cix.compulink.co.uk>
Source record: 81264

Is there an FTP site with Cytron Masters (SSI) on it? This was one of the
8bit all-time greats IMHO.


```
+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

1424. Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: Fredrik Ekman <ekman@lysator.liu.se>
Message-ID: <dwhgq0vg0n.fsf@tintin.lysator.liu.se>
Source record: 81265
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

In case anyone still cares about copyrights for old games, I would like to forward a message I just got from Beam Software. Beam has the rights to all the games distributed by Melbourne House in the 80's. In the US, some of the Beam games, such as The Hobbit, were distributed by Addison-Wesley.

This came by as a result of an interview I have been making with Philip Mitchell regarding his text adventure series based on Tolkien's The Hobbit and The Lord of the Rings books. The interview will be published in a future issue of Other Hands. Contact me or watch comp.sys.sinclair for upcoming announcement if you are interested in the details.

Anyway, i quote Mr. Mitchell's message:

"After discussion with the company directors I am glad to be able to say that Beam has officially sanctioned electronic distribution of it's old Spectrum and C64 (and Oric, BBC, Amstrad etc) games - provided that such distribution is non-profit only. Please keep in mind that on some titles (e.g. The Hobbit) there are other parties who have a vested interest in the title and strictly speaking you would also need their permission."

If you want to confirm this, you can contact Beam through their Web site: http://www.beam.com.au/

/F

1425. Making 1050 disks on a PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: orlo@mail.utexas.edu
Message-ID: <4v7kc3$7n7@geraldo.cc.utexas.edu>
Source record: 81266

I recently got some 1050 disk drives for my 800xl. Is there a way to make 1050 disks on a regular PC disk drive (1.2 meg or 360K)? Since my PC isn't close to my Atari, SIO2PC may not be an option for file transfer. Also, if I can't do this, is it possible to hook up a 1050 to my PC and make disks?

1426. Re: Commodore Monitor + 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4v7r65$45q@news.tcd.net>
Source record: 81267

Bet you are using the single cable from the Atari to the monitor, this will not work, you need a 5pin din cable to plug into the Atari and 2 of the 5 wires coming out of it will work, plug the I can't remember, think the white goes in the video on the monitor and the black into the audio..may be 2 other colors..

A comadore 5 pin din cable will work with the Atari..

1427. Re: A XL IN A PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-18 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4v7rl7$45q@news.tcd.net>
Source record: 81268

What you are looking for as far as a keyboard is called a TransKey!. If my memory serves me right he sold the rights to FTE but I can't get ahold of Mike Hohman to verify it. Therefore the product is no longer avaiable..You might try B&C, Or Best Electronics.

Other than that advertise for wanted..Atari 8-bit Transkey board collecting dust..I am sure someone has one that they will part with..If you find 2 send one my way..

Sorry I can't help you on the monitor..perhaps a monitor geriou can and will..You can run a color rgb monitor out the back of the ibm case..cable is long enough on the 5pin din..

Bob

1428. Multiple disk images? (Conan)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Scott Faulkner <a-scottf@microsoft.com>
Message-ID: <01bb8e13$088b72a0$efaa389d@sampo>
Source record: 81019

I've downloaded both the Conan .atr files from cyberspy, and after booting
from
the first, it asks that I "flip" the disk. Is there a way to switch to D2:
while loading
a game in Xl-it? If not, can it be done in Xformer or the registered
Rainbow95?

thanks,
-Scott

1429. Re: 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: gmaguire <gmaguire@pennet.net>
Message-ID: <4v8dav$8p8@crash.microserve.net>
Source record: 81020

I have the same problem with an 800xl and a Commodore 1084 monitor. I think its only when you use separate chroma and luma. It works o.k. with a Commodore 1802 monitor. Also it is an early 800xl. I have a Tramiel (newer) version that works ok.

GM

1430. Re: Internet communications

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960819212730.10123C-100000@linet01>
Source record: 81021

On 18 Aug 1996, Alan Sharkis wrote:

> Pat, it happened again. You quoted the original message, but your reply
> didn't show up.Patrick Mulvey <pmulvey@li.net> wrote:
> >
> >
> >On 1 Aug 1996, James R. Gilbert wrote:
> >
> >>
> >> (Honest, I looked at 'misc' groups, 'alt.internet' and didn't find
> >> anything like the great answers we get here on csa8, so I apologize
> >> for the 'off topic'ness of this post, but this is the group I read
> >> and I can't find a more likely place to get some 'intelligent'
> >> answers.)
> >> The two wire line concept is, oh, about 150 years old. It
> >> has a maximum transmission rate measured in khz. The
> >> internet is based on communications measured in mega baud,
> >> and can operate, I believe in at least megahz transmission
> >> rates. With the use of fiber optic lines, or even rf
> >> co-axial lines, communications could be considerably more
> >> advanced than with the limits of a two wire line. Such
> >> things as svga quality 'TV', very high resolution visual
> >> 'telephones', mega baud computer communications, all would
> >> be possible.
> >> All but the local connections in modern phone equipment is
> >> microwave, fiber optic, and other 'fast' communications.
> >> All that is needed is to hook up our rf or fiber optic cable
> >> TV to these 'long distance' networks and we could have the
> >> vastly improved communications.
> >> The internet was developed and built using public funds
> >> for university and military for reliable data
> >> communications. Our government has handed over, free I
> >> think, this publicly funded developed system to regional
> >> phone companies. That is sort of like putting the fox in
> >> charge of the hen house. Regional phone companies have a
> >> vested interest in the two wire communications system they
> >> have used for over 100 years.
> >> The above are my opinions, as I am not confident of their
> >> verity. If anyone wishes to add to, or correct, any or all
> >> of the above, that's why I'm posting this.
> >>
> >Just a note, Two wire (twin lead) speed is the most restrictive
> >Coax is vastly better and Fiber optics is the fastest of the three.
> >>

> >
>
>
>
>
>
Alan, the last two lines were mine. I know forgot for add Address/Name...

1431. FS: NEW in Box (Atari Cartridges)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Cstever@on-ramp.ior.com
Message-ID: <Cstever.1609.0029BE58@on-ramp.ior.com>
Source record: 81022

ALL of the Below Cartridges are in MINT Condition.
None of these have even been out of the Box, They are all still
'FACTORY SEALED'!!!
This is your chance to get a TRUE 'MINT' condition cartridge,
manuels, and whatever else came in the box.
Only a very LIMITED Supply are left.
Only 'ONE' left in some titles, so act QUICKLY.

FREE Shipping on ALL orders OVER $30 in the USA
VISA/Mastercards Same as CASH

This is NOT an Auction-all cartridge are sold for the price listed
^^^ ^^^^^^^
2600 NEW/Shrinkwrap-MINT Condition

BASIC Progrming 12.00 (Dark Grey Box) (Keypads NOT Included)
Battle Zone 5.00 (Grey Box)
Dark Chambers 10.00 (Red Box)
Desert Falcon 14.00 (Red Box)
Dig Dug 5.00 (Grey Box)
Dodge Em 6.00 (White Box)
Football 5.00 (Green Box)
Galaxian 5.00 (Grey Box)
Gravitar 7.00 (Red Box)
Joust 5.00 (Grey Box)
Junior:Pac-Man 8.00 (Red Box)
Jungle Hunt 5.00 (Grey Box)
Kanagaroo 5.00 (Grey Box)
Mouse Trap 8.00 Atari CX25416
Ms Pac-Man 5.00 (Grey Box)
Othello 5.00 (White Box)
Pac-Man 5.00 (Yellow Box)
Phoenix 6.00 (Grey Box)
Pole Position 5.00 (Grey Box)
RS:Baseball 4.00 (Grey Box)
RS:Football 4.00 (Grey Box)
Solaris 8.00 (Red Box)
Space Invaders 5.00 (Red Box)
Super Breakout 8.00 (International Version)
Super Football 6.00 (Red Box)
Venture 6.00 (Red Box)

7800 NEW/Shrinkwrap-Mint Condition

Ace of Aces 14.00
Asteroids 6.00

Ballblazer 5.00
Barnyard Blaster 14.00
Centipede 6.00
Commando 15.00
Crack'ed 8.00
Crossbow 8.00
Dark Chambers 10.00
Dig Dug 6.00
Donkey Kong 5.00 Slightly dented boxes
DK:Junior 8.00
Galaga 8.00
Hat Trick 8.00
Jinks 7.00
Joust 6.00
Mat Mania 9.00
Meltdown 18.00
Midnight Mutants 14.00
Ms. Pac-Man 8.00
Ninja Golf 8.00
One on One 6.00
Robotron 8.00
RS:Baseball 4.00
Super Huey 15.00
Touchdown 10.00
Tower Toppler 13.00
Winter Games 8.00
Xevious 7.00

http://www.ior.com/~stever (Classic Video Game Page)
SteveR@on-ramp.ior.com
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 6-lines 20.0-Gigs+30 CD-ROMS

1432. Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <321922F3.73DB@interpoint.net>
Source record: 81023

Has anyone had any luck running Bounty Bob Strikes Back from Yogi's site with APE and a 130xe?

I tried the Translator, MYDOS, quick menu, and I still can't get it to run. It loads all the way up to the last sector then nothing happens. I'm usually pretty good with this stuff, Do you need an Atari 800?

Thanks!,

-Rich.

1433. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.371.0130D16F@mindspring.com>
Source record: 81024

In article <321922F3.73DB@interpoint.net> Rich Tirico <results@interpoint.net> writes:
>From: Rich Tirico <results@interpoint.net>
>Subject: Bounty Bob: Question
>Date: Mon, 19 Aug 1996 22:29:07 -0400

>Has anyone had any luck running Bounty Bob Strikes Back from Yogi's
>site with APE and a 130xe?

> I tried the Translator, MYDOS, quick menu, and I still can't get it to
>run. It loads all the way up to the last sector then nothing happens.
>I'm usually pretty good with this stuff, Do you need an Atari 800?

>Thanks!,

I haven't been able to run it on either a 130XE or an 800. It should
not need a translator, but I tried that too. I tried several different
menu programs and got varying results, but never even an opening screen.

Has anyone gotten it to work besides Yogi?

Bruce Willard bwillard@mindspring.com

1434. F/S 130XE upgraded to 320k

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4vatj9$fte@news.tcd.net>
Source record: 81025

Have a 130XE 320k computer, power supply, and video cord if
interested make offer e-mail.

Bob

1435. Re: Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <3218CFC8.4266@iexist.flw.lucent.com>
Source record: 81026

Yogi wrote:
>
> OK, I have an NTSC compatible Bounty Bob Strikes Back in the Archive.
> Since Cyberspy is full, it is on my homepage
> http://mars.superlink.net/scharles/
> for download.

Thanks. I noticed that this is an .exe file. I got the X:-it! emulator
but don't see anything in the documentation about how to run an .exe file.
With Xformer I think you gave it two options with the first being a disk
image with dos on it and the second being the executable file and it will
go right into the program. Does XL-it! work this way? Is there a utility
to convert it to an atr or xfd file?

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1436. RAINBOW 95 (New version?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Ulf.Petersen@t-online.de
Message-ID: <4v977b$e2a@news00.btx.dtag.de>
Source record: 81027

Hi there!

Does anybody know when the full version of RAINBOW 95 will be released?
My impression is that this emulator is currently the best for PC users.
I can hardly wait to see the final version.

Ulf

1437. Re: Xformer 2.5 question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4v8gg5$ivh@sjx-ixn6.ix.netcom.com>
Source record: 81141

In <Pine.OSF.3.92a.960816134851.6520E-100000@becker2.u.washington.edu>
"'Djoe' L. Shippert" <djoe@u.washington.edu> writes:
>-------Snip--------
>The Question:
>
>I'm using PCXformer 2.5 and for the most part it works great. However,
>some .ATR files I'm booting are programs that, on the original 8-bit
>hardware, required the "option" key to be held down while turning the
>computer on. Is there any way to simulate this?
>
>In XL-it! 0.15 there's a run-tim switch, -nobasic, that allows such
>programs to be run just fine but in Xformer 2.5 I'm not seeing it.
>
>Thanks!
>-joe
>
>
In version 3.0 of PCXformer Reset is F10, Start is F7, Select is F8
and Option is F9. To select 800XL-NO BASIC start PCXf like normal then
once you're at the Ready prompt, press [Shift]+[F10]. This toggles
BASIC off/on. The F12 key selects 800,800XL or 130XE mode. The
Shift+F10 should put directly at DOS and/or boot the D1: disk. At the
very least, you should be at the DOS menu, B should NOT work (NO Cart
installed=BASIC off) and you should be able to do L then
Dn:"Autorun.sys".

rely@ix.netcom.com

1438. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4v8f4j$30d@sjx-ixn2.ix.netcom.com>
Source record: 81142

In <4uvra7$265@nyx10.cs.du.edu> thester@nyx10.cs.du.edu (Uncle Fester)
writes:
>
>
> This is quite interesting.
> [software that will run with BASIC Rev. A but not Rev C.]
>
> It's my understanding that there are only twelve bytes
> [of difference] between Rev. A and Rev. C -- that the
> programmers cheated (illegal OS calls, using parts of the
> BASIC cart) and it just *happened* to refer to those
> particular bytes in question sounds kind of unlikely.
>
> I'm *not* saying it didn't happen that way, I'm just trying
> to understand the "why" -- considering that every program
> I own that requires BASIC (my own included) runs just as
> well no matter which cart was used to write it. i.e., Every
> thing written with Rev. A works on Rev. C with no problems.
> And vice-versa (forget the GTIA mode support here.)
>
> How did these twelve bytes get to be so [un]lucky?
>
>
> Uncle Fester
>
>
>--
> | SOCIOPATH n. - an aggressively antisocial psychopath taking
|
> | no responsibility for his/her actions. See "INTERNET" for
|
> | a collective of distinguishing characteristics - e.g., viz EFF.
|
> | : *thester@nyx.cs.du.edu* :
|
Mine too... The things I remember that needed to be changed from
A->B->C were things like deleting more than 10 lines of code without
re-listing would lock up the computer, additional graphics modes access
(gr.12 through 15) and such.
If anything, I could see Rev. C code not working on Rev. A carts.
but not the other way around. I'd like to find out more anout this
strangeness.

rely@ix.netcom.com

1439. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Radioactive Warrior <radwar@orl.mindspring.com>
Message-ID: <3217B784.1775@orl.mindspring.com>
Source record: 81143
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

Fredrik Ekman wrote:
>
> In case anyone still cares about copyrights for old games, I would like
> to forward a message I just got from Beam Software. Beam has the rights
> to all the games distributed by Melbourne House in the 80's. In the US,
> some of the Beam games, such as The Hobbit, were distributed by
> Addison-Wesley.
[snip]
Hmmm. BEAM did all those crap games that the bastards went and tried to
sell two or more times (ie. ARDOK/ASTRIX and BOP'N'RUMBLE/BAD STREET BRAWL)
those are the exact game pairs just with some sprites edited and text
changed! Not too sorry/suprised to see them give their stuff away... But,
please specify- I know MH had the copyright on "WAR IN MIDDLE EARTH" but
"THE HOBBIT" and "LORD OF THE RINGS" (both are graphic text adventures...)
were done by someone else.?. I donno who- maybe under licence from BEAM
but the text/graphic adventures above were of uncommon quallity if BEAM had
anything to do with either of them... Anyway, if you know for sure who
did "THE HOBBIT" or "LORD OF THE RINGS" c64 text/graphics adventure games
please let me know.... Also, I have only come across "LORD OF THE RINGS"
once and it was a bad hack (ISCPIC) and the disk I had it on suffered from
bit-rot...

thanks,
Radioactive Warrior

1440. Re: Anyone remember Monty?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DwDFCr.Fus@iglou.com>
Source record: 81144

Bruce Willard (bwillard@mindspring.com) wrote:

: The game is Montezuma's Revenge, and there were a bunch of variations.
: There was the prliminary 16K version that you had. There was the cart
: and cart transferred to disk version. And there was the full disk
: version. At one time I thought I got close to the end, but then ran into
: a screen that was scrambled. Oh well. At any rate, at least two versions
: are in the archives now.

There were two Montezuma games out there. The Revenge one, and there was another one that escapes me at the moment. There were probably some of you who played enough, and got to the final screen quite a few times. It's been too long to remember, but I do know I had a good joystick back then! heh... The one I got when I'm playing it is a rather cheap bit of junk. Time to break down and get the Gravis one, or one that feels like the old style sticks.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1441. Re: Atari XL ware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <4v8p0g$ddp@james.freenet.hamilton.on.ca>
Source record: 81145
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,maus.sys.atari.hardware

In <3216F61A.29F@online.ru>, Mikhail Rybakov <misha@online.ru> wrote:
: William Moeller wrote:
: >
: >In <AE3937DA96681853B7@slip3.hrz.uni-siegen.de>, pelz@studm.hrz.uni-siegen.de
: >(Dirk Pelz) wrote:
: >
: > : Hallo!
: >
: >: Ich suche Software fuer meinen Atari XL. Okay, ich weiss - das Teil ist
: >: alt!
: >
: > Dirk: Kontakt ABBUC bei
: > Atari Bit Byter User Club
: > Wolfgang Burger
: > Wieschenbeck 45 D-45699 Herten
: > +49 2366 39623
: >
: > Aber,.. Er ist in Norwegen fuer Vier Wochen. Ich Glaube dass er koennen Sie
: > helfen.
: >
: > ABBUC ist ein sehr gut Atari Klub.
: >
: > Gruess aus Kanada!
: >
: > Willy
: >
: > --
: > William M. Moeller
: > af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

: I'm very sorry, but could you use understandable English?

Yes, English is my native language. German is obviously Dirk's. A lot of young people speak English in Germany, but not everyone does. I expect if Dirk could speak English, he would have posted in English.

You are Russian I take it. The Internet is an International medium. So, if you had a question, and wanted to ask it, and I could speak Russian, I would answer. Sure, English is dominant, but no one should be discouraged in my humble opinion from asking questions if they CANNOT speak English.

Dirk asked about where to get various software and hardware, and I told him to contact Wolfgang Burger at the Atari Bit Byter Club in Herten. I told him Wolfgang is in Norway for four weeks, and I think he would be able to

help him......and that ABBUC is an excellent Atari club.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1442. Re: Commodore Monitor + 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: sunlord@zap.io.org
Message-ID: <4v91vd$t3v@zap.io.org>
Source record: 81146

In article <4v7r65$45q@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:

>Bet you are using the single cable from the Atari to the monitor,
>this will not work, you need a 5pin din cable to plug into the
>Atari and 2 of the 5 wires coming out of it will work, plug the I
>can't remember, think the white goes in the video on the monitor
>and the black into the audio..may be 2 other colors..
>
>A comadore 5 pin din cable will work with the Atari..

So basically the same wire used to hookup the C64 to the monitor should hook up the Atari to the monitor. (This is of course if I am correct in understanding the message).

Sigh... such simple answers. Thank you very much, again, excuse my ignorance.

dave

1443. Re: Atari XL ware

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4v9age$pde@nnrp1.news.primenet.com>
Source record: 81147
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,maus.sys.atari.hardware

In article <4v8p0g$ddp@james.freenet.hamilton.on.ca>,
William Moeller <af332@james.freenet.hamilton.on.ca> wrote:
>In <3216F61A.29F@online.ru>, Mikhail Rybakov <misha@online.ru> wrote:
>
>Yes, English is my native language. German is obviously Dirk's. A lot of
>young people speak English in Germany, but not everyone does. I expect if
>Dirk could speak English, he would have posted in English.
>
>You are Russian I take it. The Internet is an International medium. So, if
>you had a question, and wanted to ask it, and I could speak Russian, I
>would answer. Sure, English is dominant, but no one should be discouraged
>in my humble opinion from asking questions if they CANNOT speak English.

In fact, all the ultra-serious Atari 8-bit users by now are Russian. I
was watching Russian news on C-Span once and saw Graphics-1 text denoting
the time and whatnot genlocked on the top of the screen. Wouldn't be
surprised if the other channel's news broadcast was programmed by a demo
group or something.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1444. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Brian Gaff <briang@bgserv.demon.co.uk>
Message-ID: <840433748snz@bgserv.demon.co.uk>
Source record: 81148
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

I think Virgin inherited the rights in the UK. They had no
problem either, but I believe they themselves were taken over so
who knows!

Beam.. They did that hilarious Hopper Copper, Street Hassle,
(The tough guy being beaten up by old ladies), and one other I
cannot recall.

Brian

--
briang@bgserv.demon.co.uk
Brian Gaff AKA B G Services - Still supporting Z80
The Spectrum Emulator

1445. Re: Anyone remember Monty?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: mjr@zoo.bt.co.uk
Message-ID: <4v9hn9$3uv@pheidippides.axion.bt.co.uk>
Source record: 81149

On 08/18/96, Anthony Maffia wrote:
>Does anyone remember a great game called Monty? I have a binary
>load version (only available via a bootloader) called
>Preliminary Monty 16K. It's similar to Pitfall or Miner 2049r,
>where you go through screens in tunnels with spiders, rolling
>boulders, occasional gems, and colored keys to unlock colored
>doors. There are multiple levels of the game, with each level
>comprising some 30 or more screens, half of which are in the
>dark (only the baddies can be seen, not the ladders or floors.)
>
>It's great that I now have a 130 and can play it again. It would
>be wonderful if someone with Ape or SIO can drop it into the
>ftp archive so others can play it also.

Yeah, I remember this. Wasn't it's full title Montezuma's Revenge? I
seem to remember having two copies, the one which you have and another
one, perhaps with more levels?

Anyway, one of my old favourites!

Anyone know if Spy Vs. Spy is available as an atr/xfd?

Kind regards.
--

+----------------------+-------------------------+----------------------------+
Mark Ridley	"Well, if I Called the	E-Mail mjr@zoo.bt.co.uk
System Administrator	Wrong Number, Why Did	Telephone +44 1473 647636
BT Laboratories	You Answer the Phone?"	Mobile +44 410 036555
England	JAMES THURBER 1894-1961	Facsimile +44 1473 640468
+----------------------+-------------------------+----------------------------+
| THE VIEWS EXPRESSED ABOVE ARE MY OWN AND ARE DEFINITELY NOT THOSE OF BT PLC |
+---+

1446. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1908961216510001@194.125.100.1>
Source record: 81150

In article <4v2auc$2n6@crl8.crl.com>, jvogel@crl.com (John M. Vogel) wrote:

> Hehe, you don't mean "F-15 Strike Eagle" from Microprose, do you? That
> was in wide distribution.

Nope, this was a small mail-order shop that sold a number of little games very early in the days of the 8-bit, like 81-82. I believe they were all in BASIC though because they sold a number of games on a number of platforms.

And who was that company you'd always see in Creative Computing with the page full of games? Always a text-only ad and apparently all in BASIC too, but they made games for everything from the Mac to the Sol. I remember one was a Starwars based clone of Berzerk.

Then there was the Toronto company that made a single game (at least it's the only one I knew) where a snake was flying about the screen (why a snake was never explained) and it was something like space invaders - the snake dropped off parts that would come sailing down towards you. It was in ASM and VERY fast.

Maury

1447. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1908961220320001@194.125.100.1>
Source record: 81151

In article <4v5r33$o7r@madeline.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

> are only 12 bytes difference. (I still feel B is the best
> if you want to program in Atari BASIC, because it hangs the
> least and messes up the least.)

The best was the one that Happy Computing did. Complete strings handling and double-byte pokes and peeks, massive speed improvements (remember how badly Atari basic always did in the Creative Computing benchmarks?) and a compiler.

Maury

1448. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1908961226310001@194.125.100.1>
Source record: 81152

In article <bwillard.363.004BCA23@mindspring.com>, bwillard@mindspring.com (Bruce Willard) wrote:

> Rev B is the version in the 600XL/800XL. The XE's had Rev C. From
> everything I've seen, Rev C is the one that locks up least. Rev A
> was bad, but there was some kind of screwup with Rev B that made it
> lock up even more than A.

I heard the story thus:

A had a bug that was introduced when someone used the line-insert code as a basis for the line-delete code. The bug was well known (the famous "two line lockup) and written about.

B was introduced to fix this, and made it worse. Apparently the coder saw that the code was similar, and thinking there must have been a bug in the insert code, back-patched it there. The result was the same bug happened on inserts rather than deletes, which are FAR more common.

C finally fixed it.

The punch line is that otherwise they stayed the same. Atari BASIC had some good points, like the superb syntax (with LIST 100,120 instead of 100-120 which should list -20) and the ability to define line numbers mathematically.

On the other hand it was terribly slow (even though the Atari was one of the faster machines out there, it always ended up WAYYY down the Creative Computing benchmarks), and was missing RECORDS and any real string handling, two of BASIC's best features. Nor did it have any more advanced features like double-peeks and pokes or integer variables (A#).

They had lots of chances to make it better, and didn't. Says a lot about the company IMHO.

Maury

1449. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Mark Ward <curtis.gb@dial.pipex.com>
Message-ID: <3218BA8A.4A1D@dial.pipex.com>
Source record: 81153
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

Brian Gaff wrote:
>
> I think Virgin inherited the rights in the UK. They had no
> problem either, but I believe they themselves were taken over so
> who knows!
> Melbourne House were bought by Mastertronic, who them "merged" with
Virgin. Virgin were themselves sold in 91/92 to Blockbuster.

Aragorn!

1450. Re: Info on OSS' SuperCarts? (To Bill Wilkinson)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1908961237270001@194.125.100.1>
Source record: 81154

In article <320F6912.3DD6@Asymetrix.com>, Bill Wilkinson
<BillW@Asymetrix.com> wrote:

> >
> BASIC XL and MAC/65 weren't NEARLY so well organized. We

It's been a LONG time - what were these? I know of Action!

Maury

1451. Re: Eastern Front 1941 Inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1908961244570001@194.125.100.1>
Source record: 81155

In article <4v5v8c$agp@freenet-news.carleton.ca>,
dj390@FreeNet.Carleton.CA (Bob Bell) wrote:

> 1. When Atari converted the original APX disk
> code for "Eastern Front" to fit on a cartridge,
> was any of the play-ability of the program
> lost? (Did "EF" become an emasculated "EF-Lite"?)

No, and it improved in some ways. For example, cities were now
identified, and attacks were shown graphically (with little arrows). It
also killed the cheat which allowed you to keep pressing start a lot and
not giving the computer time to think.

Maury

1452. Re: Serial cable lengths

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4v8gsr$29l@dfw-ixnews6.ix.netcom.com>
Source record: 81156

In <4v4vp5$oa6@news.xmission.com> jeking@xmission.com (James King)
writes:
>
>Whats the maximum length you can run a serial cable? I'd like to be
able
>to run a 30 foot length to tie a second Atari into my PC's serial
port,
>thereby allowing null modem connections.
>
>In addition, that same cable could run into my primary Atari, thereby
>allowing null modems connections to the Atari.
>
>Is 30foot too long for that type of use?
James, They say 50' is the max, but that is provided you use a good
quality 100% shielded cable and are in a relatively EMI free
environment.

rely@ix.netcom.com

1453. Suche Binkley Sourcen

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Markus Baehr <Markus.Baehr@tu-clausthal.de>
Message-ID: <AE3E3275-1AF7A@139.174.7.1>
Source record: 81157
Cross-posted to: comp.sys.atari.8bit,de.comp.sys.atari,fido.ger.atari,maus.sys.atari.hardware

In German:

Hi Leute,

Ich suche dringend die Binkley C-Sourcen Version 3.15 oder neuer. Die einzige Box, von der ich weiss, dass sie dort liegen, war die Dao-Lin-Hay. Die ist aber im Moment nicht erreichbar (jedenfalls nicht via Terminalprogramm). Kann mir einer eine Mailbox nennen, bei der ich sie saugen kann, oder kann mir einer via Internet die Sourcen zukommen lassen oder sagen, wo ich sie via Internet bekommen kann?

Ich bin auch fuer jede andere Info dankbar.

In English:

Hi Folks

I'm urgently looking for the Binkley C-sources version 3.15 or newer. The only Mailbox from where I can get these sources is the Dao Lin Hay in Germany as far as I know but its not available until October. Is there anybody who can tell me where I can get these Sources on a mailbox or has anybody the ability to send these sources via Internet or can anybody tell me where I can get these sources on the Internet?

bye

Markus

<SMALLER><X-FONTSIZE><PARAM>10</PARAM><FONTFAMILY><PARAM>Geneva</PARAM>

In German:

Hi Leute,

Ich suche dringend die Binkley C-Sourcen Version 3.15 oder neuer. Die einzige Box, von der ich weiss, dass sie dort liegen, war die Dao-Lin-Hay. Die ist aber im Moment nicht erreichbar (jedenfalls nicht via Terminalprogramm). Kann mir einer eine Mailbox nennen, bei der ich sie saugen kann, oder kann mir einer via Internet die Sourcen zukommen lassen oder sagen, wo ich sie via Internet bekommen kann?

Ich bin auch fuer jede andere Info dankbar.

In English:

Hi Folks

I'm urgently looking for the Binkley C-sources version 3.15 or newer. The only Mailbox from where I can get these sources is the Dao Lin Hay in Germany as far as I know but its not available until October. Is there anybody who can tell me where I can get these Sources on a mailbox or has anybody the ability to send these sources via Internet or can anybody tell me where I can get these sources on the Internet?

bye

Markus</FONTFAMILY></X-FONTSIZE></SMALLER>

1454. fs: Atari 2600 & 5200

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: salimk@bnr.ca
Message-ID: <4v9ov1$3nn@bcrkh13.bnr.ca>
Source record: 81158
Cross-posted to: att.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,alt.atari.2600

Atari 2600 Junior system $25 + s & h

Atari 5200 system $40 + s & h

Please send replies to johny@usa.pipeline.com

Salim Khan
salimk@nortel.com
BroadBand Networks
NorTel (Northern Telecom). Norcross, Georgia

Standard disclaimer applies ..... My employer has nothing to do
with my opinoins or the matter in this post, or for that matter anywhere.

1455. Homepage Relocated...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: clisowsk@intrepid.mcs.kent.edu
Message-ID: <4v9tjl$blc@ns.mcs.kent.edu>
Source record: 81159

```
The BRiTiSH Underground Atari 8bit homepage has moved to a new server.
The new location is http://intrepid.mcs.kent.edu/8bit.html.
The Clasic Atari Commercials homepage has moved as well,
the new location is http://intrepid.mcs.kent.edu/movies.
The old server may be thrown out the window at any time, so please
update any and all links at your earliest convienance.

--Craig
_____________________________________________________________________________
clisowsk@mcs.kent.edu (Craig Lisowski) | Nothing is as inevitable as a
http://intrepid.mcs.kent.edu/~clisowsk | mistake whose time has come.
_______________________________________|_____________________________________
We the willing, lead by the ungrateful, | At some time in the life cycle of
are doing the impossible with nothing. | virtually every organization, its
We have done so much, with so little, | ability to succeed in spite of
for so long, that we are now qualified | itself runs runs out.
to do anything with nothing. |_____________________________________
_______________________________________| Authority tends to assign jobs to
Never test for an error condition that | those least able to do them.
you don't know how to handle. |_____________________________________
_______________________________________| Made possible by Wtf, Inc. wtf.com
```

1456. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: Fredrik Ekman <ekman@lysator.liu.se>
Message-ID: <dwrap35vb5.fsf@tintin.lysator.liu.se>
Source record: 81160
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

Radioactive Warrior <radwar@orl.mindspring.com> writes:

> I know MH had the copyright on "WAR IN MIDDLE EARTH" but
> "THE HOBBIT" and "LORD OF THE RINGS" (both are graphic text adventures...)
> were done by someone else.?. I donno who- maybe under licence from BEAM
> but the text/graphic adventures above were of uncommon quallity if BEAM had
> anything to do with either of them... Anyway, if you know for sure who
> did "THE HOBBIT" or "LORD OF THE RINGS" c64 text/graphics adventure games
> please let me know....

War in Middle Earth: I'm not sure about this. I do know that it does not seem to fall under the Beam Software release. I am currently investigating into this. What I do know is the following: 8-bit versions (Spectrum, C64, etc...) were made by Maelstrom Software. 16-bit versions were distributed by Virgin Games under the Melbourne House label. The Melbourne House name was sold about 1986 and all MH games up to that date are now (c) Beam. I think Virgin may have purchased the Melbourne House name, although I am not quite sure.

The Hobbit and Lord of the Rings: Both were written by Beam Software (which at the time was owned by Melbourne House (things are rather complex, I'll admit)). Melbourne House distributed the games in Europe and (presumably) Australia. The games were much later released in the US by Addison-Wesley. The AW version of The Hobbit was much improved compared with the original.

More information can be found on the following WWW pages:

http://www.lysator.liu.se/tolkien-games/entry/wime.html
http://www.lysator.liu.se/tolkien-games/entry/hobbit.html
http://www.lysator.liu.se/tolkien-games/entry/lotr-gameone.html

/F

1457. Re: Homepage Relocated...

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1908961551560001@194.125.100.1>
Source record: 81161

In article <4v9tjl$blc@ns.mcs.kent.edu>, clisowsk@intrepid.mcs.kent.edu
(Craig Lisowski) wrote:

> The new location is http://intrepid.mcs.kent.edu/8bit.html.
> The Clasic Atari Commercials homepage has moved as well,
> the new location is http://intrepid.mcs.kent.edu/movies.

Sorry, neither of these pages worked for me, I got 404's on both.

Maury

1458. Homepage Relocated (final)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: clisowsk@intrepid.mcs.kent.edu
Message-ID: <4va7s3$ec0@ns.mcs.kent.edu>
Source record: 81162

```
The BRiTiSH Underground Atari 8bit homepage has moved to a new server.
The new location is http://intrepid.mcs.kent.edu/~clisowsk/8bit.html.
The Clasic Atari Commercials homepage has moved as well,
the new location is http://intrepid.mcs.kent.edu/~clisowsk/movies.
The old server may be thrown out the window at any time, so please
update any and all links at your earliest convienance.

--Craig
_____________________________________________________________________________
clisowsk@mcs.kent.edu (Craig Lisowski) | Nothing is as inevitable as a
http://intrepid.mcs.kent.edu/~clisowsk | mistake whose time has come.
_____________________________________|_____________________________________
We the willing, lead by the ungrateful, | At some time in the life cycle of
are doing the impossible with nothing. | virtually every organization, its
We have done so much, with so little, | ability to succeed in spite of
for so long, that we are now qualified | itself runs runs out.
to do anything with nothing. |_____________________________________
_____________________________________| Authority tends to assign jobs to
Never test for an error condition that | those least able to do them.
you don't know how to handle. |_____________________________________
_____________________________________| Made possible by Wtf, Inc. wtf.com
```

1459. Re: Serial cable lengths

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <4vae0r$22o@newsbf02.news.aol.com>
Source record: 81163

Jim, I believe the number 75 feet rings a bell. I'm running about 20 all told, including a switchbox. I don't think 30 would be a problem.

1460. ORTMAN ARRESTED! Finally goes to jail!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: bjnash@connectnet.com
Message-ID: <4vagr2$2of@news.connectnet.com>
Source record: 81164
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.marketplace,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.games.marketplace,misc.forsale.computers.mac-specific.misc,computers.mac-specific.portables,computers.mac-specific.software,misc.forsale.computers.memory,misc.forsale.computers.monitors,misc.forsale.computers.net-hardware,misc.forsale.computers.other.systems,misc.forsale.computers.pc-specific.cards.misc,misc.forsale.computers.pc-specific.cards.video,misc.forsale.computers.pc-specific.misc,misc.forsale.computers.pc-specific.portables,misc.forsale.computers.pc-specific.software,misc.forsale.computers.pc-specific.systems,misc.forsale.computers.storage

Finally, some action!
The continuing criminal investigation of Ortman/Admiral
Nuguru/Starfleet, Et Al has turned up the fact that some irate
customer of Terry's, who was screwed by him, hired an attorney in
Terrys hometown of Decatur, Il. When the attorney attempted to press
the lawsuit to recover his clients money, Terry turned his wrath on
him just like he did to the others he's screwed here on the net. The
attorney, un- intimidated, laughed and had him arrested! "Don't try
that crap on me"!, He must have said as he dialed the local police!
I got that from the State of Illinois Investigator when he called me
and asked me to post this message: Don't call the State Police or the
Attorney Generals office about Terry just being a jerk, (they know
that), but if you've been screwed by him he urgently wants to hear
from you *in writing* about what happened. They really want to grab
his computers again and take him off the net, but people just want to
whine and complain but won't really do anything to help themselves if
it requires any effort.

So this is your challenge: If you've been screwed and can prove it,
contact Rodney Miller, Illinois State Police, 2125 S. 1st, St,
Champaign, Il, 61828 You may phone him direct if you wish at 217 333
1211 or Fax him at 217 333 8451 (This is the guy who took his
computers and hundreds of disks of porn last time!).

The lesson here is that the authorities will take over and deal with
it if you can show they have jurisdiction over the perpetrator. That
means no matter where you live, you notify the authorities in the guy
who screwed you's home state. Please do your civic duty, if you can
help, as noted above do so.

(Would the person who hired the attorney please let us know who he is?
There may be lots more business for him! Anyway some congrats!)

BJ Nash

Telephone Payment Clearings, Inc
Phone: 619 749 7049
Fax: 619 749 6384
BBS: 619 749 2741
Info-file: telpay@pdsig.com

1461. Where to find FlipFlop

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: pelz@studm.hrz.uni-siegen.de
Message-ID: <AE3E8C4D96681DAF5@slip9.hrz.uni-siegen.de>
Source record: 81165

Hi!

I not quite sure about the name, but I think it was Flip and Flop or Flip Flop! The game with the kangaroo turning these tiles on the floor upside down....

Who knows where to find it?

TIA, Dirk

Fingerprint: 79 14 B8 DB EA 74 36 B6 EB 66 3C 7F D7 6F 59 B4

Dirk Pelz ... pelz@studm.hrz.uni-siegen.de ....

1462. Re: Commodore Monitor + 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960819161835.26156G-100000@ns1.ptd.net>
Source record: 81166

On 17 Aug 1996, David Bennett wrote:

> I am currently running a 130XE with a Commodore 1802 monitor. Or I should be
> anyways. Using A standard AV wire, or the Atari connector I plug it into the
> back of the 1802. In the Mono port. After switching the switch on the
> monitor over to mono, I still see nothing. I ahve tried putting the cable
> from the Atari into every single port on the 1802, with every switch
> setting.

Ok, it seems that the right plugs have to go in the right jacks. Put the video plug in the video jack and the audio plug in the audio jack. As for mono, I'm guessing you plug the chrono plug into that. If you don't have it or have only the two plugs, then skip it.

That's my estimation, if someone here with a much more detailed understanding can explain it further or correct me if I'm wrong then that will be nice. Hope this helps...

Eric Noss
a.k.a
Mr. Maddog

1463. Re: 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <4vaid1$ipe@darla.visi.com>
Source record: 81167

> rwoolley@ix.netcom.com(Robert Woolley) writes:
> In <4v38u1$cgn@news.internetmci.com> Richard Heldmann
> <richard.heldmann@internetMCI.com> writes:
> >
> >I have a 800XL which displays no color. I have checked GTIA, replaced
>
> >transistors, Q1,Q2,Q4,Q5,Q8 and Q9, diodes CR2 and CR3. I have
> checked

> What type of monitor setup do you have? Did the 800XL ever work on it?
> The 800XL has no CHROMA output - the 130XE does. Could that be your
> problem? You should scope the signals at GTIA pin 21 and see if you
> have color signal. Know anyone with a oscilloscope?
>
>
>>>>
The Commadore 1702 Monitor will not give you color on a 600 and
800XL unless you add the CHROMA curcuit in them. If this isn't you problem
- - , well, I did fix one several years ago that had a broken capacitor. Been so
long I don't remember which one but I know it was in the color curcuit somewhere.

Rich Mier

1464. Re: Commodore Monitor + 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-19 00:00:00 UTC
From: jennfier@umich.edu
Message-ID: <jennfier-1908961101060001@ts36-8.homenet.ohio-state.edu>
Source record: 81168

In article <4v91vd$t3v@zap.io.org>, sunlord@zap.io.org (David Bennett) wrote:

> So basically the same wire used to hookup the C64 to the monitor should hook
> up the Atari to the monitor. (This is of course if I am correct in
> understanding the message).
>
> Sigh... such simple answers. Thank you very much, again, excuse my
> ignorance.
>
> dave

well, the commodore has more pins in it's monitor port, but will accept an
atari 5-pin cable, with the other pins unconnected. if you happen to have
a 5-pin cable on your commodore, it will work on the atari. If you have
the 7 or 8 pin or whatever it is, it won't.

1465. 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <4vb2ge$qcj@news.internetmci.com>
Source record: 81028

I have a 800XL which displays no color on my monitor. I have replaced various transistors and pot. I have swapped my GTIA. I have connected my 130XE to the monitor and it works fine. When I connect my 800XL to a TV, there is NO display. Could my problem be related to the RF modulator?

Rick

1466. 800 chip in 130 XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: 76207.1115@compuserve.com
Message-ID: <4vb37q$3ej@dub-news-svc-6.compuserve.com>
Source record: 81029

I have 2 questions about the Atari 8 bit:
1) Is there a way to modify a 130XE to switch back and forth between the XE and the original 800 OS? (to eliminate the need for a translator?)
2) Can I connect an IBM 3.5" disk drive to a 130XE?

1467. Re: Anyone remember Monty?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32193406.747758@news.superlink.net>
Source record: 81030

On 18 Aug 1996 18:15:46 GMT, maffia@fox.CS.Berkeley.EDU (Anthony
Maffia) wrote:

-Does anyone remember a great game called Monty? I have a binary
-load version (only available via a bootloader) called
-Preliminary Monty 16K. It's similar to Pitfall or Miner 2049r,
-where you go through screens in tunnels with spiders, rolling
-boulders, occasional gems, and colored keys to unlock colored
-doors. There are multiple levels of the game, with each level
-comprising some 30 or more screens, half of which are in the
-dark (only the baddies can be seen, not the ladders or floors.)
-
-It's great that I now have a 130 and can play it again. It would
-be wonderful if someone with Ape or SIO can drop it into the
-ftp archive so others can play it also.
-
-- Anthony

It's called "Montezuma's Revenge". Both the original version from
Utopia Software (about 40k) and the "Preliminary Monty" (actually the
prototype Parker Brothers Cartridge Version, released AFTER the first
one) are already in the archive, /BINARIES/JTOR/
As a side note, Robert Jaeger and Utopia are working on a 3d doom-type
montezuma's revenge for the PC you can look on their home page for
some screen shots.
Sorry, don't have the URL handy. I didn't bookmark it.

1468. Re: 800 chip in 130 XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <321934ad.914922@news.superlink.net>
Source record: 81031

On 20 Aug 1996 01:09:14 GMT, <76207.1115@compuserve.com> wrote:

-
-I have 2 questions about the Atari 8 bit:
-1) Is there a way to modify a 130XE to switch back and forth between
the XE
-and the original 800 OS? (to eliminate the need for a translator?)
If you get a Ramrod OS board, you can get a SIMILAR to 800 OS - It
will still Bank select and all the entry points are the same - about
10-20 titles still wont run, but it's a lot better.
You can switch between 3 OS chips with it.

-2) Can I connect an IBM 3.5" disk drive to a 130XE?

A user's group in Germany or somewhere was supposed to be selling
something to do just that - They said to "watch this message base for
details" and that's what I'm doing - watching for details.

1469. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4vbeqi$stt@madeline.INS.CWRU.Edu>
Source record: 81032

In a previous article, results@interpoint.net (Rich Tirico) says:

>Has anyone had any luck running Bounty Bob Strikes Back from Yogi's
>site with APE and a 130xe?
>
> I tried the Translator, MYDOS, quick menu, and I still can't get it to
>run. It loads all the way up to the last sector then nothing happens.
>I'm usually pretty good with this stuff, Do you need an Atari 800?

Rich,

Are you using a boot menu? I tried a few that didn't work, but
it does work when loaded directly from my OMNIMON with
the 'G BOUNTY.EXE' program. I will try a few others and
see if I can find one that works. The problem is not with APE, nor
would I think its your XE (im using a suped up 800xl), its the
way it loads into memory.

If I get it onto a bootable ATR, i will include the version
I hacked to allow you to start with unlimited lives <grin>.

BTW: for the people wo did get it running, have you had
any problems with it? I played upto level 6 but then the sprites
got all scrambled, and it locked :(

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1470. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbehh$iv6@nntp.crl.com>
Source record: 81033
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v0mao$5jn@mark.ucdavis.edu>, Eric Hays wrote:
: Thanks for taking the time to create this Kyle. A few comments:

: Kyle R. Hofmann (rhofmann@crl.com) wrote:
: :
: : REQUEST FOR DISCUSSION (RFD)
: : moderated group comp.binaries.atari
: : unmoderated group comp.binaries.atari.discuss

: Is it possible to just use comp.sys.atari.st to discuss stuff in
: comp.binaries.atari? Why create comp.binaries.atari.discuss?

Yes, it's possible, but not everything posted in c.b.a will be ST
related. It's better to be more general in this case and to create a
.discuss group to handle all traffic concerning c.b.a.

: I know I won't go looking for something in c.b.a. unless I read about it in
: c.s.a.st as I don't intend to poke my nose in there if I can help it.

Hmm... It would possible to allow crossposting of part 0 of uuencoded
files to other comp.sys.atari groups (part 0 is traditionally a
text description, while parts 1 and up are the file itself). Is this a
good idea? It may not be, especially if we get a lot of postings to c.b.a.

: Also, does it have to be moderated? Seems like that was the cause of
: problems before.

Yes, it does. Nobody has tried to create a moderated comp.binaries
groups since comp.binaries.apple2 a long time ago, and that was changed
to moderated eventually. The proposal won't be accepted by the
news.announce.newgroups moderator if it isn't moderated.

: And then, of course, comes the issue of: do we really
: need this.

IMHO, yes.

: Right now I'd say we do, primarily because there is no satisfactory ftp
: site. I wish we could set up a really nice network of ftp sites (one
: in US, one in UK, one in Germany, France, etc...) that all mirrored the
: complete archive. U-Mich used to do this, but seems to have gone all
: rough around the edges.

That would probably be a very good thing, but that would still exclude
those who don't have FTP access. :(This way we can include them (as
long as they have Usenet access) and not worry about having to set up FTP
sites.

-Kyle R. Hofmann

1471. Re: Commodore Monitor + 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: gpinzone@i-2000.com
Message-ID: <32193fd8.5007550@news.i-2000.com>
Source record: 81034

The C64 had more than 5 pins. The Atari is a standard 5 pin din with
Composite, Chroma, Lum, and audio. The Commodore 1702 and 1804
monitors have chroma and lum connectors, so you might as well take
advantage of it. BTw, yes, you CAN use this monitor with a SVHS
connector! Just buy a SVHS cable, cut it in half and solder on phono
jacks. Also, I remember some Atari's having trouble with the chroma.
The 800 was fine, but i think some of the XLs required an internal
mod.

On 19 Aug 1996 02:35:25 -0400, sunlord@zap.io.org (David Bennett)
wrote:

>In article <4v7r65$45q@news.tcd.net>, BobKlaas <bobkla19@mail.tcd.net> wrote:
>
>>Bet you are using the single cable from the Atari to the monitor,
>>this will not work, you need a 5pin din cable to plug into the
>>Atari and 2 of the 5 wires coming out of it will work, plug the I
>>can't remember, think the white goes in the video on the monitor
>>and the black into the audio..may be 2 other colors..
>>
>>A comadore 5 pin din cable will work with the Atari..
>
>So basically the same wire used to hookup the C64 to the monitor should hook
>up the Atari to the monitor. (This is of course if I am correct in
>understanding the message).
>
>Sigh... such simple answers. Thank you very much, again, excuse my
>ignorance.
>
>dave
>
>

Yours truly,

```
___ ___
/ ) /) / )
/ ___ _ __ __ __ _// /__/ _ _ _ _
\___/_</_/ (_(_/_/ (_(_/__ / _/_/ )_/)_(_)_/ )_</__
)
()
```

}>:+:<{([Gerard Pinzone])}>:+:<{([I])}>:+:<{([gpinzone@i-2000.com])}>:+::<{

```
_______ ________ ________ Just on the border of your waking mind
/ ___/\ / _____/\ / __ /\ There lies another time
/ ___/\// /____ \// __ / / Where darkness and light are one
```

/______/\//_______/\ /__/ /__/ / And as you tread the halls of sanity
______\/ _______\/ __\/__\/ You feel so glad to be unable to go beyond
(everything 'cept anchovies!) I have a message from another time...
-=:)>}] EAST COAST ANIME [{<(:=- ELO: "Prologue" -=- Daicon IV

1472. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbfh6$iv6@nntp.crl.com>
Source record: 81035
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v1vn5$2gc_004@jf.intel.com>, Rich Tietjens wrote:
: In article <4v0vq1$2gu@agate.berkeley.edu>,
: maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
: >(snip snip snip snip)
: >> REQUEST FOR DISCUSSION (RFD)
: >> moderated group comp.binaries.atari
: >(snip snip snip snip)
: >
: >Please modify the proposal to allow music and picture files specific
: >to the Atari 8-bit computer to be posted.

: Hmmm, as long as we still prohibit MOD files (which do have an appropriate
: venue for distirbution), I think we might consider Atari-specific files.
: Technically, the "chip music" files for both the 8-bit and ST series
: probably could be considered binaries in that they are obviously not
: graphics nor text, and they aren't useful on any other platform.

This is certainly an important issue. Chip music files don't have
anywhere to go (unless one newgroups alt.binaries.chip-specific :) and do
deserve some distribution. But see below.

: 8-bit graphics files are so tiny (<=8K as I recall) that I don't have a
: problem with that, either. ST-resolution graphics would have to be pretty
: special to qualify, though; 32k isn't huge but it's big enough to be a
: nuisance if a lot of them are posted, and frankly, while I love the
: systems, I am underwhelmed with most of the graphics that have been
: produced for it. This is a case where I think http distribution does make
: more sense.

I don't have a problem with 8 bit graphics files in terms of size, but
conceptually, I can't see a group meant for Atari binaries in general
excluding binaries for the ST simply because of their size. I don't
think it would be a problem, though, as 32k isn't all that big in
comparison to other things that are posted.

I recieved e-mail concerning an issue similar to this from someone
recently, but it was more general. The issue was: What kinds of data
files are to be accepted? If you think about it, it's important if you
plan to moderate the group much more than "no WaReZ".

To my knowledge, there isn't a proposal out there that has discussed
this issue much, mainly because all the comp.binaries groups that have
been proposed so far haven't tried to limit themselves much beyond what
platform they are for.

My response to this question is that we should probably post data files used in the operation of software. For example, if I draw a picture, it wouldn't be distributable on c.b.a because, after all, it's only a picture. If I create a character set for use with a word processor, though, then that would be distributable on c.b.a because it's used during the operation of the software. (I hope you're all not confused :) Does anyone else want to contribute? If you have a good idea, post it.

-Kyle R. Hofmann

1473. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbeng$iv6@nntp.crl.com>
Source record: 81036
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <4v2bqe$2t8@crl8.crl.com>, John M. Vogel wrote:
: You need to specify what kind of Atari software is going to be on here
: (8-bit, ST, TT, Falcon, whatever). Seems one user seems to think this is
: for ST stuff. I'm not even sure what format this is going to be for, myself.

All of the above. Any Atari software is acceptable. If someone writes
a Jaguar or Lynx emulator, that would be accepted too, along with
titles. This is intended as a generic Atari software group, not as an
8bit or 16bit specific Atari binaries group.

-Kyle R. Hofmann

1474. Re: Multiple disk images? (Conan)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <4vbrve$f0j@news.wco.com>
Source record: 81037

In article <01bb8e13$088b72a0$efaa389d@sampo>, "Scott Faulkner" <a-scottf@microsoft.com>
wrote:
>I've downloaded both the Conan .atr files from cyberspy, and after booting
>from the first, it asks that I "flip" the disk. Is there a way to switch to D2:
>while loading a game in Xl-it?

Yes. Enter the monitor (F7) and use this command:

X name Set the disk-image for drive 1,2,3 or 4.
where
X{1,2,3,4} For example: "1 disks\dungeon3.xfd"

>If not, can it be done in Xformer or the registered Rainbow95?

Yes. The registered Xformer and the Rainbow95 preview
can do this.

1475. "Classic Atari games" page has some problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2008961053540001@194.125.100.1>
Source record: 81038

For example, sever of the Lucas Arts games show up under different titiles, apparently from leaked pre-release versions.

But I still think it's great, and I'm wondering if this is something anyone else would be interested in? You know, you take a few snaps of the game you liked gest, write up how it was played and send it in?

Maury

1476. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4vc5i5$2af@cletus.bright.net>
Source record: 81039

Please, if only .zips are allowed, then that will completly exlclude those of us who arce accessing the site with our 8bits! Why not take the atr's off? And have arced dcm's in their place.? After all, intel users have access to all kinds of conversion utilities t, that can #1- unarc the files, #2 convert the dcm's to atr or whatever.

1477. Bounty Bob w/ no lives limit at my page.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4vbfb5$97@madeline.INS.CWRU.Edu>
Source record: 81040

A couple people wanted a hacked BBSB with the ability to start
with more than 4 lives (including me! :) so I fired up my
deliquent teenager cracking skills and did the deed on Yogi's
exe file.

I have it up at my web page, http://www.nacs.net/~classics for now.
Someone grab it and upload it to scotts archive? I really
dont want to keep on my page forever since I have limited space left.

For those of you interested in hacking it yourself, the running
data table starts at $8A76 (setup at runtime) and follows the on screen
option format. The table that is checked against for 'maximum values'
starts at $8DD1.

Thanks

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1478. Re: 800 chip in 130 XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DwG1s2.5p3@iglou.com>
Source record: 81041

In article <4vb37q$3ej@dub-news-svc-6.compuserve.com>,
<76207.1115@compuserve.com> wrote:
>2) Can I connect an IBM 3.5" disk drive to a 130XE?
Look for the Atari 8-bit vendor list that was posted a day or two ago. I think Bob Puff still sells the XF551 upgrade and the Black Box. The XF551 is the 5 1/4 inch DSDD floppy drive that Atari made. With the CSS upgrade kit you could replace the 5 1/4 drive mechanism with a 3.5, or, for a few bucks more, use both drives at the same time. The Black Box is a much more expensive upgrade that includes a printer port, high speed serial port, and a SCSI hard disk interface. With the Black Box and the optional Floppy Board, you could use any size floppy drives.
(I haven't actually used any of these products, only read about them.)
--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too dark to read." -- Marx (or was it Twain?)

1479. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3219e287.212099@news.superlink.net>
Source record: 81042

On 20 Aug 1996 10:55:01 GMT, tomhunt@bright.net wrote:

-Please, if only .zips are allowed, then that will completly exlclude
those of
-us who arce accessing the site with our 8bits! Why not take the
atr's off?
-And have arced dcm's in their place.? After all, intel users have
access to
-all kinds of conversion utilities t, that can #1- unarc the files,
#2 convert
-the dcm's to atr or whatever.

This was the intention - but the available space fell short. If more
space is made available, then the DCM's will go up. (In fact, they're
all ready to be u/l).

1480. Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: pelz@studm.hrz.uni-siegen.de
Message-ID: <AE3FCF2596685FB37@slip3.hrz.uni-siegen.de>
Source record: 81043

Hi folks!

I downloaded a lot of XL stuff from several ftp sites. Includeing
.atr-files and others. Due the other files don`t run on my Mac XL emulator
(Rainbow non register version - so far) Iï¿½d like to transfer the file to my
real XL. What I don`t have is the 850 Interface and it seems that it is
impossible to get it here in Germany. So here is my question: How can I
transfer file from Mac to 1050 without Interface?

Any advices?

TIA, Dirk

Fingerprint: 79 14 B8 DB EA 74 36 B6 EB 66 3C 7F D7 6F 59 B4

Dirk Pelz ... pelz@studm.hrz.uni-siegen.de ....

1481. Re: Bounty Bob

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4vd18g$735@dfw-ixnews9.ix.netcom.com>
Source record: 81044

In article <3218CFC8.4266@iexist.flw.lucent.com>, Kit Kimes <kimes@iexist.flw.lucent.com> wrote:

>Thanks. I noticed that this is an .exe file. I got the X:-it! emulator
>but don't see anything in the documentation about how to run an .exe file.
>With Xformer I think you gave it two options with the first being a disk
>image with dos on it and the second being the executable file and it will
>go right into the program. Does XL-it! work this way? Is there a utility
>to convert it to an atr or xfd file?

To get XL-It! to run an .EXE you'll have to put it inside an .ATR
image. There's a utility on Marcus' homepage that will let you do it. It's
called IMAGEMAN I think. It's a DOS application and it seems to work pretty
well.

1482. Re: upgrading memory

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: m@select-ware.com
Message-ID: <4vbkp8$mha@sleepy.inch.com>
Source record: 81045

maffia@fox.CS.Berkeley.EDU (Anthony Maffia) scribbled something like:

<snip>

>BTW, the only plausible use of
>an Atari 400 that I have heard of was in a cow barn, where the
>membrane keyboard kept dirty farmhands from dripping cow manure
>into the keyboard. If you are not in such a situation, I suggest
>simply purchasing a higher-end Atari.

400s are great for parts. CPU, POKEY, ANTIC, GTIA... and some TTL if
you're on a *really tight* budget.

Cheers-

m w grossmann

Who steals my purse steals trash. 'Tis something, nothing. 'Twas mine,
'tis his, and has been slave to thousands. ----------------------------
But he who filches from me my good name | http://www.select-ware.com
robs me of that which not enriches him |
and makes me poor, indeed. (Iago) | PGP Key: finger, home
| page or by E-Mail.

the alpha complete news index: http://www.select-ware.com/news/
The French Fries Pages: http://www.select-ware.com/fries/

1483. Re: Please help: syncing Cubase to SMPTE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DwG7q6.JtL@cix.compulink.co.uk>
Source record: 81046

Try asking in comp.sys.atari.st


```
+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

1484. Re: 800 chip in 130 XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <321A5777.71EC@total.net>
Source record: 81047

76207.1115@compuserve.com wrote:
>
> I have 2 questions about the Atari 8 bit:
> 1) Is there a way to modify a 130XE to switch back and forth between the XE
> and the original 800 OS? (to eliminate the need for a translator?)
> 2) Can I connect an IBM 3.5" disk drive to a 130XE?

I installed a switchable OS on my 800xl: soldered a socket on top of the OS ROM and installed a switch on the CS line. I have an alternate XL os installed (fast math, fast chip, fast key repeat, Gr.0 screen dump routine), but I can't see a reason why the 400/800 xl OS couldn't be installed.

For the 3.5" drive, there are mods to add or swap the mech in an XF551 drive with a 720k drive; the Black Box with floppy board supports 1.44 drives (up to four).

Dave Paterson

davepat@total.net

1485. One question..

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: mugarte@dim.uchile.cl
Message-ID: <4vdgbb$38f@dcc.uchile.cl>
Source record: 81048

Hi,

I Have an ATARI 800XL with a 1050, in my house. :)

And in my office i have internet connection.

How can i transfer image disk (in unix system .ATR/.XFD files) into floppy disks (5.25'') to my old ATARI ..??? ;)

Thanks in advance.

--
Manuel Ugarte C.

E-mail: mugarte@dim.uchile.cl

1486. Re: Draft RFD: comp.binaries.atari.{,discuss}

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vbfno$iv6@nntp.crl.com>
Source record: 81049
Cross-posted to:
news.groups,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.programmer

In article <MPLANET.321495f2oscar9896f0@client1.news.psi.net>, Oscar Fowler wrote:
: In article <4v0vq1$2gu@agate.berkeley.edu>, maffia@fox.CS.Berkeley.EDU
: says...
: > As it stands, there currently is no repository that I am aware of that
: > supports pictures or music files.
: ...
: > A blanket prohibition on all music files to be overly restrictive.
: > The music and picture files specific to the Atari 8-bit computers are
: > small, hard to find, and tradeable.
: ...

: I completely agree. I remember having an extensive collection of Atari
: art and certainly would like to see all that be back in circulation.
: There were BBS's with literally hundreds of original art and musical
: items. Where are they now?

.mod files may be in some mod archive somewhere or floating out in
alt.binaries.sounds.mods. Other stuff may be lost. It's unfortunate,
but probably true. If we do eliminate the "software only" restriction,
then we would have a means of distributing these files (which are
platform specific, thus making comp.binaries.atari a good choice).

-Kyle R. Hofmann

1487. Re: Bounty Bob w/ no lives limit at my page.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <321a37cb.490819@news.superlink.net>
Source record: 81050

On 20 Aug 1996 04:35:49 GMT, dh395@cleveland.Freenet.Edu (Steven J Tucker) wrote:

-
-A couple people wanted a hacked BBSB with the ability to start
- with more than 4 lives (including me! :) so I fired up my
- deliquent teenager cracking skills and did the deed on Yogi's
- exe file.
-
-I have it up at my web page, http://www.nacs.net/~classics for now.
- Someone grab it and upload it to scotts archive? I really
- dont want to keep on my page forever since I have limited space
left.
-
-For those of you interested in hacking it yourself, the running
- data table starts at $8A76 (setup at runtime) and follows the on
screen
- option format. The table that is checked against for 'maximum
values'
- starts at $8DD1.
-
-Thanks
-
-Steve

OK, it is now on my homepage also. It will be in the archive as soon as more space is available. Has anyone noticed that about 1/2 the time BBSB messes up on the 2nd screen??? Anyone know why? I think it might be the menu program I am using.

1488. Re: Multiple disk images? (Conan)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: 545625@ican.net
Message-ID: <08-20-1996.815@ican.net>
Source record: 81051

> I've downloaded both the Conan .atr files from cyberspy, and after
booting
> from
> the first, it asks that I "flip" the disk. Is there a way to switch
to D2:
> while loading
> a game in Xl-it? If not, can it be done in Xformer or the registered
> Rainbow95?
>
>
> thanks,
> -Scott

Scott,

In XL-It 0.15 you can enter into monitor mode by pressing F7. One of the commands you can enter is <d> <disk image>, where <d> is the drive number. So, if you were to type: 1 conan2.atr, it should "switch" disks. You can find this command documented in either of the xlit015 manual files that are included in the zip file. Even though you can enter multiple .atr files on the command line(representing drives 1-4), I have not found any way to access all of the drives. If anyone else has any further information, I would be interested.

PC X-former 3.0, which costs $29.95 US, can also dynamically switch disks. The freeware version, 2.5, does not have this feature, and only seems to be able to play single disk games. This is too bad, as it is significantly faster than XL-It.

Hope this helps.

- John

1489. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: vuorinen@mopo.cc.lut.fi
Message-ID: <4vd6fu$i5l@mopo.cc.lut.fi>
Source record: 81052
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

Erm yes. Now could someone upload The Mystery of the Arkham Manor
somewhere, please. Or whatever its name was, I believe it is a Melbourne
House game. If I'm wrong then shoot me.

--
)))) ((((********************************
)) OO `oo'(((* E-mail: vuorinen@lut.fi * "Yes."
6 (_) ((((* IRC: Dilbon * - William Shakespeare
`____c 8__/(((********************************

1490. Re: 800 chip in 130 XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <321A69C8.708B@interpoint.net>
Source record: 81053

An OS switch in the back of your 130xe that allows you to switch between 130xe and 800 without the Atari Translator! Amazing, This would make life so much easier!

Does anyone know where I can get this done, Anyone want to do it for me? Let me know the price, I'll send my 130xe to you.

Any input will be appreciated.

Thank You very much.

-Rich Tirico.

1491. Re: Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-2008961841530001@news-stand.acs.ohio-state.edu>
Source record: 81054

In article <AE3FCF2596685FB37@slip3.hrz.uni-siegen.de>,
pelz@studm.hrz.uni-siegen.de (Dirk Pelz) wrote:

> Hi folks!
>
> I downloaded a lot of XL stuff from several ftp sites. Includeing
> .atr-files and others. Due the other files don`t run on my Mac XL emulator
> (Rainbow non register version - so far) Iï¿½d like to transfer the file to my
> real XL. What I don`t have is the 850 Interface and it seems that it is
> impossible to get it here in Germany. So here is my question: How can I
> transfer file from Mac to 1050 without Interface?
>

only way I can think of is to use a modem on both ends... do you have an
atari direct-connect modem? it'd be slow but would work.

1492. Bounty Bob 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <321A887B.6245@interpoint.net>
Source record: 81055

Ok, I disconnected my 130xe after trying EVERYTHING IN THE BOOK to get Bounty Bob Strikes Back to work. QuickMenu's, MYDOS, SMARTDOS, SPARTADOS, Translator, etc. etc.

So, I connected my 1200xl and BOOM! 1.2.3 works GREAT!!

Pretty messed up huh! Anybody get it run on a 130xe? Doug Feldman says he can get it run on his 65xe with SpartaDos, but what about the 130xe?

-Rich.

1493. Re: Need SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: Doug Feldman <pwein@umich.edu>
Message-ID: <321A496A.360A@umich.edu>
Source record: 81056

To Joe Blenkle wrote:

Do you have an APE cable or any other way of connecting your Atari
to your PC??

You can get SpartaDOS from the umich ftp archives and/or from the APE109
shareware file. Then use the APE cable to format a connected real Atari
drive OR use DISKCOMM to make a new Sparta disk on your drive.

If you have an APE cable, you don't really need an Atari disk drive!!

I could e-mail you a .DCM version of one of the shareware versions of
SpartaDOS, if that would help

Doug Feldman in Ann Arbor, MI

1494. Re: Please help: syncing Cubase to SMPTE

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vcs1k$1qs_001@jf.intel.com>
Source record: 81057

In article <DwG7q6.JtL@cix.compulink.co.uk>,
ilaskey@cix.compulink.co.uk ("Iain Laskey") wrote:
>
>Try asking in comp.sys.atari.st

Already forwarded and replied through same, thanks, Iain.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

1495. Re: Multiple disk images? (Conan)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: 545625@ican.net
Message-ID: <08-20-1996.1024@ican.net>
Source record: 81058

> I've downloaded both the Conan .atr files from cyberspy, and after booting
> from
> the first, it asks that I "flip" the disk. Is there a way to switch to D2:
> while loading
> a game in Xl-it? If not, can it be done in Xformer or the registered
> Rainbow95?
>
>
> thanks,
> -Scott

Scott,

In XL-It 0.15 you can enter into monitor mode by pressing F7. One of the commands you can enter is <d> <disk image>, where <d> is the drive number. So, if you were to type: 1 conan2.atr, it should "switch" disks. You can find this command documented in either of the xlit015 manual files that are included in the zip file. Even though you can enter multiple .atr files on the command line(representing drives 1-4), I have not found any way to access all of the drives. If anyone else has any further information, I would be interested.

PC X-former 3.0, which costs $29.95 US, can also dynamically switch disks. The freeware version, 2.5, does not have this feature, and only seems to be able to play single disk games. This is too bad, as it is significantly faster than XL-It.

Hope this helps.

- John

1496. Re: 800 chip in 130 XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <321A19AD.223F@cris.com>
Source record: 81059

76207.1115@compuserve.com wrote:
>
> I have 2 questions about the Atari 8 bit:
> 1) Is there a way to modify a 130XE to switch back and forth between the XE
> and the original 800 OS? (to eliminate the need for a translator?)
> 2) Can I connect an IBM 3.5" disk drive to a 130XE?

My 130XE has the Bob Puff Ultra Speed Plus upgrade and a toggle
switch on the back switches between a stock XE operating system, a
translator 400/800 operating system, and the US+ operating system. It has
worked great for me.

Jim

1497. FS: SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: ab <burzynas@ctrvax.vanderbilt.edu>
Message-ID: <4vdf1i$llt@news.vanderbilt.edu>
Source record: 81060

Hi,
I decided to take part with the rest of my 8 bit stuff before i go back
home.
Anybody interested in:
800XL with tape recorder and PS (working)
SIO2PC cable

Make me an offer @ burzynas@ctrvax.vanderbilt.edu

Artur

1498. Atari 800 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: david@newhigh.com
Message-ID: <4vbmf2$74@newsfeed.gil.net>
Source record: 81061

```
Atari 800 system includes:
2 Atari 800 CPUs
bunch of memory
plenty of games, progamming cartridges
two disk drives
tape drive
kantronics morse code/rtty interface
(which decodes morse and rtty on screen)
plenty of controllers, software and accessories
video monitor
I have had 'Goliath' since the beginning of the Atari age.
Now its time for him to go to someone who can appreciate
the beauty of the system. Please make an offer by sending
email to david@newhigh.com or call 305-586-5048.
```

1499. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-20 00:00:00 UTC
From: Doug Feldman <pwein@umich.edu>
Message-ID: <321A4693.5DFB@umich.edu>
Source record: 81062

Greetings,
Miner 49er was one of my all time favorite Atari 8-bit games. I could only get to see and enjoy the higher levels once I learned about that "phone number trick" (I had the cartridge version which allowed that).

Soooo, I was thrilled to get a chance to play BB Strikes Back. I put it on a SpartaDOS 2.3E disk using the SpartaDOS AUTORUN.SYS (logomenu) boot loader. This worked immediately for me on a 65XE. No Translator required. AND, using APE cable & software !

Of course, I am terrible at the game. Even with 4 lives I cannot get past the first screen. Maybe with unlimited lives I can get to screen two before mine runs out ? Thanks Steve !!

(Gee, would we all want unlimited lives? Maybe that's a topic for a different usenet group???)

from Doug Feldman in Ann Arbor, MI

1500. Re: Bounty Bob w/ no lives limit at my page.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <321a8041.186019@news.superlink.net>
Source record: 81063

Oh NO! I was playing the BBSB with no lives, and now Screen 6 locks up
the computer!
Will the atari archive ever get a totally working copy of this game?
Anyone have any ideas? Or maybe a way to get in touch with Bill Hogue
and ask him if he has a copy?
Anyone else notice this?

1501. WTD Atari 800 cartridge software,,,games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <4vdpnd$3pk@macaw.cyberport.com>
Source record: 81064

anyone have any carts for sale, please send me a list.
I am especially looking for these games..

gyruss
>moon patrol
>Necromancer
>star raiders 2
>dig dug
>Zaxxon
>ms pacman
>donkey kong jr
>ball blazer
>Archon
>Popeye
>Blue Max

1502. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: mhall59@us.net
Message-ID: <4vdl0l$ihs@news.us.net>
Source record: 81065
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

If these games are free for distribution, somebody send me all of them
or at least post a listing of the ones that are made by them.

1503. FS: Atari 800 <all the bells and whistles>

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: bede0005@gold.tc.umn.edu
Message-ID: <bede0005-2108960040300001@dialup-4-28.gw.umn.edu>
Source record: 81066

Unfotunately, my roomate hates all of my "junk." He said that I had to
get rid of some of it or I had to go. Well, here is a real deal for some
atari enthusiast.

Atari 800 (48k ram)
Atari 850 Interface
Percom 5.25 Disk Drive
Atari 1010 Cassette Drive
Koala Pad
800 Dust cover
Cartridge filer
All the cables to connect components

Cartridges
Kaboom
Basic
Ms. Pacman
Star Raiders
Tic-Tac-Toe
Galaxian
Centipede
Pac-Man
Space Invaders
Defender
Atari Logo
Music Composer

Cassettes
Frogger
Shooting Arcade
Galaxy (Apple II version on reverse)
Baja Buggies

Disks (originals)
Bank Street Writer
Track Attack
Print Shop
Koala Instant Programmer
Micro Illustrator
Geometric Designs
Choplifter
S.A.M.

Disks (dupes)
Too numerous to name
Two flip files full

Manuals
Understanding Atari Graphics
How to Use VisiCalc SuperCalc (have dupe of program)
Koala Manuals
Pilot Programming Manual (copy)
Percom Disk Drive
Visicalc (copy)
DataPerfect ------------------->
LetterPerfect
Spell Perfect Have dupes of all of progs
Atari Writer
Mega Font II-------------------->
Basic
Atari 800 Manual
850 manual
Manuals for most of carts and some of cass

Whew!! There it all is

Its all yours for $120.00 plus shipping
email me at bede0005@gold.tc.umn.edu
or call 612.920.5514

1504. XL/XE Modifications

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: 76207.1115@compuserve.com
Message-ID: <4vdtap$mao@hil-news-svc-4.compuserve.com>
Source record: 81067

Does anybody have instructions for modifying a 130XE or 800XL so that it has a switchable OS? (in other words, flip the switch to boot up as an old 800)

1505. Re: FTE & Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: Jeff Potter <74030.2020@CompuServe.COM>
Message-ID: <4vdpjnnjh1@mhafc.production.compuserve.com>
Source record: 81068

Mike expressed regret for those who are waiting for his products,
although he has never meant to defraud anyone.

Reach him at ftooned@crl.com

Jeff

--
Jeff Potter
74030.2020@compuserve.com
potter@escmail.orl.mmc.com
jdpotter@genie.geis.com

1506. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.372.000E1507@mindspring.com>
Source record: 81069

In article <840632328.109.0@cortexuk.demon.co.uk> Mark Elliott <Mark@cortexuk.demon.co.uk> writes:
>From: Mark Elliott <Mark@cortexuk.demon.co.uk>
>Subject: Re: Bounty Bob: Question
>Date: Wed, 21 Aug 1996 12:58:48 GMT

>Rich Tirico <results@interpoint.net> wrote:
>>Has anyone had any luck running Bounty Bob Strikes Back from Yogi's
>>site with APE and a 130xe?
>>
>> I tried the Translator, MYDOS, quick menu, and I still can't get it to
>>run. It loads all the way up to the last sector then nothing happens.
>>I'm usually pretty good with this stuff, Do you need an Atari 800?
>>
>>Thanks!,
>>
>>-Rich.

>I have a cracked copy running on a 130XE from a MultiBoot menu system, I can
>e-mail you if want. (Oh and it does not need the Translator either).

After having tried it on a 130XE and 800, it never occurred to me to try
something like a 65XE. After seeing some of these messages yesterday, I
tried it. It worked. I've never heard of something that'll work on a 65XE
but not on a 130XE before.

Bruce Willard bwillard@mindspring.com

1507. Re: 7 Cities of Gold (was: Re: Looking for a game...)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: romer@access.digex.net
Message-ID: <4vfii0$bgf@news4.digex.net>
Source record: 81070

In article <4v78cr$gi5@news.xs4all.nl>, ellman@xs4all.nl () wrote:
>The theme of exploring a world did not re-occur in games
>until Civilization in 1991.

Not quite... "Strategic Conquest" (Macintosh) predates "Civilization", and is itself merely a new version of what most people would know as "Empire"... Civ's greatest advancement was not the exploration bit, but the exploitation part.

1508. WTB - Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: tycon@tmn.com
Message-ID: <4vfvhj$6fj@news2.cais.com>
Source record: 81071

Looking for a working Atari 800XL - preferably with 1050 disk drive.

carismen@teclab.com

--
While Eeyore frets...

...and Piglet hesitates

...and Rabbit caculates

...and Owl pontificates

...Pooh just is.

****

1509. Re: upgrading memory

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4vfuft$cct@dfw-ixnews6.ix.netcom.com>
Source record: 81072

In article <4vfdbq$3fu@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle Fester) wrote:
> as long as it has the Newell 1 Meg upgrade. The 130XE
> is a good design, but is a piece of crap in the keyboard
> department and has poor shielding also. The RF output
> to a television looks like a bad acid trip at times.
> (monitor is fine) Some carts don't fit properly in it
> either -- always a pain in the butt to have a good game
> session interrupted by a sudden "reboot" caused by a
> loose fitting cart. Never happened in my 400!

I went from a 48K 400 to a 130XE after the 400 was hit by lightning.
It was fine, but I figured it was a good excuse anyway. The only cartridge I
ever used was SpartaDOS X, and I always made sure to place the manual
underneath the cartridge so it wouldn't bend down too far and lose contact
(the SDX manual was just big enough for that). But I never had any RF
problems and the keyboard was pretty spiffy after using the membrane :)

}

1510. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <DwIBsn.I1C@iglou.com>
Source record: 81073

In article <maury-2108961438410001@194.125.100.1>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <3219e287.212099@news.superlink.net>, scharles@superlink.net
>(Yogi) wrote:
>
>> This was the intention - but the available space fell short. If more
>> space is made available, then the DCM's will go up. (In fact, they're
>> all ready to be u/l).
>
> Any chance of a pointer on what all these different formats are?
>
XFD is a raw disk image, used by the Xformer.
ATR is almost the same thing, but with a 16 byte header added, used by
SIO2PC.
DCM is a file format created for uploading boot disks to BBSes before
there were emulators. Unlike the other file formats, DCM uses a simple
form of compression, but the files can be compressed further by using ARC
or other compressors.
--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

1511. Arced DCM's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <4vet4l$f6u@cletus.bright.net>
Source record: 81074

I really appreciate you making the files accessablyeible to the ordanary 8bit user. But, what I am suggesting would kill two birds with one stone. Instead of having an ATR section and a seperate DCM section, why not take the dDCM's and arc them? Theis is the technique used by most 8bit bulletin boards. The ones that are left anyways. This one format can be used by both the intel ownder er and the 8bit owner., and you could gtake off the ATR's. Arc doesn't have as high a compression ratio as zip, but it's still respectable, and MUCH better than having an uncompressed ATR and DCM section.

I know that you've put alot of time and erffort into your site already. Not once, but twice. It's fine just the way it is. But, if you would like to free up some more space for more files, I think what I'm suggesting would free up <alot> os f space, and the single format (arced dcm's) would be acceptablible to botheveryone. Just a thought.

1512. Re: Spy Hunter

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: krap@queer.psych.uw.edu.pl
Message-ID: <4vf12s$pbp@h1.uw.edu.pl>
Source record: 81075

Tony Smolar (asmolar@smol.fast.net) wrote:

: >Can anyone please tell me what keys control the auxillary weapons (oil,
: >smoke, missles... have I missed any?) on Spy Hunter for the Atari 8-bit
: >computers?
: The second joystick controls them.

also '1' and '2' keys... when you use keyboard

--

= wasza KrAp = = krap@piwonet.org = = naczelne archiwum 8-bit =
= 2:480/70@FidoNet = = +48-22-6594364 =

1513. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <840632328.109.0@cortexuk.demon.co.uk>
Source record: 81076

Rich Tirico <results@interpoint.net> wrote:
>Has anyone had any luck running Bounty Bob Strikes Back from Yogi's
>site with APE and a 130xe?
>
> I tried the Translator, MYDOS, quick menu, and I still can't get it to
>run. It loads all the way up to the last sector then nothing happens.
>I'm usually pretty good with this stuff, Do you need an Atari 800?
>
>Thanks!,
>
>-Rich.

I have a cracked copy running on a 130XE from a MultiBoot menu system, I can
e-mail you if want. (Oh and it does not need the Translator either).

O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

1514. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2108961438410001@194.125.100.1>
Source record: 81077

In article <3219e287.212099@news.superlink.net>, scharles@superlink.net (Yogi) wrote:

> This was the intention - but the available space fell short. If more
> space is made available, then the DCM's will go up. (In fact, they're
> all ready to be u/l).

Any chance of a pointer on what all these different formats are?

And where _can_ I get a ROM image? I haven't had my 400 for many a year now, but I still want to try some old programs.

Maury

1515. Re: Bounty Bob w/ no lives limit at my page.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4vggk6$sd7@news-e2c.gnn.com>
Source record: 81078

Maybe one of you Bounty Bob fanatics will explain how to get past screen 2.
I can't figure out how to get to the shelves in the upper right corner.
Also is there a "hot key" to have Bounty commit suicide? Unless, I need to
call Dr. Jack.

Thanks a bunch!
Happy Computing, from Doug Feldman in Ann Arbor, MI

1516. Flipping disks in APE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: sunlord@zot.io.org
Message-ID: <4vgk2d$bef@zot.io.org>
Source record: 81079

Hello again!

First off I would like to thank everyone for all there help. Got a great system from Bob Klass and perfect cables from Rory Mcmahon, not to mention some good reading material from David Moeser. (Didn't forget Rory, still owe you a little for some parts...)

Now that I have got everything up and running I have noticed a small problem. I boot up Ultima II, II or IV on the 130 with it in APE's slot #1. When I go to Create Characters or Start game, it asks to switch disks. I swap the second with the 1st disk and nothing happens. I am presuming the program is waiting for an acceptance of a new disk from the drive. Am I correct? And if so can I get APE to do this? I suppose I can just run it off real disks, but help would be appreciated.

dave

1517. Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4vf350$et3@madeline.INS.CWRU.Edu>
Source record: 81080

Blabbing away again. I worked on my pair of utilities yesterday.
You know the ones that read/write A8 dbl density disks on
A8 and pc. I keep reading posts of people who want to transfer
files, mostly from pc to A8 and don't have a boot disk, etc.
etc. this is what my programs do. I am having a lot of trouble
with writing A8 stuff at pc. Reading on the pc is fine.
I have successfully got my pc program to format and write
DOS (Sparta or MyDOS) to disk, which the dbl. dens. A8 can
use. Only problem, only using a 360k drive for the pc.
I routinely use my programs to get stuff back and forth
between A8 and pc, just it is a bit 'gnarly' at the moment.
For instance, I'm now sure my program doesn't restore the
disk base table correctly, I have to fix that. Or re-boot
the pc every time. The person who has a similar problem
on the MAC. A null modem is the best solution, I think.
Only he says he can't get a 850. I don't have a solution
for the MAC. MAC will not do 5.25" floppies, only
3.5" floppies. No solution for the MAC yet.
Probably spend another day at this. The thing is the
1.2 meg drive. It has a head 1/2 the size of the pc 360k
or A8 drives and this presents problems. Also the
recording is normally much stronger using high density
drive. :>

1518. Re: Bounty Bob w/ no lives limit at my page.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4vfjfr$6ep@madeline.INS.CWRU.Edu>
Source record: 81081

In a previous article, scharles@superlink.net (Yogi) says:

>OK, it is now on my homepage also. It will be in the archive as soon
>as more space is available. Has anyone noticed that about 1/2 the time
>BBSB messes up on the 2nd screen??? Anyone know why? I think it might
>be the menu program I am using.

If I pop in with Omnimon it does that as soon as you jump on
the elevator. I think its hiding some stuff under the OS, since
omnimon acts odd unless you enter with option+select.

I also noticed it messes up on level 5, and every even level
after 10 for (might have been the odd levels). I had to bypass
those levels.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1519. Re: Anyone remember Monty?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DwHzyx.1pr@iglou.com>
Source record: 81082

Mark Ridley (mjr@zoo.bt.co.uk) wrote:

: Yeah, I remember this. Wasn't it's full title Montezuma's Revenge? I
: seem to remember having two copies, the one which you have and another
: one, perhaps with more levels?

You do remember right. I looked through my old collection, and there were two versions. The first was Montezuma, and the other was Montezuma's Revenge. Some of us have finished this game.

There's a fellow I was emailing about this. I think he can post a little something here about what he did, if he's reading this.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1520. Re: FS: Atari 800 <all the bells and whistles>

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <4vg6k8$6kl@crl13.crl.com>
Source record: 81083

Robert S. Bedeaux (bede0005@gold.tc.umn.edu) wrote:
: Unfotunately, my roomate hates all of my "junk." He said that I had to
: get rid of some of it or I had to go. Well, here is a real deal for some
: atari enthusiast.

So find another place to live :)

John
jvogel@crl.com

1521. Re: Multiple disk images? (Conan)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: Scott Faulkner <a-scottf@microsoft.com>
Message-ID: <01bb8fa7$1787b260$efaa389d@sampo>
Source record: 81084

John Earles <545625@ican.net> wrote in article
<08-20-1996.1024@ican.net>...
> PC X-former 3.0, which costs $29.95 US, can also dynamically switch
> disks. The freeware version, 2.5, does not have this feature, and only
> seems to be able to play single disk games. This is too bad, as it is
> significantly faster than XL-It.

Thanks, John. I got it working perfectly now, even on Summer Games, which was always one of my favorites (some of the moves are actually easier with the keyboard). I'm not having any speed problems with Conan, in fact I'd like it to go a little slower so the music's not messed up!

Now, has anyone been able to use those big-assed zipped .atr files on Yogi's site? (i.e. GAMES001.ATR, GAMES002.ATR, etc.) I am dying to play "Bruce Lee"!

-Scott

1522. Re: A XL IN A PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <321B47A6.38DA@iexist.flw.lucent.com>
Source record: 81085

Christophe DELBECQUE wrote:
>
> a XL in a PC?
>
> I want to put a Xl in a PC case.

Not sure why you want to do this, but maybe you should think
about starting with an XE-GS (game system). It came with a
detachable keyboard and was compatible with all XL software
as I recall.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1523. Re: 800 chip in 130 XE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4vg7lh$58s@news.tcd.net>
Source record: 81086

```
It is possible to connect a 3 1/2 inch drive to the 130xe by
using Bob Puffs' conversion to the XF551 720k 3 1/2 in..have two
of them one in xf551 case and one in 1050 case..(not for sale!)..
Call Puff at CSS..
```

1524. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-21 00:00:00 UTC
From: Fredrik Ekman <ekman@lysator.liu.se>
Message-ID: <dwd90lu17x.fsf@tintin.lysator.liu.se>
Source record: 81087
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

Mark Ward <curtis.gb@dial.pipex.com> writes:
> Melbourne House were bought by Mastertronic, who them "merged" with
> Virgin. Virgin were themselves sold in 91/92 to Blockbuster.

Ah, so THAT's what happened. However, according to my information,
only the Melbourne House NAME was sold. Beam took over the rights to
all the MH games to that date (about 1986).

/F

1525. Re: Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: ab <burzynas@ctrvax.vanderbilt.edu>
Message-ID: <4viagj$c91@news.vanderbilt.edu>
Source record: 80969

In article <summers.61-2008961841530001@news-stand.acs.ohio-state.edu>
Andrew Summers, summers.61@osu.edu writes:
[...]
>only way I can think of is to use a modem on both ends... do you have an
>atari direct-connect modem? it'd be slow but would work.

Or Mac->PCfloppy->PC->SIO2PCcable->Atari: definitely faster but you have
to have an access to a PC & SIO2PC...

Artur

1526. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4vg8v6$58s@news.tcd.net>
Source record: 81088
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

Do not wish to burst anyone's bubble BUT!, I just contacted them
for avaialability of their 8-Bit software for Commercial release
on a CD-ROM and was informed by them that they never produced any
Atari 8-bit software, wished me well with the production of the
Cd-ROM in any event.

If anyone has an updated list of what they think this company
produced please by all means post it so I can get back to them.
But check your actual releases and see who does in fact own the
copyrights, post those also..

Thanks a bunch.!!

Bob

1527. I'm a murderer!!! Wahhhh!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4vgfsd$ckr@madeline.INS.CWRU.Edu>
Source record: 81089

I just killed a perfectly nice Percom AT-88 disk drive
(had 3 kids and a wife). I wiped his poor eprom by mistake.

Anyone have a copy of the At-88 rom, or a real at-88 rom I
can borrow to copy? I tried the RFD rom but it wont work.
Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1528. Ape/SIO2PC Cables - Is there a need for a cheap supply?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: eru@sover.net
Message-ID: <321c0dd7.46699494@news.sover.net>
Source record: 81090

After helping many people construct their sio2pc cables, and seeing
all the confusion people go through in the process, I have been toying
around with the idea of constructing a batch of SIO2PC cables, and
offering them at a price of $25-$35 + shipping (probably $3.00 US
Mail). Would anybody be interested in this service? If succesful, I
would then offer customizable cables, ie aluminum boxes, sio port as
opposed to a half cable attached to the box, etc. Should I do this?
It would only be economical for me if I could sell about 25.
Drop me a line at eru@sover.net and post here your interest, so
everyone interested can see how many requests I get. Thanks!!

Rick Ziegler

1529. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2208961039200001@194.125.100.1>
Source record: 81091

In article <DwIBsn.I1C@iglou.com>, bmarcum@iglou.iglou.com (Bill Marcum) wrote:

> XFD is a raw disk image, used by the Xformer.
> ATR is almost the same thing, but with a 16 byte header added, used by
> SIO2PC.
> DCM is a file format created for uploading boot disks to BBSes before
> there were emulators. Unlike the other file formats, DCM uses a simple
> form of compression, but the files can be compressed further by using ARC
> or other compressors.

Ok, just to be sure I've got it... ATR is the most common format, with
it typically being found compressed with ARC? Or is DCM more popular?

Maury

1530. Re: Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <321C37D3.2AB2@ncweb.com>
Source record: 81092

Make up a "null-modem" cable, using the modem driver which turns the
Atari joystick ports into a pseudo rs-232 port. Haven't tried it, but
it should work.

Alternative .. try to find someone who will LEND you an 850 for a while
to xfer your files via a regular null modem cable.

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1531. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4vhemk$6sh@news.xs4all.nl>
Source record: 81093

Does the latest version of this program read both sides of a flippy?
If not, this would be a cool addition to the program. It would
enable me to use both sides of the disk when transfering stuff between the
PC and XL.

AE.

1532. FS: Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <321baa2a.13447163@netnews.netaxs.com>
Source record: 81094

I have the following Atari Hardware and Software available as of
8-21-96

EQUIPMENT:

300AT Modem by Supra with software - Free just pay S&H

2- Atari joysticks - $5 + SH

Antic Magazine Software Disks from 1988 to June/July 1990

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Take any of the above books for $4 & SH or
Take all three books for $10 & SH

SOFTWARE:

Most include manual/instructions

1. THE NEWSROOM (5 disks with lots of clipart)
this is an excellent publisher $20 & SH

2. THE PRINT SHOP - a excellent bundle including:
The Print Shop
The Print Shop Companion
Three Graphic Disks
Holiday & Special Events Graphics Disk
No Frills Software Fonts & Borders 1

7 Total disks $20 + SH

3. TYPESETTER by Xlent Software $5 & SH

4. MAGNIPRINT by Alpha Systems $4 & SH

5. a 3 disk bundle by HI-TECH EXPRESSIONS include:
CardWare
AwardWare
AwardWare Graphics $8 & SH

EXCELLENT GAMES AVAILABLE:

1. THE SEVEN CITIES OF GOLD
by Electronic Arts (made M*U*L*E) $5

2. KARATEKA by Broderbund
excellent Karate game $5

3. SUPER BOLDERDASH
by Electronic Arts $4

4. MICROLEAGUE BASEBALL(1984) $5

5. LEADER BOARD - Dual Pack
Excellent Golf Game includes
Double sided disk with the LEADERBOARD
on one side & Tournament on other $5

6. GAUNTLET
by Mindscape
Excellent Arcade Game
(must have 800XL, 65XE or 130XE) $5

7. HACKER
a simulation games that forces a player to
hack their way into a system. This
game purposly comes with no instructions $4

---

1. DIAMOND OS by Reeve Software $3

Take ALL the above software in a disk case for $75 & SH

DISK CASE (hold 100 5 1/4 floppies) $5 ea & SH

---

40 Blank 5 1/4 Disks $10
with disk case $15

I also have about 60-65 5 1/4 disk full of arcade games of unknown
origin. I'll sell all these for $15 & SH. I'll even throw in a disk
case.

Take all above SW and two disk cases for $110 & SH.
(and I throw in the 2 Atari joysticks)

COD or personal check (with stuff being sent out when check clears).

Buyer pays shipping.

Make offers including shipping.

Jay

****
Go ERNIE #28
Come visit http://www.intserv.com/~jayski
and http://www.intserv.com/~jayski/irvan.html

1533. Re: Bounty Bob w/ no lives limit at my page.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <321bb53b.612925@news.superlink.net>
Source record: 81095

On 21 Aug 1996 18:11:07 GMT, dh395@cleveland.Freenet.Edu (Steven J
Tucker) wrote:

-
-In a previous article, scharles@superlink.net (Yogi) says:
-
->OK, it is now on my homepage also. It will be in the archive as soon
->as more space is available. Has anyone noticed that about 1/2 the
time
->BBSB messes up on the 2nd screen??? Anyone know why? I think it
might
->be the menu program I am using.
-
-If I pop in with Omnimon it does that as soon as you jump on
- the elevator. I think its hiding some stuff under the OS, since
- omnimon acts odd unless you enter with option+select.
-
-I also noticed it messes up on level 5, and every even level
- after 10 for (might have been the odd levels). I had to bypass
- those levels.
-
-Steve

That's odd, level 5 worked for me (even though it's hard as a mother
even with 20+ lives)
Level 6 screwed up.
BTW, how did you skip levels???
Share!

1534. Re: upgrading memory

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: wlas@ix.netcom.com
Message-ID: <4vhpb8$2fs@sjx-ixn2.ix.netcom.com>
Source record: 81096

In article <4vhnh7$p31@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle Fester) wrote:
> The 800 had the best keyboard.

That's true. I think they ripped 'em out of typewriters. In fact,
I'm pretty sure they were made by a typewriter company.

> Your technique with the SDX manual is something that I've
> done (with other items) but doesn't seem to totally
> eliminate the problem I described.

At that point all I ever used was SDX and it hardly ever left the
computer. Maybe that has something to do with it. They really should have
put in some kind of support for the cartridge though. That slot was in a bad
place anyway. I could've used different carts (like Action!) if I had the
space behind my computer to plug them into the SDX cart. An "L" adapter would
have been nice.

}

1535. Re: Serial cable lengths

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4vi3mr$b2p@jobe.shell.portal.com>
Source record: 81097

In article <4v4vp5$oa6@news.xmission.com>,
James King <jeking@xmission.com> wrote:
>Whats the maximum length you can run a serial cable? I'd like to be able
>to run a 30 foot length to tie a second Atari into my PC's serial port,
>thereby allowing null modem connections.
>
>In addition, that same cable could run into my primary Atari, thereby
>allowing null modems connections to the Atari.
>
>Is 30foot too long for that type of use?
>
OK ... this is where there is a gap between design and implemntation.

The RS-232 spec calls for transmitting data with voltage at a minimum
of (something like) 9 volts or more, with the most common chips
putting out 12 volts unloaded. I think they allowed it to drop to 7
volts under a full receiver load .

The receiving device was supposed to responde to 3 volts or more as a
valid voltage, with thw two most common chips allowing .7 volts or
more, or 1.3 volts or more. This is designed for noise immunity and
to ignore ringing. So the more common receivers have noise immunity
in the range of .7 volts.

There is also a spec on rise and fall times of the data, and the
common transmitters can control this with added capacitors. This is
to cut down on cross talk and noise and rf interference. This also
limits maximum speed, of course.

The end result of the standard implementation is that no one really
limits the rise or fall times, so it is only the inherent current
limiting of the driver, the capacitance of the cable, and the load of
the receiver that limits the speed.

In general, 50 feet is considered a sort of first limiting distance
for high speed, with longer lengths possible at slower data rates, up
to about a thousand feet or so. In fact, we generally have no trouble
in an industrial environment with runs as long as 300 feet at 9600
baud. This is with drivers which put out the full 12 volts, when we
have ever had troubles, it is usually because the drivers was putting
out less (due to its design).

PCs generally put out either 12, or 9, or occasionally 5. The
commonly used converter cable talked about on here using just the cmos
drivers would only put out 5 or less, and no dual polarity (the RS232
spec calls for both plus and minus voltages from the driver, for noise

immunity primarily). The design using the MAX chips would put out more like +/- 7 or so (I should look up the specs on them, they have a number of different ones, but the most is +/- 10)

All that as background, with lousey drivers, and shielded cable, you should be able to get 30 feet or so with no trouble. With good drivers you should be able to get 150 feet (at the stock 19200 baud rate). The difference is because the driver has more omph to push the line from one state to the other when bashing bits out, as well as better noise immunity.

<grin> The bottom line is almost always try it and see if it works. A lot depends on the specifics of the PC port, and its receiving ddevices. I have a couple of PCs that cannot talk to a RS model 100 due to the low voltage output it uses (+/- 5), but most PCs have no trouble. But if it works at 5 feet, it will most likely also work at 30 feet, given a reasonable noise environment, using the implemnation with the Maxum drivers. The CMOS implentation might have trouble over ten feet, however, due to slow rise and fall times driving the cable capacitance. But if it doesn't work, I would say just change to the MAX chip implemnetation.

--
Richard Dell
those MAX chips though)

1536. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4vi6i1$m0h@login.freenet.columbus.oh.us>
Source record: 81098

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <4uvra7$265@nyx10.cs.du.edu> thester@nyx10.cs.du.edu (Uncle Fester)
: writes:
: >
: >
: > This is quite interesting.
: > [software that will run with BASIC Rev. A but not Rev C.]
: >
: > It's my understanding that there are only twelve bytes
: > [of difference] between Rev. A and Rev. C -- that the
: > programmers cheated (illegal OS calls, using parts of the
: > BASIC cart) and it just *happened* to refer to those
: > particular bytes in question sounds kind of unlikely.
: >
: > I'm *not* saying it didn't happen that way, I'm just trying
: > to understand the "why" -- considering that every program
: > I own that requires BASIC (my own included) runs just as
: > well no matter which cart was used to write it. i.e., Every
: > thing written with Rev. A works on Rev. C with no problems.
: > And vice-versa (forget the GTIA mode support here.)
: >
: > How did these twelve bytes get to be so [un]lucky?
: >
: >
: > Uncle Fester
: >
: >
: >--
: > | SOCIOPATH n. - an aggressively antisocial psychopath taking
: |
: > | no responsibility for his/her actions. See "INTERNET" for
: |
: > | a collective of distinguishing characteristics - e.g., viz EFF.
: |
: > | : *thester@nyx.cs.du.edu* :
: |
: Mine too... The things I remember that needed to be changed from
: A->B->C were things like deleting more than 10 lines of code without
: re-listing would lock up the computer, additional graphics modes access
: (gr.12 through 15) and such.

What's this "aditional graphic modes" stuff you guys keep saying?
Whether you can access a particular graphics mode is dependant on the S:
handler,not BASIC.BASIC's commands like PLOT,DRAWTO and GRAPHICS are

simply XIO commands.
(Just how like many of DUP.SYS's commands could be done from BASIC with a single XIO command)
Whatever graphics commands you use in BASIC will simple be translated into XIO commands and echoed blindly to the S: handler.
It's up to the S: handler to return errors (like 141:cursor out of range) and set up the ANTIC display list.

: If anything, I could see Rev. C code not working on Rev. A carts.
: but not the other way around. I'd like to find out more anout this
: strangeness.

: rely@ix.netcom.com

1537. Re: XL/XE Modifications

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <321CDD8C.4952@total.net>
Source record: 81099

In <4vdtap$mao@hil-news-svc-4.compuserve.com>
<76207.1115@compuserve.com> writes:
>
>
>Does anybody have instructions for modifying a 130XE or 800XL so that
it has
>a switchable OS? (in other words, flip the switch to boot up as an old
800)

The Atari OS Switch

(based on an article in ANTIC)

Remember, do this at your own risk!

PARTS: DPDT mini switch (1)
28 pin socket (1)
Thin wire (about a foot or so)
Second OS ROM chip.

Step 1: Remove the OS ROM from your XL/XE computer

Step 2: Solder a 28 pin socket on top of the OS ROM, pin to pin.

Step 3: This is a diagram of the DPDT switch.
All letter references [A] refer to the positions
marked below.

Switch: +---+
|A B|
|C D|
|E F|
+---+

Step 4: Connect [A] to [F]

Step 5: Connect [B] to [E]

Step 6: Bend up pin 20 on both of the ROMs.

Step 7: Connect pin 28 on the ROM/socket to [E]

Step 8: Connect pin 22 on the ROM/socket to [F]

Step 9: Connect pin 20 of the original ROM to [C]

Step 10:Connect pin 20 of the new ROM to [D]

Step 11:Plug the new ROM into the socket.

Step 12:Plug the package of ROMs into the motherboard.

You can now switch between OSes. I used inline pins to go
to pin 20 on both ROMs; lets me make changes.

You'll have to reboot if you try switching with power on.

Hope this helps,

Dave Paterson

davepat@total.net

1538. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: Fredrik Ekman <ekman@lysator.liu.se>
Message-ID: <dwg25fi08c.fsf@tintin.lysator.liu.se>
Source record: 81100

BobKlaas <bobkla19@mail.tcd.net> writes:
> Do not wish to burst anyone's bubble BUT!, I just contacted them
> for avaialability of their 8-Bit software for Commercial release
> on a CD-ROM and was informed by them that they never produced any
> Atari 8-bit software, wished me well with the production of the
> Cd-ROM in any event.

Oops, sorry! My mistake. I just went ahead and added all the 8-bit
groups I could find without thinking too much about it when I posted
the original message. Looking at my sources, they are probably right.
And I suppose they should know...

/Fredrik

1539. Image Disk -> floppy disk ..??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: mugarte@dim.uchile.cl
Message-ID: <4viku6$lgu@dcc.uchile.cl>
Source record: 81101

Hi all,

How can i copy image disk (.atr, .xdf, etc.) to 5.25" floppy disk..?

something like % cat filename.atr > /dev/fd0 ;) ..?

Regards.

--
Manuel Ugarte C.
E-Mail: mugarte@dim.uchile.cl

...
Up The IRONS !!!

1540. Atari 8-bit colours

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4vhfdk$71g@news.xs4all.nl>
Source record: 81102

Hi,

Does anyone know an algorithm for generating the colour values of the Atari's 256 colous in terms of RGB values with an 8-bit depth for each component (ie. 24 bits in all).

The input would be the chrominance and luminance as used on the XL, and the output would be a colour in the 0xRRGGBB format as used on 24-bit colour systems.

I hope that someday, I will get round to writing a Java applet that displays the Atari Rainbow, or think of something else using the rainbow.

Thanks in advance.

AE.

1541. Re: A XL IN A PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960822190449.16886A-100000@ns1.ptd.net>
Source record: 81103

On Wed, 21 Aug 1996, Kit Kimes wrote:

> Christophe DELBECQUE wrote:
> >
> > a XL in a PC?
> >
> > I want to put a Xl in a PC case.
>
> Not sure why you want to do this, but maybe you should think
> about starting with an XE-GS (game system). It came with a
> detachable keyboard and was compatible with all XL software
> as I recall.

If you can hack it, you can have it! :)

Sure it may be possible to put the mother board of a XL in a PC case.
You'll have to hold the board down somehow, have access to all ports such
as joystick and cartridge, and open up a 8-bit drive and hook it on the
drive bay(if it's possible).

Then again, I wouldn't try it myself. Good luck with it man! :)

Eric Noss
a.k.a
Mr. Maddog

1542. Re: XL/XE Modifications

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4vhggm$51r@dfw-ixnews5.ix.netcom.com>
Source record: 81104

In <4vdtap$mao@hil-news-svc-4.compuserve.com>
<76207.1115@compuserve.com> writes:
>
>
>Does anybody have instructions for modifying a 130XE or 800XL so that
it has
>a switchable OS? (in other words, flip the switch to boot up as an old
800)
There is a program/upgrade to do this, although I forget the
details. I think it is a hardware upgrade. Boy, it's hell to get old.
If I remember correctly, it woll switch up to 3 different OSes. 800,XL
and itsown, I believe. Its OS was suppose to be pretty well enhanced,
but not compatible with the regular OSes.

rely@ix.netcom.com

1543. Re: Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: summers.61@osu.edu
Message-ID: <summers.61-2208962121450001@news-stand.acs.ohio-state.edu>
Source record: 81105

> Where can I get this driver from as well as the wiring guide for this?
> I've been looking for a way to transfer 8-bit files between my XE and ST.
> Hopefully, I can use Antic's Linkline as the transfer program under the
> driver. :)
>
> Eric Noss
> a.k.a
> Mr. Maddog

DiskFormer, in the umich archive, also works beautifully to transfer xfd's and atr's straight onto a floppy or vice versa - no need to go through the dcm biz.

1544. Re: A XL IN A PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vihtg$210_001@jf.intel.com>
Source record: 81106

In article <Pine.SOL.3.91.960822190449.16886A-100000@ns1.ptd.net>,
"Mr. Maddog" <mrmaddog@prolog.net> wrote:
>
>> Christophe DELBECQUE wrote:
>> >
>> > a XL in a PC?
>> >
>> > I want to put a Xl in a PC case.
>
>Sure it may be possible to put the mother board of a XL in a PC case.
>You'll have to hold the board down somehow, have access to all ports such
>as joystick and cartridge, and open up a 8-bit drive and hook it on the
>drive bay(if it's possible).

Mounting the motherboard will be easy enough, you'll just have to drill some extra holes in the bottom of the case. Rather than try to line up the ports with existing openings, though, just use 9-pin serial port plates (the kidn that come with a ribbon cable already on 'em) and stick matching plugs on the ends; that way, you don't have to worry about where the joystick ports end up (on my Mega STe, all the ports face the "front" of the tower case - works great).

The cartridge port will be tougher; look for something that has the right edge connector already and be prepared to saw some off the end to make it fit; add a ribbon cable and socket to put the cart port in one fo the drive bays, so you can reach it from the front of the box.

Keyboard? XEGS will sure be easier....

And SIO devices will be rough unless you make a special cable and use a 15-pin sub-D plug to go through the back of the PC case - can be done, though. There's plenty of power available, after all.

Good luck!

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

1545. Re: Pokey information

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: ce596@torfree.net
Message-ID: <DwJnxG.J68.0.sheppard@torfree.net>
Source record: 81107

Tony Ramos (ramos.15@postbox.acs.ohio-state.edu) wrote:
: John Kowalski wrote:
: >
: > ipoorten@cs.vu.nl (Ivo van Poorten) wrote:
: >
: > >Take a look at:
: > >http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/
: > >...or more specific:
: > >http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/chapter17.html
: > >about generating sound.
: >
: > >Bye,
: > >Ivo van Poorten
: > >ipoorten@cs.vu.nl ivo@let.vu.nl
: > >http://pmwww.cs.vu.nl/home/ipoorten/
: > >Mega Magazine -- The Atari 8-Bit Homepage
: >
: > Thanks. That'll do to get me started on the right track. You
: > wouldn't happen to know where I could get more specific information
: > though? I mean, technical explanations of what is happening that
: > generates the waveforms... ?
: >
: > John

: Hi John,

: I seem to remember that in _Mapping the Atari_, the description of the
: Pokey's addresses included information about how poking values there
: affected the sound. For example, it explained that the pitch circuit was
: a divide-by-n, and so larger numbers poked there produced lower pitches.
: It also went into detail about how poking the 'mode' byte would pair up
: the four 8-bit counters into two 16-bit counters, and so on.

: I assume you're looking for this information to produce a Pokey
: emulator? If so, I can give you a little information about the
: waveforms. Poking an even number into the 'distortion' byte for each
: channel produces different waveforms:
[lines deleted]
There is some more detailed information in the Atari 400/800 Hardware
reference manual about the Pokey chip. There is a scematic of the Pokey
chip and some other information about it.
Is anyone working on a Pokey emulator?

1546. Re: upgrading memory

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <321C8DEF.47C7@ncweb.com>
Source record: 81108

Uncle Fester wrote:
>
> The 800 had the best keyboard.

Nope! The 800 had a great keyboard (compared to an 800xl or 400), but
the "BEST" keyboard was on a 1200xl! Take if from me .. I've owned
both!

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

1547. Re: FS: Atari 800 <all the bells and whistles>

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vhra6$3j8_005@jf.intel.com>
Source record: 81109

In article <4vg6k8$6kl@crl13.crl.com>,
jvogel@crl.com (John M. Vogel) wrote:
>
>Robert S. Bedeaux (bede0005@gold.tc.umn.edu) wrote:
>: Unfotunately, my roomate hates all of my "junk." He said that I had to
>: get rid of some of it or I had to go. Well, here is a real deal for
some
>: atari enthusiast.
>
>So find another place to live :)

Seems like it would be easier to find a smarter roommate than to replace
all that good stuff after Mister(Miz?) Huffy stomps out...

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

1548. Re: FS: Atari 800 <all the bells and whistles>

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DwJwM5.8u5@cix.compulink.co.uk>
Source record: 81110

```
> Unfotunately, my roomate hates all of my "junk." He said that I had to
> get rid of some of it or I had to go. Well, here is a real deal for
> some
> atari enthusiast.
<LIST OF NEAT STUFF REMOVED>
So? kill your room-mate, find somewhere else to live, anything else. Junk
is what life is all about - varied and lots of it in piles everywhere.
It's the only way to live!

+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

1549. Where to find alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vi1l4$1mg_003@jf.intel.com>
Source record: 81111
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I've been looking around to find servers that carry out alt.binaries groups, and have found several read-only servers. Last night I managed to find a "posting OK" server as well. There's a Web site that will give you a list of existing "free nntp" servers at

http://dana.ucc.nau.edu/~jwa/

I attached to peacenjoy.mikom.csir.co.za and found the desired groups and got the "posting OK" message that I was so desirous of.

! Opinions expressed herein are those of the writer only *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

1550. Re: Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960822190848.16886B-100000@ns1.ptd.net>
Source record: 81112

On Thu, 22 Aug 1996, Bill Somrak wrote:

> Make up a "null-modem" cable, using the modem driver which turns the
> Atari joystick ports into a pseudo rs-232 port. Haven't tried it, but
> it should work.

Where can I get this driver from as well as the wiring guide for this?
I've been looking for a way to transfer 8-bit files between my XE and ST.
Hopefully, I can use Antic's Linkline as the transfer program under the
driver. :)

Eric Noss
a.k.a
Mr. Maddog

1551. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <321C9B18.2A84@iexist.flw.lucent.com>
Source record: 81113

Rich Tirico wrote:
>
> Has anyone had any luck running Bounty Bob Strikes Back from Yogi's
> site with APE and a 130xe?

Has anyone gotten it to run on an emulator? If so, which one and
how did you do it?

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1552. Max232 Chips - Make offer

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4vimte$ae8@madeline.INS.CWRU.Edu>
Source record: 81114

I have 9 Max232 IC's, new as delivered. I don't really need them. Make
an offer if interested.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1553. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: jeking@xmission.com
Message-ID: <4vhfpa$e3q@news.xmission.com>
Source record: 81115

Rich Tirico (results@interpoint.net) wrote:
: Has anyone had any luck running Bounty Bob Strikes Back from Yogi's
: site with APE and a 130xe?
:

Not me.. I even tried on an 800xl using SpartaDos, SpartaDos X and Atari
Dos 2.5

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

1554. Re: Multiple disk images? (Conan)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <321ced47.648095@news.superlink.net>
Source record: 81116

On 21 Aug 1996 21:24:17 GMT, "Scott Faulkner" <a-scottf@microsoft.com>
wrote:

-John Earles <545625@ican.net> wrote in article
-<08-20-1996.1024@ican.net>...
-> PC X-former 3.0, which costs $29.95 US, can also dynamically switch

-> disks. The freeware version, 2.5, does not have this feature, and
only
-> seems to be able to play single disk games. This is too bad, as it
is
-> significantly faster than XL-It.
-
-
-Thanks, John. I got it working perfectly now, even on Summer Games,
which
-was always one of my favorites (some of the moves are actually easier
with
-the keyboard). I'm not having any speed problems with Conan, in fact
I'd
-like it to go a little slower so the music's not messed up!
-
-Now, has anyone been able to use those big-assed zipped .atr files on
-Yogi's site? (i.e. GAMES001.ATR, GAMES002.ATR, etc.) I am dying to
play
-"Bruce Lee"!
-
--Scott

You need to boot up xlit with the command line:

atari -nobasic menu.atr games001.atr

The menu.atr is an image on the homepage and I'm pretty sure I put it
in the FTP also.

1555. Re: Melbourne House games now free for distribution

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: afitzpat@ug.cs.su.oz.au
Message-ID: <GHAHyQgdLgWd090yn@ug.cs.su.oz.au>
Source record: 81117
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.sinclair,comp.sys.apple2,comp.sys.amstrad.8bit,comp.sys.oric

```
--
Adam Fitzpatrick

+---------------------------------+-------------------------------------+
| Always burn your bridges behind | Have a look at possibly the worst |
| you. You never know who might be | web page ever! |
| trying to follow. -Enabran Tain | http://www.ug.cs.su.oz.au/~afitzpat |
+---------------------------------+-------------------------------------+
(Bible quotes used without permission. This post does not necessarily
reflect the opinions of any sane member of society.)
```

1556. Collectors Items??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-22 00:00:00 UTC
From: Ron Pothier <falken@cyberg8t.com>
Message-ID: <321CE899.C65@cyberg8t.com>
Source record: 81118

Now that Atari Corp. is no longer in existence, I am willing to bet that anything bearing the Atari trademark will fast become a collectors item in the computer world, so hang on to your old Atari's and watch the prices rise for a collectable. Just a thought, knowing what happens to other so called obsolete stuff in the world of collectors.

1557. Re: 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <4vitkq$883@ns1.dmv.com>
Source record: 80970

Richard Heldmann (richard.heldmann@internetMCI.com) wrote:
: I have a 800XL which displays no color on my monitor. I have replaced
: various transistors and pot. I have swapped my GTIA. I have connected my
: 130XE to the monitor and it works fine. When I connect my 800XL to a TV,
: there is NO display. Could my problem be related to the RF modulator?

: Rick

Curious that you seem to have two problems with your 800XL (no modulator signal to a TV and no color on a monitor). However the modulator, whether it works or not, should have no effect on the video signal sent to a monitor. If you've eliminated the video cable and pinout differences between the 800XL and 130XE as the trouble, and have replaced several components in the video circuit without result, you should check the machine's crystal oscillator frequency. It must be very close to 3.579545 MHz (NTST) to produce color on a monitor (or TV for that matter). There is no adjustment. If the frequency is high or low by more than a few hertz, replace the crystal and/or check the oscillator circuitry. Also check all +5V sources (+5A, +5B, and +5C) since the power supply seems to be the only thing common to both modulator and video symptoms.

Steve

1558. Re: Pokey information

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4vk4n7$gc8@news.xs4all.nl>
Source record: 80971

```
In article <DwJnxG.J68.0.sheppard@torfree.net>,
Perry McFarlane <ce596@torfree.net> wrote:
>Tony Ramos (ramos.15@postbox.acs.ohio-state.edu) wrote:
>: John Kowalski wrote:
>: >
>: > ipoorten@cs.vu.nl (Ivo van Poorten) wrote:
>: >
>: > >Take a look at:
>: > >http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/
>: > >...or more specific:
>: > >http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/refman/chapter17.html
>: > >about generating sound.
>: >
>: > >Bye,
>: > >Ivo van Poorten
>: > >ipoorten@cs.vu.nl ivo@let.vu.nl
>: > >http://pmwww.cs.vu.nl/home/ipoorten/
>: > >Mega Magazine -- The Atari 8-Bit Homepage
>: >
>: > Thanks. That'll do to get me started on the right track. You
>: > wouldn't happen to know where I could get more specific information
>: > though? I mean, technical explanations of what is happening that
>: > generates the waveforms... ?
>: >
>: > John
>
>: Hi John,
>
>: I seem to remember that in _Mapping the Atari_, the description of the
>: Pokey's addresses included information about how poking values there
>: affected the sound. For example, it explained that the pitch circuit was
>: a divide-by-n, and so larger numbers poked there produced lower pitches.
>: It also went into detail about how poking the 'mode' byte would pair up
>: the four 8-bit counters into two 16-bit counters, and so on.
>
>: I assume you're looking for this information to produce a Pokey
>: emulator? If so, I can give you a little information about the
>: waveforms. Poking an even number into the 'distortion' byte for each
>: channel produces different waveforms:
>[lines deleted]
>There is some more detailed information in the Atari 400/800 Hardware
>reference manual about the Pokey chip. There is a scematic of the Pokey
>chip and some other information about it.
>Is anyone working on a Pokey emulator?
```

The book "De Re Atari" contained a whole chapter devoted to sound on the XL.

Is there a good program for the XL that lets you compose POKEY music that gives you complete control over the POKEY chip's sound facilities? Perhaps, someone could write a program that plays POKEY music on the PC using whatever file format the progam on the XL saves it's music as. Or someone could even write a program to compile POKEY sound files to MOD files (it might not be possible to do this using the standard MOD format, as there was a register on the pokey that did all kinds of funky stuff, like convert two sound chanels into a single 16-bit soundchannel).

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

1559. Emulators & file transfers? (2 stupid questions)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: jarrett@kodak.com
Message-ID: <jarrett-2308960804490001@jarrett.ycc.kodak.com>
Source record: 80972

I have an 800 and a Macintosh.

-How can I transfer files between the Atari and the Mac? I don't have
an 850 interface.

-Where can I find Atari emulators for the Mac?


```
+-------------------------------------------------------------------------+
| Jim Jarrett, CCP |
| Eastman Kodak CD Imaging |
| 901 Elmgrove Road MC 35400 |
| Rochester, NY 14653-5400 (716) 726-6365 |
| jarrett@kodak.com All opinions expressed are mine alone |
+-------------------------------------------------------------------------+
```

1560. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4vkcg9$dtv@madeline.INS.CWRU.Edu>
Source record: 80973

(AE asks if the pc<->A8 disk read/write program I'm working on
will read/write a 'flippy'.)
Nope, AE, you can't put a notch on the other side and use the
back of a disk on a pc. The pc uses the timing hole I think.
Then there are people who talk about actually making that timing
hole somehow, but no, you gotta use just one side.

1561. SIO2PC cables- inexpensive supply update

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: eru@sover.net
Message-ID: <321d65ca.12935822@news.sover.net>
Source record: 80974

I have three requests so far for cables (1 chip version). These cables will have a db25 f connector, so you can use a fully wired modem cable to connect your PC to the SIO2PC box (Eliminating 9 pin/25 pin worries). On the Atari side, I plan to have a halved SIO cable. The housing will be a standard Radio Shank blue project box, or similar. After a successful initail production, I will offer custom cables, so you can decide everything about your cables' make-up, from the housing, to the type of sockets used. Thanks to those three who have responded so far, and to everyone else who wants one of these great gadgets, let me know of your interest soon, so I can order the parts and make good here!! :)
Cables will probably be around $20-$30 (note the revised price!! :-)

Rick Ziegler
Eru@sover.net

1562. Fair price for 8-bit equipment?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <4vks5e$111@stratus.skypoint.net>
Source record: 80975

I'm interested in getting people's opinions on what they feel are good
asking prices (US dollars) for the following Atari 8-bit equipment:

- Atari 800 w/BASIC, power supply, and switchbox
- Atari 1050 with SIO cable and power supply

Thanks,
Scott

1563. Menu.atr (?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <321E2B11.4462@interport.net>
Source record: 80976

Hi,

Can somebody point me in the right direction, or maybe even email me yhe
file MENU.ATR. This is the disk image that would allow Atari images
greater than 92k to be booted (as used through APE).

Thanks,
Glenn
--

Glenn B. (Spud)
"`!`!`!

1564. New DOS Atari 2600 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: autismuk@aol.com
Message-ID: <4vkb2a$m3@newsbf02.news.aol.com>
Source record: 80977

Atari 2600 Emulator for DOS

My new Atari 2600 emulator is available on

http://users.aol.com/autismuk/a26home.htm

It is written in assembler and is about 20k in size (unzipped). This is an alpha release
but it does work fairly well with basic 2k/4k cartridges.

Hope to add bigger carts and some other stuff soon !

Paul Robson
AutismUk@Aol.com

1565. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <321E28C6.41C6@ce.fciencias.unam.mx>
Source record: 80978

Andreas Wagner wrote:
>
> Is there a way (software) to convert the dcm Diskimages to
> xfd Images.
>
Yes, Is Imagic 1.03 the universal XFD<-->ATR<-->DCM converter,
it can be found at

http://www.nacs.net/~classics/

Ufortunately, it needs Windows 95

--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

1566. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2308961611090001@194.125.100.1>
Source record: 80979

In article <4vkfl9$3su@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle Fester) wrote:

> The new OS ROM's that came out with the introduction of the
> 1200XL included INTERNAL support for graphics modes 12,13,14
> and 15. Prior to that, you had to program a custom display
> list to get at those modes. Since I've always written my
> own ANTIC mode custom Display List calls, I've never bothered
> to use a BASIC command such as GRAPHICS 15 (ANTIC mode 14,
> sometimes referred to as "GRAPHICS "7 1/2" like "Micropainter")
> to get the GTIA modes that I want. That way, no matter what
> computer or OS ROM, the program I write will be compatible with
> all of the 8-bit computers.

Out of curiosity, why wasn't MODE14 in the BASIC from day 1? Why was this mode "hidden" to users.

Maury

1567. Re: Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <321DE354.4A06@ncweb.com>
Source record: 80980

You need any terminal program that has the MPP driver .. which used
the joystick ports to connect to a modem, instead of connecting via
an 850 via the serial port.

Bill
(Bobterm.mpp is an example of a terminal prog. with this driver)
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

1568. Re: Bounty Bob 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <840817880.23125.0@cortexuk.demon.co.uk>
Source record: 80981

```
Rich Tirico <results@interpoint.net> wrote:
>Ok, I disconnected my 130xe after trying EVERYTHING IN THE BOOK to get
>Bounty Bob Strikes Back to work. QuickMenu's, MYDOS, SMARTDOS,
>SPARTADOS, Translator, etc. etc.
>
> So, I connected my 1200xl and BOOM! 1.2.3 works GREAT!!
>
> Pretty messed up huh! Anybody get it run on a 130xe? Doug Feldman says
>he can get it run on his 65xe with SpartaDos, but what about the 130xe?
>
>-Rich.

I've already talked to Rich about this, but i have a copy on a multiboot menu
that works fine on my PAL 130XE but it don't work on his. Its not an NTSC prob.
is it !!!!!!!!

Any ideas ???????

O|
/-\_/ \_ O
I # \|-\__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|
```

1569. Re: 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <4vl44n$if7@dfw-ixnews2.ix.netcom.com>
Source record: 80982

>Curious that you seem to have two problems with your 800XL (no
modulator
>signal to a TV and no color on a monitor). However the modulator,
>whether it works or not, should have no effect on the video signal
sent
>to a monitor.

Actually, the modulator on an 800XL is the guy who mixes the CHROMA and LUMA into composite. So, if the modulator is malfunctioning, you may get no color in your video. (the 800XL is the only Atari that uses the modulator to do this....) The easiest way to circumvent this (if you have a separate CHROMA monitor) is to wire a .05ufd capacitor to the emitter of Q5 and the unused monitor pin.
Bob Woolley

1570. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.375.012822D1@mindspring.com>
Source record: 80983

In article <maury-2308961611090001@194.125.100.1> maury@softarc.com (Maury Markowitz) writes:
>From: maury@softarc.com (Maury Markowitz)
>Subject: Re: Jupiter Mission at Yogi's
>Date: Fri, 23 Aug 1996 16:11:09 +0100

>
> Out of curiosity, why wasn't MODE14 in the BASIC from day 1? Why was
>this mode "hidden" to users.

Because the original Atari 400/800's had a CTIA chip instead of the later GTIA chip. The CTIA only supported Graphics modes 0-8. The Basic cart was written originally for the CTIA, although they must have known there were to be more modes later, else why allow entry of modes in the range 9-15?

Bruce Willard bwillard@mindspring.com

1571. Re: Bounty Bob w/ no lives limit at my page.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <321E0959.32DD@iexist.flw.lucent.com>
Source record: 80984

Steven J Tucker wrote:
>
> In a previous article, scharles@superlink.net (Yogi) says:
>
> >OK, it is now on my homepage also. It will be in the archive as soon
> >as more space is available. Has anyone noticed that about 1/2 the time
> >BBSB messes up on the 2nd screen??? Anyone know why? I think it might
> >be the menu program I am using.
>
> I also noticed it messes up on level 5, and every even level
> after 10 for (might have been the odd levels). I had to bypass
> those levels.

I can't get this to run under either emulator. Has anyone gotten
it to work under any emulator? I haven't tried Rainbow since I'm
not running win95.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1572. Are you using Spartados X w/ APE?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <4vl8bn$lks@madeline.INS.CWRU.Edu>
Source record: 80985

I have recieved a Spartados X cartridge for testing with APE and
have fixed these X specific bugs:

PC Mirror now visible from X
X cart copy command now can read files from the PC Mirror
X cart format command can now format all floppys and hard drives.

Any other X specific bugs to report? I need to return this cart
ASAP so please let me know.

thanks

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

1573. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: tim.keip@ix.netcom.com
Message-ID: <4vl6mh$bq7@dfw-ixnews6.ix.netcom.com>
Source record: 80986

In <321E28C6.41C6@ce.fciencias.unam.mx> Mariano Dominguez Molina
<mariano@ce.fciencias.unam.mx> writes:
>
>Andreas Wagner wrote:
>>
>> Is there a way (software) to convert the dcm Diskimages to
>> xfd Images.
>>
>Yes, Is Imagic 1.03 the universal XFD<-->ATR<-->DCM converter,
>it can be found at
>
>http://www.nacs.net/~classics/
>
>Ufortunately, it needs Windows 95
>
>--
>---
>Mariano Dominguez Molina
>Facultad de ciencias.UNAM
>
>http://graf.fciencias.unam.mx:100/~mariano/

Hi,
Is there a version that will work in DOS or Win3.1?
Even better, is there a FAQ that describes these formatts
in detail?

Tim

1574. Re: FTE & Mike Hohman

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-23 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <321E10F9.2AA2@iexist.flw.lucent.com>
Source record: 80987

Jeff Potter wrote:
>
> Mike expressed regret for those who are waiting for his products,
> although he has never meant to defraud anyone.

Does this mean that he is still expecting to bring out the products he has been working on or has he lost all interest in the Atari 8bit line? It certainly appears that it has taken a backseat to other interests in his life.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1575. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4vlh8j$gmi@news.tcd.net>
Source record: 80988

Tom;

While I have limited time..will for you, take your files an PKZIP them and return them to you if you like..I am sorry I have not gotten back to you on your previous messages..First glance, reading they sound fine with me..

Question for you..You have sent me files before in an Arced format, I reveived them fine..but, have problems with files I run across on different areas they are Discomed and come up as text files..have to capture them and move them over on the IBM..Which is a total pain in the a...! How can the file sights set up files that will come down as files you send to me via e-mail?

I am sure other Atari 8-bit users have a minor problem getting most of the stuff on the Internet..??? I am not speaking of files converted for use on the IBM but soly for the 8-bit computer.

Bob..

1576. Re: 800XL No Color

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <4vlm36$ahp@news.internetmci.com>
Source record: 80989

swallace@home.dmv.com () wrote:
>Richard Heldmann (richard.heldmann@internetMCI.com) wrote:
>: I have a 800XL which displays no color on my monitor. I have replaced
>: various transistors and pot. I have swapped my GTIA. I have connected my
>: 130XE to the monitor and it works fine. When I connect my 800XL to a TV,
>: there is NO display. Could my problem be related to the RF modulator?
>
>: Rick
>
>Curious that you seem to have two problems with your 800XL (no modulator
>signal to a TV and no color on a monitor). However the modulator,
>whether it works or not, should have no effect on the video signal sent
>to a monitor. If you've eliminated the video cable and pinout
>differences between the 800XL and 130XE as the trouble, and have replaced
>several components in the video circuit without result, you should check
>the machine's crystal oscillator frequency. It must be very close to
>3.579545 MHz (NTST) to produce color on a monitor (or TV for that
>matter). There is no adjustment. If the frequency is high or low by
>more than a few hertz, replace the crystal and/or check the oscillator
>circuitry. Also check all +5V sources (+5A, +5B, and +5C) since the
>power supply seems to be the only thing common to both modulator and
>video symptoms.
>
>Steve
>

According to Ian Chadwick's Mapping the Atari, the pinouts for the 800,
XL/XE monitors are all the same. Are you sure they are different? I have
not checked this, as I thought they were all the same.

Rick

1577. oops more new titles

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <321e7b58.5979737@news.superlink.net>
Source record: 80990

```
Heres a few more new titles

DataSoftdemo (2 sides)
Dont ask demo (2 sides, basic)
Phantasie (4 sides)
Gwendolyn (2 sides)
Matchboxes.ATR
Planetfall_rls20_1 (new version of planetfall, old version was
corrupt)
```

1578. Re: Collectors Items??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4vlhis$gmi@news.tcd.net>
Source record: 80991

Hello;

You old fossle! Nice to see you out and about. As to Atari becoming an obslite item I doubt it..Too many items produced for it, and I still have a bunch stored away.so with my luck the will never let me retire..keep fixing and upgrading the older stuff!

Hehe.

Every once in a while I run across something I have not seen in the past 12 years..?? Wish I had it all but..have enough..

You still running PRO?

Bob

1579. BBS Express! Professional (tm)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <4vli4k$gmi@news.tcd.net>
Source record: 80992

Have come across some postings on the Atari 8-Bit boards from disgruntled users (semi-Pirates) that there is no SUPPORT! for the ATARI 8-BIT USER WHO PURCHASES BBS EXPRESS! PROFESSIONAL.!!

There is one thing that is straight fact...If you PIRATE, PRO there is NO SUPPORT. If you purchas it outright and are a registered NODE user we will support you to the hilt..have 3 BBS up and running 24 hours a day..Primary The Repair Shop 801-966-1697,..

Will forward all problems to the Programer..so will the other 2 boards..

Now if you have Pis..ed off the Programer..I can not help you I pay him for all support..If you actually own the Node I can help you..will fix any problem, (BUG!) we can duplicate and will take into consideration those we cant to resolve the problem.

So don't let anyone tell you there is no support for BBS Express! Professional..there is and as long as 1 BBS remains up using our nodes legaly the programer will have up a support board..!

Bob Klaas
Stephen C. Carden
Lyle Ealr..

Bob Klaas does in fact own K-Products Souly..Stephen Carden is the programer..and Lyle Earl is owner of a support BBS!!

Thanks
Bob

1580. Atari Computer Goods For Sale! Free Catalogs! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <4vm5h3$r9n@nadine.teleport.com>
Source record: 80993
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books & Accessories. At BSC's Web Page you'll View,
& DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. If you have problems connecting with my web page. Feel free to
Request catalogs through E-Mail. Really, it's not an inconvenience. All
I ask is that you specify Atari 8 Bit, Atari ST or both. You should get
a response after the weekend as I take the weekend off. Please Direct
all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

1581. cyberspy update

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <321e722b.3630236@news.superlink.net>
Source record: 80994

New files uploaded/sorted in cyberspy archive.

ATR
Mindshadow_side1.ATR
Mindshadow_side2.ATR
Hacker.ATR
Bank_Street_Writer.ATR
Bank_Street_Writer_Tutorial.ATR
Stickybear_Basket_Bounce.ATR
Jupiter_Mission_1999_1.atr
Jupiter_Mission_1999_2.atr
Jupiter_Mission_1999_3.atr
Jupiter_Mission_1999_4.atr
POKER_TOURNEY.ATR
Party_Quiz_Side_1.ATR
Party_Quiz_Side_2.ATR
Earth_Views_1.ATR
Earth_Views_2.ATR
LasVegasCasino.ATR
MasterOfTheLamps.ATR

BINARIES
BountyBobStrikesBack.EXE (cheat version)
Still only works to level 6.

1582. Re: A XL IN A PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <4vm107$4ql@freenet-news.carleton.ca>
Source record: 80995

"Mr. Maddog" (mrmaddog@prolog.net) writes:
> On Wed, 21 Aug 1996, Kit Kimes wrote:
>
>> Christophe DELBECQUE wrote:
>> >
>> > a XL in a PC?
>> >
>> > I want to put a Xl in a PC case.

>
> Then again, I wouldn't try it myself. Good luck with it man! :)
>

Naw, you don't want to do that. Do what I did and take two floppy drives out of their Indus/Atari/Percom/whatever cases, pop them into a PC case, and also epoxy/strap the power supplies in the case as well. I did that, plus I had room for a modem. I also added a peripheral end connector to the back of the case, so the computer i/o cable just loops around and plugs in the back. A power bar attached to the back of the computer handles the rest of the stuff, and the cables are extremely neat.

Do that and it'll look great.

I brought it into one of our meetings, and most of the membership thought it was actually made by Atari.....hell, I must have done something right!

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1583. Where is FTE???

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <4vm0kc$4m1@freenet-news.carleton.ca>
Source record: 80996

A couple of years ago, some people paid about $100 per unit, up front to get
the new MIO, but nothing has happened. Are these poor saps out of luck or
is this stuff just vapor hardware?

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1584. Re: SIO2PC cables- inexpensive supply update

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: eru@sover.net
Message-ID: <321ead7c.3786257@news.sover.net>
Source record: 80997

On Fri, 23 Aug 1996 08:21:29 GMT, eru@sover.net (Rick) wrote:

>I have three requests so far for cables (1 chip version). These
>cables will have a db25 f connector, so you can use a fully wired
>modem cable to connect your PC to the SIO2PC box (Eliminating 9 pin/25
>pin worries). On the Atari side, I plan to have a halved SIO cable.
>The housing will be a standard Radio Shank blue project box, or
>similar. After a successful initail production, I will offer custom
>cables, so you can decide everything about your cables' make-up, from
>the housing, to the type of sockets used. Thanks to those three who
>have responded so far, and to everyone else who wants one of these
>great gadgets, let me know of your interest soon, so I can order the
>parts and make good here!! :)
>Cables will probably be around $20-$30 (note the revised price!! :-)
>
>Rick Ziegler
>Eru@sover.net

I am up to 5 requests. I am now thinking doing the run with only 15
orders to begin with. Also, I will not accept money until the cables
are built, as I feel it is best that way. Keep 'em coming folks! I
really want to be able to do this! ;-)

Rick Ziegler

1585. Atari & TI computer barga

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C70218.10C10009C2.uuout@compudata.com>
Source record: 80998

```
Saturday, August 24, 1996

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $33
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $10
DVE Printer Power Supply Model DV-2412A..... $10Peripheral Cable for Atari
computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $ 9
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • What was the best thing BEFORE sliced bread?

1586. Re: Collectors Items??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: Alan Sharkis <ASharkis@worldnet.att.net>
Message-ID: <4vn31d$9t0@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 80999

Ron Pothier <falken@cyberg8t.com> wrote:
>Now that Atari Corp. is no longer in existence, I am willing to bet that
>anything bearing the Atari trademark will fast become a collectors item
>in the computer world, so hang on to your old Atari's and watch the
>prices rise for a collectable.

Ron, I agree that this will happen, but not as soon as many of us think.
Perhaps ten years ...

1587. Re: Collectors Items??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <4vnnko$1cu@nnrp1.news.primenet.com>
Source record: 81000

In article <4vn31d$9t0@mtinsc01-mgt.ops.worldnet.att.net>,
Alan Sharkis <ASharkis@worldnet.att.net> wrote:
>Ron Pothier <falken@cyberg8t.com> wrote:
>>Now that Atari Corp. is no longer in existence, I am willing to bet that
>>anything bearing the Atari trademark will fast become a collectors item
>>in the computer world, so hang on to your old Atari's and watch the
>>prices rise for a collectable.
>
>Ron, I agree that this will happen, but not as soon as many of us think.
>Perhaps ten years ...

Perhaps in ten years a shrink-wrapped Combat cartridge will be valuable.
Because by then, you would think, they would all have been opened.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1588. Re: Bounty Bob - the cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dwnu21.HKy@iglou.com>
Source record: 81001

Mark Elliott (Mark@cortexuk.demon.co.uk) wrote:

: I've already talked to Rich about this, but i have a copy on a multiboot men
: that works fine on my PAL 130XE but it don't work on his. Its not an NTSC pr
: is it !!!!!!!!

I think it has something to do with the emulator you run, and what sort of system the emulator is running, as well as what version. I see it from time to time on the PC Xformer.

Reminds me... There was a thread earlier about Bounty Bob Strikes Again, and its collectability, cart-wise. I took a look at all the carts I got, and found that I do indeed have Bounty Bob on a cart, including, of all things, the little poster it came with. How much is it worth now? Can someone please repost the listing of carts and their rarity?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1589. Re: Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960824193436.182B-100000@ns1.ptd.net>
Source record: 81002

On Fri, 23 Aug 1996, Bill Somrak wrote:

> You need any terminal program that has the MPP driver .. which used
> the joystick ports to connect to a modem, instead of connecting via
> an 850 via the serial port.

Cool, that's what I have. one question...do the cables have to be
rewired a certain way or can I just use any null modem cable(I can work
around the screws)?

And please folks...no more freaking "Just use ST Xformer", I never even
asked about that. You never tell someone how a watch is made when they
ask for the time :)

Eric Noss
a.k.a
Mr. Maddog

1590. Re: Collectors Items??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960824193932.182C-100000@ns1.ptd.net>
Source record: 81003

On Thu, 22 Aug 1996, Ron Pothier wrote:

> Now that Atari Corp. is no longer in existence, I am willing to bet that
> anything bearing the Atari trademark will fast become a collectors item
> in the computer world, so hang on to your old Atari's and watch the
> prices rise for a collectable. Just a thought, knowing what happens to
> other so called obsolete stuff in the world of collectors.

Heh, heh...old Atari machines and games are 'already' collector items! :)

There's a niche market for classic games and systems. It's the only
reason I still use my 130XE :)

Eric Noss
a.k.a
Mr. Maddog

1591. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4voj02$kd3@login.freenet.columbus.oh.us>
Source record: 81004

Maury Markowitz (maury@softarc.com) wrote:
: In article <4vkfl9$3su@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle
: Fester) wrote:

: > The new OS ROM's that came out with the introduction of the
: > 1200XL included INTERNAL support for graphics modes 12,13,14
: > and 15. Prior to that, you had to program a custom display
: > list to get at those modes. Since I've always written my
: > own ANTIC mode custom Display List calls, I've never bothered
: > to use a BASIC command such as GRAPHICS 15 (ANTIC mode 14,
: > sometimes referred to as "GRAPHICS "7 1/2" like "Micropainter")
: > to get the GTIA modes that I want. That way, no matter what
: > computer or OS ROM, the program I write will be compatible with
: > all of the 8-bit computers.

: Out of curiosity, why wasn't MODE14 in the BASIC from day 1? Why was
: this mode "hidden" to users.

ARGHH!!
It's not hidden,graphics mode 15 didn't exist yes.Hence NO programmes
would've seen it.You had to access the hardware to reach it.
It was the 1200XL OS that introduced it to the S: handler.
The same with graphics modes 12-14.
I don't know when support for 9-11 (the GTIA modes) was implemented.
It's in my 800 OS.But there were two versions of the 800 OS.
There's still at least one ANTIC mode not implemented in the S: handler.
The "decender" text mode.It had something to do with lowercase text.
(how it could decend below the bottom of the text cell)

: Maury

1592. Re: Bounty Bob - the cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.377.000D9E42@mindspring.com>
Source record: 81005

>Reminds me... There was a thread earlier about Bounty Bob Strikes Again,
>and its collectability, cart-wise. I took a look at all the carts I got,
>and found that I do indeed have Bounty Bob on a cart, including, of all
>things, the little poster it came with. How much is it worth now? Can
>someone please repost the listing of carts and their rarity?

My understanding is that BBSB is ER. I don't know exact worth, but I'd
guess it's as much or more than almost any other 8-bit cart. I know I'd
love one!

Bruce Willard bwillard@mindspring.com

1593. I had to try it!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-24 00:00:00 UTC
From: Mitch <just_ask@my.home.address>
Message-ID: <321FDB5B.5095@my.home.address>
Source record: 81006

--
Sorry to post this to your newsgroup, but I had to try it!

I read this and thought, "What could I lose?"
Read through it and maybe you'll like to try it as well!
But please be honest. That is how it works.

"MAKE-MONEY-FAST"

----- Adapted article by Jody Vining (#4 below) ----------------

Want to make a few bucks? Quick, easy and cheap?

Ok ok, we have all heard this before, laughed at it, thought it was stupid, so did I. But one day, I was bored, and wanted to see if this thing really works, the now infamous newsgroup "make-money-fast" routine.
And well, to my surprise, it ACTUALLY WORKED. I didn't make $50,000 like some said, but I DID make $3,200 in 1 month. Thats not bad for a $5 investment!

So now try it, maybe you'll make less, maybe you'll make more, but its worth a shot right?

The procedure is very simple.

STEP 1. Write your name and address on 5 separate pieces of paper with the words "PLEASE ADD ME TO YOUR MAILING LIST". Fold a $1 note or money order or bank draft in each of the pieces of paper and mail them to the following five addresses:

---
1. Sahba Zadeh, 16115 122 Pl. NE, Bothell, WA 98011, USA

2. John England, 570 Vista Ave. Palo Alto, CA 94306, USA

3. Jeannette Bidegain, 2301 Redwood Street, #1406, Las Vegas, NV 89102,USA

4. Jody Vining, 987 Shetland Ave, Winter Springs, FL, 32708

5. Mitch Whiteley, 1026 N. 510 W. Apt. 4A, Logan, UT 84341

STEP 2. Now remove the 1st name on the list, move the other 4 names up (5 becomes 4, 4 becomes 3 etc) and put your name and address as number 5 on the list. You can do this by re-typing this article or simply editing and re-posting it in this or another newsgroup.

STEP 3. Post your amended article to at least 200 new groups (there are 17 000 of them).

You are now in the Mail Order Investment Business and you will start receiving $1 returns by mail within a week or two. The more newsgroups you post to, the bigger your return will be. You may want to rent a Post Office Box to handle the volume of mail you are likely to receive.

If you wish to remain anonymous, you can use a pseudonym such as "The Manager" or "The Investor", but make sure your address is correct!

NOW LET ME TELL YOU WHY THIS SYSTEM WORKS!

Of every 200 postings I made, I received an average of 5 replies, YES - ONLY 5, each with a $1 bill enclosed. You make $5 for every 200 postings WITH YOUR NAME AT NUMBER 5.

Each person who sent you $1, now also makes let's say,only 200 additional postings WITH YOUR NAME AT NUMBER 4, i.e. 1000 postings. On average therefore, 50 people will send you $1 with your name at number 4. You make $50.

Your 50 new agents make 200 posting each WITH YOUR NAME AT NUMBER 3 or 10 000 postings - average return 500 at $1 each is $500. They make 200 postings each WITH YOUR NAME AT NUMBER 2 = 100 000 postings = 5 000 returns at $1 each = $5 000.

Finally, 5 000 people make 200 postings each WITH YOUR NAME AT NUMBER 1 and you get a return of $50 000 before you name drops off the list. AND THAT'S IF EVERYONE DOWN THE LINE ONLY MAKES 200 POSTINGS! Total income in one cycle = $55 500.

From time to time, when your name is no longer on the list, you take the latest posting that is appearing in the newsgroups, SEND OUT ANOTHER $5 TO THE NAMES THAT ARE ON THE LIST, PUT YOUR NAME IN AT NUMBER 5 AND START POSTING AGAIN. Remember, 200 postings is only a guideline. The more you post, the greater the return.

Let's review the reasons why you should do this: THE ONLY COST FACTORS ARE 5 STAMPS, 5 ENVELOPES, AND 5 $1 BILLS. Anyone can afford five dollars to put into such an effortless investment with SPECTACULAR RETURNS.

Some people have said to me "What happens if the scheme is 'played out' and no one sends me any money"? Big deal! So you lose $5 - but what are the chances of that happening?

Do you realise how many Internet Users there are? Do you realise how many times this scheme can be utilised over and over again - with COMPLETELY NEW people participating?

There are not HUNDREDS, NOT EVEN THOUSANDS, BUT HUNDREDS OF THOUSANDS OF NEW INTERNET USERS EVERY MONTH!

Remember, read the instructions carefully and play FAIRLY...that's the only way this will work. Get a printout so you can refer back to this article easily.

Try to keep a list of everyone that sends you money and always keep an eye on the newsgroup postings to make sure everyone is playing fairly. You know where your name should be.

1594. Re: Info on OSS' SuperCarts? (To Bill Wilkinson)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: Michael Current <mcurrent@carleton.edu>
Message-ID: <4vqcjk$3nb@zorak.acns.carleton.edu>
Source record: 80919

>Now several years later, its almost impossible to purchase these
>cartridges (I held onto mine and just recently purchased Mac/65)
>and as I understand it they aren't even being made any more.

All the OSS carts (now products of Fine Tooned Engineering as you know) can easily be purchased. Just call B&C Computervisions, Computer Software Services, or probably several others.

Michael Current, 8-Bit Atari FAQ & Vendor/Developer Lists maintainer
User groups: CAIN, SPACE, NWPAC / mailto:mcurrent@carleton.edu

1595. Sorry: I had to try it!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: Mitch <send@you.probably.already.know>
Message-ID: <3220AEBD.42F@you.probably.already.know>
Source record: 80920

```
--
I am really sorry about my SPAM. I didn't realize how wrong
it was. Other's articles seemed convincing and legal, but I
guess not. Please disregard posting: "I had to try it!"
(delete it if your a system administrator). My mistake.
```

1596. NO MORE COMPUTERS Auction update

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: brownde@cs.unc.edu
Message-ID: <4vqm56$om5@baldhead.cs.unc.edu>
Source record: 80921
Cross-posted to: rec.games.video.classic,comp.sys.ti,comp.sys.cbm,comp.sys.tandy,comp.sys.atari.8bit

```
[I'm only posting this once to comp.sys.[ti, tandy, cbm, atari.8bit],
just in case those readers are interested.]

The "NO MORE COMPUTERS" Auction
------------------------------
I've decided to stick with consoles, so my home computers
are up for auction, as well as their cartridges.

Dennis Brown -- brownde@cs.unc.edu

Auction rules are at the end of the document. Please read before
bidding. Thanks.

** NEW: Due to lack of interest, I've consolidated the cartridges
and systems into bundles. The minimum bids should be more
reasonable now that the cartridges are included with the systems.

---------------------------------------------------------------------
Atari 8-bit Lot: Bid: $30 kloesch
---------------
Atari 130XE (128K)
Power supply
Manual
5 cartridges:
Pac-Man
Qix
Dig Dug
Bug Hunt
Rescue on Fractalus!
More stuff:
Two Atariwriter cartridges, and a manual
Atari Artist cartridge
Pilot programming language cartridge

Commodore VIC-20 Lot: Bid: $25 (minimum)
--------------------
Commodore VIC-20 console (oldest style)
Power supply
Manual
RF Modulator (still needs switchbox + RCA cable)
Commodore Datasette (oldest style)
Several tapes--forgot the exact titles
19 Cartridges:
Avenger Commodore
Cosmic Cruncher Commodore
```

GORF Commodore
Omega Race Commodore
Pin Ball Commodore
Poker Commodore
Slot Commodore
Choplifter Creative
Gridrunner HES
Ms. Pac-Man Atarisoft
Pac-Man + box + manual Atarisoft
Pole Position Atarisoft
Q*Bert Parker Brothers
Radar Rat Race Commodore
Raid on Fort Knox Commodore
Sargon II Chess Commodore
Sea Wolf Commodore
Tooth Invaders (label offset) Commodore
Turtle Graphics + manual HES

Commodore 64 and 1541 disk drive Lot: Bid: $45 (minimum)

Commodore 64 console
Power supply
Monitor cable (for 1702 monitor)
Manual
14 cartridges:
Clowns Commodore
Lemans Commodore
Radar Rat Race Commodore
Pinball Spectacular Commodore
Choplifter! Broderbund
Gridrunner HES
Ms. Pac-Man Atarisoft
Pipes Creative
Pitfall! Activision
Pitfall II: Lost Caverns Activision
Pole Position Atarisoft
Save New York Creative
Star Trek SEGA
Star Wars: The Arcade Game Parker Brothers

Commodore 1541 Disk Drive (flip-door style)
Power cable
Data cable (drive to computer)
RS-232 adaptor
Several disks of games, some original
[Note: this stuff is packed up in a box at home. I know the
above items are in it, but I don't know the titles of
the games. There are some good ones in there, though.
Maybe even a Fast Load cartridge, but don't count on it.]

Tandy Coco3 Lot: Bid: $20 (minimum)

Tandy Color Computer 3 console (built-in power supply)
Tandy Deluxe Joystick
Wico Trackball (untested--missing power supply)
8 cartridges:
Color Baseball Tandy
Doubleback Radio Shack
Mind-Roll Tandy/Epyx
Panic Button Tandy
Slay the Nereis Radio Shack
Rad Warrior (Coco3 only) Tandy/Epyx
RoboCop (Coco3 only) Tandy/Data East
Silpheed Tandy/Sierra

TI-99/4A Lot

I decided to pull some TI stuff from the auction. Sorry.

TI cartridge bundle: Bid: $5 (min)

Name Publisher

Donkey Kong Atarisoft
Hopper TI
Munch Man TI
Pac-Man (smeared label) Atarisoft
Parsec TI
Picnic Paranoia Atarisoft

Auction rules:
---
* Don't bid unless you're going to buy if you win. Period.
* Auction starts Friday, August 23.
* Auction will enter a going once, going twice, gone phase after
two weeks. This file will be posted once a day (seems to be the norm)
but will always be up-to-date at
http://www.cs.unc.edu/~brownde/museum/auction.txt

It will be e-mail only after the going... phase starts.
[The minimums are higher than other auctions since I want to
keep it under two weeks. I'll lower minimums on items with
no bids by the second week.]

* Send bids to brownde@cs.unc.edu
* Bids will be listed by username unless an alias is requested.
* Minimum raise is $1 for anything under $10
$2 for anything $10 - $49
$5 for anything over $50
* Lots will *not* be broken up.
* Lots will *not* be broken up.
* Lots will *not* be broken up.
* Final bids do NOT include shipping.

* All payments must be in U.S. funds; money orders preferred.

Notes about cartridges:
----
* All cartridges do NOT include box or manual unless otherwise noted.
* All cartridges are in good to excellent cosmetic condition unless noted.
(Good means slight mottling, or a screw hole; excellent means new-looking)
* All cartridges work,

Note about systems:

To hook these systems to a TV (except the TI), each system needs a
switchbox and RCA cable. These are readily available for $5 and $2
at Radio Shack. Get the manual-switch kind, not the automatic kind.

1597. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <Dwpx17.8rw@iglou.com>
Source record: 80922

When you put a flippy disk in a double sided drive, you still have to flip it because the controller can't read the side that's turning the wrong way. The XF551 uses the index hole when it formats a disk, but ignores it for ordinary reading and writing.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too dark to read." -- Marx (or was it Twain?)

1598. New Atari 800/800XL emulator coming REAL soon

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: mhill@one.net
Message-ID: <32209c3f.1305939@news.one.net>
Source record: 80923
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc,comp.emulators.cbm

All,

Ive been working on 800/800XL emulator in my spare time for awhile.
Its almost ready for its first trial release. Heres a little info on
what it can do.

Runs on MSDOS 386 Systems (Pentium Peferred)
800/800 XL emulation
Run 8K/16K/OSS Super Carts
Standard 320 X 200 screen (scrollable) or Mode X (360 X 240)
Supports two PC joysticks
DLI and VBI supported.
All antic modes
Player Missle Graphics with collision detection
GTIA graphics
Reads XFD and ATR
Supports loading disk images on the fly in slots D1-D8 (menu driven)
Horizontal and vertical fine scrolling
System Monitor

Im working right now on the following

Sound Support (Soundblaster Compatibles)
4 Joystick Support (using printer port joystick interface)
Faster Emulation (right now it seems like you need a fast pentium for
decent emulation. Ill know more when you guys start testing!)
Support for converting raw MSDOS files to Atari disk images on the fly

Im looking for assistance on the following areas.

5200 rom image. I have specs on the 5200 and a friend gave me his
5200 game system. But I don't have any way of reading the rom image
and creating a file. Also an image of the included cart or some other
game would be helpfull. Id like to add 5200 support since its not
that difficult.

Anybody with some good ideas (or even code/samples) on how to best
emulate Atari sound on a PC.

A cool name for it (right now codenamed atari8b).

Watch this space soon for the full announcement on when/where it is
available. If you have any questions feel freee to drop me a line at
the below message.

Mike Hill
mhill@one.net

1599. ** FS/T: 16k Atari 400 board **

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <3220EC4E.62F9@ibm.net>
Source record: 80924

don't expect to make any money on this, but perhaps someone would like to trade for a registered version of the XFormer Emulator, or similar archaic hardware. naturally, branch always, or emulators + (??) as they are now called would expect you to give up your rights, delete all copies, etc. of your xformer.

any offer conidered, you pay s&h.

es-

1600. Re: ORTMAN ARRESTED! Finally goes to jail!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: ldinkoff@wwa.com
Message-ID: <321fdfd1.143649678@news.wwa.com>
Source record: 81007
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.marketplace,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.games.marketplace,misc.forsale.computers.mac-specific.misc,computers.mac-specific.portables,computers.mac-specific.software,misc.forsale.computers.memory,misc.forsale.computers.monitors,misc.forsale.computers.net-hardware,misc.forsale.computers.other.systems,misc.forsale.computers.pc-specific.cards.misc,misc.forsale.computers.pc-specific.cards.video,misc.forsale.computers.pc-specific.misc,misc.forsale.computers.pc-specific.portables,misc.forsale.computers.pc-specific.software,misc.forsale.computers.pc-specific.systems,misc.forsale.computers.storage

On Mon, 19 Aug 1996 19:55:14 GMT, bjnash@connectnet.com (BJ Nash)
spewed forth the following pearls of wisdom:

>
>
>Finally, some action!
> The continuing criminal investigation of Ortman/Admiral
>Nuguru/Starfleet, Et Al has turned up the fact that some irate
>customer of Terry's, who was screwed by him, hired an attorney in
>Terrys hometown of Decatur, Il. When the attorney attempted to press
>the lawsuit to recover his clients money, Terry turned his wrath on
>him just like he did to the others he's screwed here on the net. The
>attorney, un- intimidated, laughed and had him arrested! "Don't try
>that crap on me"!, He must have said as he dialed the local police!
> I got that from the State of Illinois Investigator when he
called me
>and asked me to post this message: Don't call the State Police or the
Unfortunately somebody went his bail. He was back today in
misc.forsale.computers.storage. Unless he has a laptop in the Macon
county Jail

LD
--"I don't know which bothers me more. The fact that we
lost a nuclear weapon, or that it happens so much that
we actually have a name for it."
John Travolta/"Broken Arrow"
--

1601. Cracking.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: sunlord@zot.io.org
Message-ID: <4von6f$ai8@zot.io.org>
Source record: 81008

Well after discussing with a very nice person, I might actually be getting some books on Atari 8-bit assembler (thank you!). So this leads me into another area that interests me. Cracking the old atari games. I was wondering if someone could point me to some infomration on getting around the 8-bits copy protection. One would go about 'cracking' a game etc etc.

When I first started out on the Atari, I recalled that it was not as hard to do as it is now. Any info?

dave

1602. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4vphck$2b1@news.xs4all.nl>
Source record: 81009

In article <4vkcg9$dtv@madeline.INS.CWRU.Edu>,
James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>
>(AE asks if the pc<->A8 disk read/write program I'm working on
>will read/write a 'flippy'.)
>Nope, AE, you can't put a notch on the other side and use the
>back of a disk on a pc. The pc uses the timing hole I think.
>Then there are people who talk about actually making that timing
>hole somehow, but no, you gotta use just one side.

The PC's diskdrive is double sided, which means that both sides of a Flippy
can be read without flipping the disk (is this actually possible?).
You just have to use the other head of the diskdrive to read the other side.

I seem to remember years back that someone was using a third-party diskdrive
with their Atari 800 (I can't remember the brandname). It was a unit with
two diskdrives built in. Both could read DD disks, and for some reason, the
person who used it had made an extra hole in the plastic covering the
disk so that the timing hole could be read if the disk was flipped. This
person used a special device for making an extra hole for the timing hole to
be read as well as a device for making notches. My 1050 had no problem with
reading flippies without this extra hole, however, I have heard that the XF551
does have a problem like this (or maybe it's just that despite the XF551 being
a double sided diskdrive, you still have to flip your flippies).

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

1603. Re: Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960825092331.6869A-100000@linet01>
Source record: 81010

On Tue, 20 Aug 1996, Andrew Summers wrote:

> In article <AE3FCF2596685FB37@slip3.hrz.uni-siegen.de>,
> pelz@studm.hrz.uni-siegen.de (Dirk Pelz) wrote:
>=20
> > Hi folks!
> >=20
> > I downloaded a lot of XL stuff from several ftp sites. Includeing
> > .atr-files and others. Due the other files don`t run on my Mac XL emula=
tor
> > (Rainbow non register version - so far) I=B4d like to transfer the file=
to my
> > real XL. What I don`t have is the 850 Interface and it seems that it is
> > impossible to get it here in Germany. So here is my question: How can I
> > transfer file from Mac to 1050 without Interface?
> >=20
>=20
> only way I can think of is to use a modem on both ends... do you have an
> atari direct-connect modem? it'd be slow but would work.
>=20
>=20

There is another interface called the PR: Connection and you could also
try building the SIO2PC and plugging it into the serial port on you Mac
and using Bobterm on the 8 bit side and a Mac telcom program on the Mac
side. Don't go above 9600 baud since this interface may not be reliable
above these rates when connected this way. It might go higher but you will
have to verify this for yourself...

Patrick Mulvey <pmulvey@li.net>

1604. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960825114825.28674A-100000@linet04>
Source record: 81011

On Fri, 23 Aug 1996, Maury Markowitz wrote:

> In article <4vkfl9$3su@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle
> Fester) wrote:
>
> > The new OS ROM's that came out with the introduction of the
> > 1200XL included INTERNAL support for graphics modes 12,13,14
> > and 15. Prior to that, you had to program a custom display
> > list to get at those modes. Since I've always written my
> > own ANTIC mode custom Display List calls, I've never bothered
> > to use a BASIC command such as GRAPHICS 15 (ANTIC mode 14,
> > sometimes referred to as "GRAPHICS "7 1/2" like "Micropainter")
> > to get the GTIA modes that I want. That way, no matter what
> > computer or OS ROM, the program I write will be compatible with
> > all of the 8-bit computers.
>
> Out of curiosity, why wasn't MODE14 in the BASIC from day 1? Why was
> this mode "hidden" to users.
>
> Maury
>
>
Most likely (if memory serves) was due to the fact that the original 800
had some chips that were updated over its beginning. One of these was the
CTIA which was updated to the GTIA (the graphics chip) Mode 14 is a GTIA
mode so probabally didn't exisit in CTIA an earlier revision so therefore
basic (written in 1978 by OSS) would not have it..

Patrick Mulvey <pmulvey@li.net>

1605. Atari rom question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: wellsk@netcom.com
Message-ID: <wellskDwpB8G.A37@netcom.com>
Source record: 81012

Hi. Being a former Atari enthusiast as a 'still' dedicated Atari game fan, I was really happy to hear that there are Atari emulators available for the PC. All those old classics that I like (Mule, especially) can now be played on my PC through this emulator...

However, I don't know where to get the OS ROM. Has anyone here using an Atari emulator found where to get the ROM image? Are there even vendors that sell just this image?

If I get the registered version of XL-It (vs Shareware), does it come with the needed image?

Thanks, Kevin (wellsk@netcom.com)

1606. Re: I Need Sparta DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4vq307$a39@login.freenet.columbus.oh.us>
Source record: 81013

Joe Blenkle (jblenkle@calweb.com) wrote:
: I'm still looking for anyone who might be willing to throw Sparta DOS
: on a disk and mail it to me - I need it for my U.S. Doubled 1050 disk
: drive.
Why would you need SpartaDOS?Any DOS should work with that drive.
It's not what DOS you use but which SIO handler you use.

: Joe Blenkle
: jblenkle@calweb.com

1607. Re: Multiple disk images? (Conan)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4vq3on$cq1@login.freenet.columbus.oh.us>
Source record: 81014

Scott Faulkner (a-scottf@microsoft.com) wrote:
: I've downloaded both the Conan .atr files from cyberspy, and after booting
: from
: the first, it asks that I "flip" the disk. Is there a way to switch to D2:
: while loading
: a game in Xl-it? If not, can it be done in Xformer or the registered
: Rainbow95?

If you're playing a boot disk game,then there's no such thing as D1: and D2:.
The game just accesses the drives directly through the SIO
handler.Hence switching the default drive is meaningless.
Conan probably wants you to put the other "atr" in drive 1.

: thanks,
: -Scott

1608. Re: Multiple disk images? (Conan)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: ccleving@freenet.columbus.oh.us
Message-ID: <4vq433$dl8@login.freenet.columbus.oh.us>
Source record: 81015

John Earles (545625@ican.net) wrote:
: > I've downloaded both the Conan .atr files from cyberspy, and after
: booting
: > from
: > the first, it asks that I "flip" the disk. Is there a way to switch
: to D2:
: > while loading
: > a game in Xl-it? If not, can it be done in Xformer or the registered
: > Rainbow95?
: >
: >
: > thanks,
: > -Scott

: Scott,

: In XL-It 0.15 you can enter into monitor mode by pressing F7. One of
: the commands you can enter is <d> <disk image>, where <d> is the drive
: number. So, if you were to type: 1 conan2.atr, it should "switch"
: disks. You can find this command documented in either of the xlit015
: manual files that are included in the zip file. Even though you can
: enter multiple .atr files on the command line(representing drives 1-4),
: I have not found any way to access all of the drives. If anyone else
: has any further information, I would be interested.

: PC X-former 3.0, which costs $29.95 US, can also dynamically switch
: disks. The freeware version, 2.5, does not have this feature, and only
: seems to be able to play single disk games. This is too bad, as it is
: significantly faster than XL-It.

uh,Conan is a single disk game.

This is why I wanted a BlackBox instead of a MIO.So you could play
two-sided disks.
Look into a APE cable.

: Hope this helps.

: - John

1609. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_840999752@rtfm.mit.edu>
Source record: 81016
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 8 days
Last-modified: July 12, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following three Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu
```

1610. Re: Atari rom question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3220A9A1.23B7@htw.uni-sb.de>
Source record: 81017

Kevin Wells wrote:

> However, I don't know where to get the OS ROM. Has anyone here
> using an Atari emulator found where to get the ROM image? Are
> there even vendors that sell just this image?

They are included in a file called "xf25.zip" this is Xformer 2.5.
You can get it from my page if you can't find it anywhere else:

http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

> If I get the registered version of XL-It (vs Shareware), does
> it come with the needed image?

There is no registered version of Xl-it! because it's freeware.
I can't include the ROMs because they are still copyrighted by
Atari.

Bye,

Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis Emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

1611. FYI:Atari 8-bit stuff on "ebay auction"

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-25 00:00:00 UTC
From: in784@cleveland.Freenet.Edu
Message-ID: <4vqcmv$716@madeline.INS.CWRU.Edu>
Source record: 81018

```
Transfer complete. Press RETURN to continue:

I was surprised to see a couple of Atari 8-bit
itmes for auction items for auction
on the "ebay" computer auction homepage.

If you are curious, take a look at:

www.ebay.com/aw/list-40.html
```

1612. FREE 2600/5200/7800/Lynx and Atari-Bit Computer Catalog

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: ice@skypoint.com
Message-ID: <4vqs40$kp@stratus.skypoint.net>
Source record: 80925

```
**************************************************************************
* *
* Are you looking for that old, obsolete Atari 8-Bit or *
* Game System item that you thought you would never find? *
* *
* LOOK NO FURTHER! *
* We have what you are looking for! *
* *
* We have been in business for over 13 years... *
* We know Atari! *
* *
* To receive a FREE catalog of all Atari 2600, 5200, 7800, Lynx and *
* 8-Bit Computer products email your name and postal mailing address *
* to: ice@skypoint.com *
* *
**************************************************************************
```

1613. Atari 5200 rom needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: Bradley.Bacik@uc.edu
Message-ID: <4vqv2p$k6c@dfw-ixnews8.ix.netcom.com>
Source record: 80926

If someone has a copy of the rom for the 5200 would you please email
me a copy or point me to a site where I may get a copy of it.

Email to: Bradley.Bacik@uc.edu

Thanks

1614. How can I create an Atari DOS disk?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: pancake@mail.utexas.edu
Message-ID: <4vr6k6$jgv@geraldo.cc.utexas.edu>
Source record: 80927

I've got an 800xl and a 1050 drive, but I don't have an Atari DOS disk. I do have a SIO2PC cable and access to DOS images, but I haven't figured out how to use both the SIO2PC and a real drive at the same time. I know my 1050 works because I have one Atari disk (Ballblazer) that loads. Will somebody please explain to me how I can create a real DOS boot disk with my setup?

1615. 8-bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4vr909$no7@main.freenet.hamilton.on.ca>
Source record: 80928

Atari 8-bit Equipment For Sale:

```
^^ ^^^ ^^
^^ ^^^ ^^
^^ ^^^ ^^
^^ ^^^ ^^
^^^ ^^^ ^^
^^^ ^^^ ^^^
^^^^^ ^^^ ^^^^^
^^^^^^^ ^^^ ^^^^^^^
^^^^^ ^^^ ^^^^^^
```

Think my prices are too high? Make an offer. All offers will be considered.

```
============
Software
============

Print Shop (New Condition, in box).....................$5
Print Shop Companion (New Condition, in box)............$5
Flight Simulator (Disk, Box, Instructions).............$5
Home Pak For C64 and Atari (Disk, Box, Instructions.....$5
(Home Pak includes word processor, terminal, database)
R-Time 8 Clock CART.....................................$30 SHIPPED
Basic XL................................................$30 SHIPPED

========================
8-Bit Game Carts
========================

TeleLink I Cart (Atari) $5
Miner 2049er Cart (Big Five) $10 with Instructions
Music Composer Cart (Atari) $5 In Box, with
Instructions
Star Raiders Cart (Atari) $5 with Instructions

============
Books
============

Inside Atari Basic By Bill Carris.......................$3

============
Hardware
============
```

Atari 1050 Disk Drive (Stock).....$50 SHIPPED
Includes power supply, and SIO cable

Atari 810 Disk Drive with "The CHIP".....$50 SHIPPED
Includes power supply, and SIO cable

Atari 810 Disk Drive (Stock).....$40 SHIPPED
Includes power supply, and SIO cable

Atari 600XL with 64k.....$50 SHIPPED
Includes power supply

Atari 800XL with 64k.....$50
Includes power supply

The MULTIPLEXER Master, and 3 Slaves.....$150 SHIPPED

The BLACK BOX, with CASE, Includes ADAPTEC 4000a.....$200 SHIPPED
Note: NO POWER SUPPLY (Must be replaced)

Adaptec 4000a Controller Board.....$40 SHIPPED

Graphix AT Printer Interface By XETEC (Untested).....$ Make offer
Note: Broken Plastic around Printer plug

Card /?AT Printer Interface (Untested).....$ Make offer

Ape Face Printer Interface (Untested).....$ Make offer

U Call RS232 Modem Interface (Untested).....$ Make offer

R:Link RS232 Modem Interface (Untested).....$ Make offer

Atari Trac Ball.....$15

WICO Trac Ball.....$15

WICO Tall Red/Black Joystick.....$10

Note: Shipping Costs from Canada are higher than what U.S. based people
are used to paying. SURFACE rates to the U.S.A. are (Canadian)
$2.30 for up to 250 Grams, $3.55 for up to 500 Grams, and
$6.20 for up to 1 KG (2.2 lbs). AIR rates are $3.60, $4.85 and
$8.55 repectively. Above 1 Kg, parcel rates apply.
Taxes not included in price (7% GST)
Shipping is NOT included unless specified.

When Shipping IS INCLUDED it refers to North America. Outside
of North America extra shipping costs must be paid for by the
purchaser.

Items will not be shipped until an INTERNATIONAL Postal Money Order
in US funds is received. Note "International" Money Order ONLY.
Domestic (US) Postal Money Orders state (Negotiable ONLY in the USA),
so please do not send one of these to Canada (I have had two sent
to me
already despite me asking for INTERNATIONAL so please do not think I

am over emphasizing a point.

All items are in working condition unless noted otherwise. "Untested" items are just that. I have no reason to believe they do not work, however, there is no guarantee. If I take the time to test them, I will expect a little more for that item.

I reserve the right to withdraw any item for sale at any time.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1616. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: Matthias Luedtke <Matthias_Luedtke@public.uni-hamburg.de>
Message-ID: <01bb93e2$55c3ae00$LocalHost@gigabyte>
Source record: 80929

Bruce Willard <bwillard@mindspring.com> schrieb im Beitrag
<bwillard.372.000E1507@mindspring.com>...
> In article <840632328.109.0@cortexuk.demon.co.uk> Mark Elliott
<Mark@cortexuk.demon.co.uk> writes:
> >From: Mark Elliott <Mark@cortexuk.demon.co.uk>
> >Subject: Re: Bounty Bob: Question
> >Date: Wed, 21 Aug 1996 12:58:48 GMT
>
> After having tried it on a 130XE and 800, it never occurred to me to try
> something like a 65XE. After seeing some of these messages yesterday, I
> tried it. It worked. I've never heard of something that'll work on a 65XE
> but not on a 130XE before.
>
>
I remember that i had to modify Bounty Bob for use with my upgraded 800XL
(512K) it had something to do
with bank selecting (change in $d301) after that it also runs on the 130XE
of my friend who had also problems
to run Bounty Bob.

Bye,
Matthias

1617. Re: I Need Sparta DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <4vrpjq$1rk@news.calweb.com>
Source record: 80930

oe Blenkle (jblenkle@calweb.com) wrote:
: I'm still looking for anyone who might be willing to throw Sparta DOS
: on a disk and mail it to me - I need it for my U.S. Doubled 1050 disk
: drive.
Why would you need SpartaDOS?Any DOS should work with that drive.
It's not what DOS you use but which SIO handler you use.

Well I was grasping at straws trying to figure out why Atari DOS
wouldn't recognize my second drive - since Sparta DOS came with the
U.S. Doublers I was thinking that might have something to do with it.
Since then I have founf out it was probably a loose connection as I
took the drive apart and cleaned it and made sure everything was
connected tight -- now it works just fine.

1618. modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <4vrpme$1rk@news.calweb.com>
Source record: 80931

Does anyone know where I can get a 1200 baud or faster modem for my
800xl?

I always see people selling computers and drives, but rarely modems.

Joe Blenkle
jblenkle@calweb.com

1619. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2608961141000001@194.125.100.1>
Source record: 80932

In article <bwillard.375.012822D1@mindspring.com>, bwillard@mindspring.com (Bruce Willard) wrote:

> Because the original Atari 400/800's had a CTIA chip instead of the later
> GTIA chip. The CTIA only supported Graphics modes 0-8. The Basic cart
> was written originally for the CTIA, although they must have known there
> were to be more modes later, else why allow entry of modes in the range
> 9-15?

Ummm, I had an original 400, and it did indeed support "Graphics 7.5".
The higher res modes that used the GTIA were missing, but not that mode.

Maury

1620. Re: Atari 5200 rom needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya02306003260896005523000 1@news.northcoast.com>
Source record: 80933

In article <4vqv2p$k6c@dfw-ixnews8.ix.netcom.com>, Bradley.Bacik@uc.edu wrote:

> If someone has a copy of the rom for the 5200 would you please email
> me a copy or point me to a site where I may get a copy of it.

http://www.cs.csubak.edu/~jstiles/emulator/atari800/atariroms.sit.hqx

Its in Macintosh BinHexed format.

--KMS

1621. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2608961143320001@194.125.100.1>
Source record: 80934

In article <4voj02$kd3@login.freenet.columbus.oh.us>,
ccleving@freenet.columbus.oh.us (Connie Clevinger) wrote:

> ARGHH!!
> It's not hidden,graphics mode 15 didn't exist yes.

Sure it did, you just had to write your own DL.

> Hence NO programmes would've seen it.

Lots of programs used it. When it became "known", just about all of the
games did, even the BASIC ones. I remember a rather good sub-hunt one in
Compute for example.

> You had to access the hardware to reach it.

So what?

> I don't know when support for 9-11 (the GTIA modes) was implemented.

When the GTIA came out.

Maury

1622. Dumb Rainbow question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2608961145190001@194.125.100.1>
Source record: 80935

I've been playing with Rainbow a bit and I have a questions that I should not have to ask. I put SpartaDos in drive 1 and boot. Switch disks to another with an EXE on it. Try to do a DIR, boom.

I assume this is because Sparta is no longer inserted. OK, how does one make a "disk" with Sparta and the EXE on it, all from the Mac?

Maury

1623. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2608961146180001@194.125.100.1>
Source record: 80936

In article <321E28C6.41C6@ce.fciencias.unam.mx>, Mariano Dominguez Molina
<mariano@ce.fciencias.unam.mx> wrote:

> Andreas Wagner wrote:
> >
> > Is there a way (software) to convert the dcm Diskimages to
> > xfd Images.
> >
> Yes, Is Imagic 1.03 the universal XFD<-->ATR<-->DCM converter,
> it can be found at
>
> http://www.nacs.net/~classics/
>
> Ufortunately, it needs Windows 95

If someone would be willing to send me the specs, I'd like to take a
whack at this for the Mac. What exactly are the different formats of XFD,
ATR and DCM?

Maury

1624. Re: Collectors Items??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2608961146590001@194.125.100.1>
Source record: 80937

In article <321CE899.C65@cyberg8t.com>, Ron Pothier <falken@cyberg8t.com> wrote:

> Now that Atari Corp. is no longer in existence

Uhhh, what? As of when?

Maury

1625. Basic on the Atari (was: Re: Jupiter Mission at Yogi's)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4vs1n7$78e@news.xs4all.nl>
Source record: 80938

In article <maury-1908961220320001@194.125.100.1>,
Maury Markowitz <maury@softarc.com> wrote:
>In article <4v5r33$o7r@madeline.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu
>(James R. Gilbert) wrote:
>
>> are only 12 bytes difference. (I still feel B is the best
>> if you want to program in Atari BASIC, because it hangs the
>> least and messes up the least.)
>
> The best was the one that Happy Computing did. Complete strings
>handling and double-byte pokes and peeks, massive speed improvements
>(remember how badly Atari basic always did in the Creative Computing
>benchmarks?) and a compiler.

Was this TURBO BASIC by any chance?

It was about 5 times faster than normal Basic, and there was a Turbo Basic
Compiler that made it 15 times faster than normal Basic. As well as speed,
it had a lot more functions, including DOS commands, so you could actually
do a disk directory without having to go to DOS.

I believe that the authour (Frank Ostowoski(SP?)) went on to write GfA Basic
on the Atari ST.

I could upload my copy of Turbo Basic if it isn't on any of the archives.

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

1626. a26 dos 2600 emu0.11

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: autismuk@aol.com
Message-ID: <4vs36m$1rr@newsbf02.news.aol.com>
Source record: 80939

New release of A26 (in beta 0.11)

Main new stuff -

Midline Collision testing.
8k & 16k ROMS (atari type) supported.
Bugs fixed. (now runs a lot of 2k/4k carts and some 8k/16k carts)
Speed controlled for those of you with fast machines.

Please email me with comments/results

http://users.aol.com/autismuk/a26home.htm

Paul Robson
autismuk@aol.com

1627. Graphics modes (was: Re: Jupiter Mission at Yogi's)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <4vs3r9$87l@news.xs4all.nl>
Source record: 80940

In article <bwillard.375.012822D1@mindspring.com>,
Bruce Willard <bwillard@mindspring.com> wrote:
>In article <maury-2308961611090001@194.125.100.1> maury@softarc.com (Maury Markowitz)
writes:
>> Out of curiosity, why wasn't MODE14 in the BASIC from day 1? Why was
>>this mode "hidden" to users.
>
>Because the original Atari 400/800's had a CTIA chip instead of the later
>GTIA chip. The CTIA only supported Graphics modes 0-8. The Basic cart
>was written originally for the CTIA, although they must have known there
>were to be more modes later, else why allow entry of modes in the range
>9-15?

It was the Antic chip that supported the graphics modes from the point of view
of how memory was mapped to the screen, and not the GTIA. The Antic has
remained the same throughout the history of the Atari 400/800/1200/XL/XE
platform. Modes 0-8 and 12-15 and the variation of mode 0 with 10 line
characters (sometimes known as GRAPHICS 0.5) are known by a different set of
numbers by the ANTIC chip.
In the 400 and 800, if you typed in something like "GRAPHICS 14" from BASIC,
you would get an error message (ERROR 145 if I remember). These extra modes
(12-15 & graphics 0.5) could be made available on all 8-bit Ataris (even ones
with a CTIA chip) by making a custom display list. Modes 12-15 were made
available to the S: handler in the XLs and XEs. For some reason, mode 0.5 never
was (I remember that a word processing program that ppeared in Compute used
that mode).

As for modes 9-11, they were only made available when the GTIA replaced the
CTIA (about 1 year after the launch of the first 400s and 800s and later
400s and 800s were made with a GTIA). The function of the GTIA chip is to
convert the output of the Antic chip into what will be displayed in the
monitor and add players and missiles. From the point of view of the Antic
chip, Modes 8, 9, 10, and 11 are exactly the same. What happens is that there
is a register who'se top 2 bits select which GTIA mode to use. By setting
these 2 bits, the GTIA performs some magic on what was originally mode 8, and
merges groups of 4 bits to form a single pixel (does anyone know what the
4th bit was used for in mode 10). It is because modes 9, 10, and 11 are created
by the GTIA and not the Antic that they do not have a text window when called
from Basic. I once wrote a program using 5 lines of Basic that set up a DLI
that changed this register when the display list drew the text window. The
program even went as far as to make it look and work exactly like a GTIA
mode with a textwindow (the values of your COLOR, PLOT, and DRAWTO statements
corresponded perfectly to the pixels on screen). This was the only 8-bit
program I ever wrote that has been published in a magazine (Atari User).
I could upload the program if anyone's interested.

Besides mode 8, you can set this register in other graphics modes. Mode 0 suddenly becomes very psychedelic when you set the GTIA chip to mode 11.

As well as the regular modes, there seemed to be custom modes created by hackers (although these relied heavily on DLIs). One of them was a mixture of modes 9 and 11 that allowed you to display 256 colours in 80*96 with 1 black line seperating the each of the rows. I think that this might have been done by alternating between modes 9 and 11 on each scanline, and somehow, mixing the two scanlines's together. The chrominance (mode 11) and the luminance (mode 9) components mixed to form a 256 colour graphics mode (at least that's my theory on how it worked).

AE.

--
Andrei Ellman -- URL: http://www.xs4all.nl/~ellman/ae-a -- ae1@york.ac.uk
"All I wanna do is have some fun :-) || ae-a@minster.york.ac.uk
I've got the feeling I'm not the only one" || mailto:ellman@xs4all.nl
-- Sheryl Crow :-) || It's what you make of it.

1628. Re: Basic on the Atari (was: Re: Jupiter Mission at Yogi's)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2608961411350001@194.125.100.1>
Source record: 80941

In article <4vs1n7$78e@news.xs4all.nl>, ellman@xs4all.nl () wrote:

> Was this TURBO BASIC by any chance?

That's the one. I have a friend Oliver who wrote a number of amazing utilities for BASIC, and a few games. He discovered TURBO BASIC after I had traded up to a 520ST so I never got a chance to really use it.

Still the speed was amazing. One of his games he ran under it and it was uch faster. When he compiled it you couldn't play it any more.

> It was about 5 times faster than normal Basic, and there was a Turbo Basic
> Compiler that made it 15 times faster than normal Basic. As well as speed,
> it had a lot more functions, including DOS commands, so you could actually
> do a disk directory without having to go to DOS.

And double peeks and pokes, better string handling etc.

> I believe that the authour (Frank Ostowoski(SP?)) went on to write GfA Basic
> on the Atari ST.

Oh, I never heard of that one.

> I could upload my copy of Turbo Basic if it isn't on any of the archives.

I think that's a great idea!

Maury

1629. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5238kp.53u.asmolar@nscs.fast.net>
Source record: 80942

On Mon, 26 Aug 1996 11:46:18 +0100, Maury Markowitz <maury@softarc.com> wrote:
>In article <321E28C6.41C6@ce.fciencias.unam.mx>, Mariano Dominguez Molina
><mariano@ce.fciencias.unam.mx> wrote:
>
>> Andreas Wagner wrote:
>> >
>> > Is there a way (software) to convert the dcm Diskimages to
>> > xfd Images.
>> >
>> Yes, Is Imagic 1.03 the universal XFD<-->ATR<-->DCM converter,
>> it can be found at
>>
>> http://www.nacs.net/~classics/
>>
>> Ufortunately, it needs Windows 95
>
> If someone would be willing to send me the specs, I'd like to take a
>whack at this for the Mac. What exactly are the different formats of XFD,
>ATR and DCM?

DCM is a Atari format for converting an 8-bit disk to a file. It had limited
compression using a form of Run-Length Encoding, and ignoring empty sectors.

XFD is a raw image of an 8-bit disk, first used by the ST Xformer emulator.

ATR is also an image of an 8-bit disk. I'm not sure how these differ from
XFDs, if at all. Most emulators support both XFDs and ATRs.

I have a document explaining the DCM format. It seems to have inaccuracies
in the RLE part. I tried using it to write a DCM > XFD convertor. A friend
of mine also tried using it to write a similar program, independant of
myself, and he ran into the same problem I did.

If you are still interested in the DCM document, I can send it to you.

1630. Yogi, a question?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2608961417310001@194.125.100.1>
Source record: 80943

Ok, a simple question if I may?

There's ATR's, then there's the EXE's. Then there's a folder with a bunch of ZIP's that state the ZIP's map onto a series of folders called EXExxx, which I can't find. What are the ZIPs? How up to date are they?

Maury

1631. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2608961419000001@194.125.100.1>
Source record: 80944

In article <slrn5238kp.53u.asmolar@nscs.fast.net>, asmolar@nscs.fast.net
(Tony Smolar) wrote:

> DCM is a Atari format for converting an 8-bit disk to a file. It had limited
> compression using a form of Run-Length Encoding, and ignoring empty sectors.

Straight RLE? Do you know the run lenght?

> XFD is a raw image of an 8-bit disk, first used by the ST Xformer emulator.

OK.

> ATR is also an image of an 8-bit disk. I'm not sure how these differ from
> XFDs, if at all. Most emulators support both XFDs and ATRs.

I know it has a 16byte header on the file, but the contents of those
16bytes I don't know.

> I have a document explaining the DCM format. It seems to have inaccuracies
> in the RLE part. I tried using it to write a DCM > XFD convertor. A friend
> of mine also tried using it to write a similar program, independant of
> myself, and he ran into the same problem I did.
>
> If you are still interested in the DCM document, I can send it to you.

Please do!

Maury

1632. modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4vsb5q$1p9c@useneta1.news.prodigy.com>
Source record: 80945

You can buy the SX212 1200 bps modem (with software too) that directly connects to your 800xl from B&C Computervision. They're at 408-986-9960.

1633. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3221E6B2.41C6@ce.fciencias.unam.mx>
Source record: 80946

Tim Keiper wrote:

> Hi,
> Is there a version that will work in DOS or Win3.1?
> Even better, is there a FAQ that describes these formatts
> in detail?
>
> Tim

Hello !!
The ATR and XFD are raw disk formats, i.e. the first 128 bytes of the
file are the sector 1 or the atari disk, and so on.
The ATR files has a 16 byte header, cut it and you have an XFD image.

The DCM files are RLE compressed, there is an article on this,
i'll find it and send you.

--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

1634. Docs for various games ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3221E96A.167E@ce.fciencias.unam.mx>
Source record: 80947

Hello :
Does anybody have the docs for SSI phantasie II ?
I have the original disks but no manual (dont lend the manuals anymore
).
--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

1635. Re: Mac to XL without 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Dwr77s.H81@ftp.reston.unisysgsg.com>
Source record: 80948

```
In article <4viagj$c91@news.vanderbilt.edu>, ab <burzynas@ctrvax.vanderbilt.edu> writes:
|> In article <summers.61-2008961841530001@news-stand.acs.ohio-state.edu>
|> Andrew Summers, summers.61@osu.edu writes:
|> [...]
|> >only way I can think of is to use a modem on both ends... do you have an
|> >atari direct-connect modem? it'd be slow but would work.
|>
|> Or Mac->PCfloppy->PC->SIO2PCcable->Atari: definitely faster but you have
|> to have an access to a PC & SIO2PC...
|>
|> Artur

Or Mac->PCfloppy->ST->ST Xformer cable->Atari 1050
--
////////////////////////////////////////////////
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com (Changes 9/1/96) to /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
////////////////////////////////////////////////
```

1636. Atari XE manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: Jim Buckley <buckleyj@ul.ie>
Message-ID: <3221DCCC.446B9B3D@ul.ie>
Source record: 80949

I hate writing mail messages about things I know little about (probably not half as much as ye hate reading them!) but here it goes:

A young friend of mine just acquired an Atari XE game system with keyboard. He wants to program it but has no manual. Anyone got one?

Willing to pay a sensible price? Any offers?

1637. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <4vspon$aig@jobe.shell.portal.com>
Source record: 80950

```
In article <4vphck$2b1@news.xs4all.nl>, <ellman@xs4all.nl> wrote:
>
>The PC's diskdrive is double sided, which means that both sides of a Flippy
>can be read without flipping the disk (is this actually possible?).
>You just have to use the other head of the diskdrive to read the other side.
>
Nope .. because the data would be going past the second head backwards
(ie -- the rotation is in the wrong direction).

--
Richard Dell
```

1638. Re: Image Disk -> floppy disk ..??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: waldo@altue.usach.cl
Message-ID: <4vsscg$g0q@babyblue.cs.yale.edu>
Source record: 80951

Manuel Ugarte C. (mugarte@dim.uchile.cl) wrote:
> Hi all,

> How can i copy image disk (.atr, .xdf, etc.) to 5.25" floppy disk..?

> something like % cat filename.atr > /dev/fd0 ;) ..?

> Regards.

> --
> Manuel Ugarte C.
> E-Mail: mugarte@dim.uchile.cl

> ...
> Up The IRONS !!!
hola compadre...
Te cuento lo que yo personalmente hago.. quiza existan mejores
metodos .
Primero uso el image.. o algo asi(atarimage) que es un
programa
de PC que lee el formato atr, parece que el xfd tambien.,
este programa e permite sacar los archivos de este imagen de
disco y quedan grabados
normalmente en tu PC...
Despues yo uso el util.exe , otro programa para PC
que copia archivos desde la unidad c: o a: a la uniad
b: (generalmente la unidad de disos de 5.25" es b:) con
formato Atari..
Recomendaciones. :
Ocupa el util.exe que esta en umich (o en algun mirror
ie:
ftp.wustl.edu/systems/atari/umich.edu/8bit)
esta en el directorio Diskutils, creo y se llama
util.arc

2do.: Combiene formatear el disco en una diskettera
Atari
pese a que el programa util te ermite formatear.
El formato es un formato raro de l xf551
como yo no me he dado la paja de bajar todos los
deoeses
lo que hice fue formatear con el util., despues como
generalmente
queda con sectores malos , copie el disco(vacio) con un
copiador de sectores
(el us sector copier) que me copia obviamente tambien

elformato.y f
y finalmente siempre lo que hago es copiar ese disco
vacio una y otra vez
cada vez que necesito

algo pal atari.
3ro. el el util.exe tienes que ejecutar:
util /W /B b: filename.ext, siempre que tengas el util
en el msmo
directorio de lo que quieres copiar.

Eso seria... cualquier cosa mandame email a

waldo@main.phys.uconn.edu
asi quizs pudriamos intercambiar alguna cosita..
(PUTA EL TECLADO DURO)

Soy chileno con cuenta presta'

Mauricio Manterola
U. de Santiago de Chile

1639. Re: Collectors Items??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.960826093937.17052B-100000@moose.erie.net>
Source record: 80952

On Mon, 26 Aug 1996, Maury Markowitz wrote:

> In article <321CE899.C65@cyberg8t.com>, Ron Pothier <falken@cyberg8t.com> wrote:
>
> > Now that Atari Corp. is no longer in existence
>
> Uhhh, what? As of when?

The merger with JTS finally went through at the end of July. The
ticker symbol on the American Stock Exchange is now JTS rather than ATC.

1640. Re: How can I create an Atari DOS disk?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DwrF94.C0v@iglou.com>
Source record: 80953

To use Sio2pc and a real dis drive at the same time, you will have to set the real drive as drive 2 by moving the black drive select switch to the right while the white one is to the left. Then you should be able to boot Atari DOS on the SIO2PC, format a disk in drive 2, and copy from D1 to D2.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too dark to read." -- Marx (or was it Twain?)

1641. Re: modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DwrFIp.CGr@iglou.com>
Source record: 80954

If B&C still sells the PR Connection or other interface, you can use any external modem with your 8-bit.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too dark to read." -- Marx (or was it Twain?)

1642. Atari XE manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4vt2o0$17g8@useneta1.news.prodigy.com>
Source record: 80955

B&C Computervisions at 408-986-9960 has a nice selection of books on Atari Basic, the language that comes with the XE Game Machine, which is really a repackaged Atari 65 XE computer. The Atari Basic Reference Manual is available there for about 5 bucks! They carry a lot of other books that can help you program the graphics better too.

1643. cold boot via poke

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: sunlord@zap.io.org
Message-ID: <4vt9ec$el0@zap.io.org>
Source record: 80956

Sorry to take up bandwith like this, just trying to get an answer to a
simple question and there seems to be no other forum to get these questions
answered!

Could someone repeat the poke to simulate the cpu turning on and off?
Thanks in advance.

(Also: While I'm at it. Is there a command to exit Sparta back to basic?)
Thanks again.

dave

1644. Cold-Boot

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4vtivt$t3h@news-e2c.gnn.com>
Source record: 80957

The poke (Atari Basic) is POKE 580,1 (then press RESET)

The binary address is RUN E477

In SpartaDOS, type CAR to return to BASIC
If you get a message "No Cartridge"
Then you type BASIC ON
then CAR.

Hope this helps a little.....

Happy Computing, from Doug Feldman in Ann Arbor, MI

1645. Re: How can I create an Atari DOS disk?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: DougF@gnn.com
Message-ID: <4vtjfs$3i@news-e2c.gnn.com>
Source record: 80958

I have found that if I boot up my Atari with a Sparta DOS image file (or Atari DOS image file) as drive 1 (using APE), and my real 1050 drive as D2, then my 1050 cannot read a real SpartaDOS disk written with US Doubler skew mode. In order for the 1050 to read and write in US Doubler mode, I have to actually boot my Atari with the 1050 as drive 1, using a real SpartaDOS diskette.

Does this sound right??? I think that the US Doubler 1050 stores some information about disk access when it is booted with SpartaDOS. The drive does not get this information when the computer is booted from another drive (ie APE image)

Any comments ????

Happy Computing, from Doug Feldman in Ann Arbor, MI

1646. Re: Anyone remember Monty?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: jcp@cs.pdx.edu
Message-ID: <4vtk6p$r6m@sirius.cs.pdx.edu>
Source record: 80959

In article <4v7mki$83k@agate.berkeley.edu>,
Anthony Maffia <maffia@fox.CS.Berkeley.EDU> wrote:
>Does anyone remember a great game called Monty? I have a binary
>load version (only available via a bootloader) called
>Preliminary Monty 16K. It's similar to Pitfall or Miner 2049r,

there are docs to a version of this at
http://videogames.org/ColecovisionStuff/Docs/Montezumas_Revenge

this document describes a version with 9 levels, the first 3 of which
can be started at and the remaining ones must be earned in play.

i dont think i ever finished any level except for the first one.
it played a cool little song tho, i taped it once and played it
back through the stereo speakers - it was my sister's favorite game.
there was a bug that sometimes forced you to reincarnate into the
fire, wasting the rest of your players.

james

1647. SIO cable connectors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <32229772.B40@ibm.net>
Source record: 80960

i'm wanting to build my own SIO2PC style interface cable, but am having trouble finding the appropriate SIO connector. does anyone have any sources? have thought about simply sodering a new cable w/ db connector and leading it out the back of the unit. anyone have any experience?

es-

1648. Arced DCM's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60827172255$6FC8@pointless.gen.nz>
Source record: 80961

> why not take the DCM's and arc them.
> and you could take off the ATR's.

Hi Tom, what you are suggesting would be really good for those of us that know nothing about ATR's etc... - If I went on and saw a directory of ARC's and a directory of ZIP's then I would know immediatly to stay well clear of the directory that had the ZIP files in it cause I would know the files there wouldn't run on my Atari.. <grin>

1649. Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3221acec@pianosa.demon.co.uk>
Source record: 80962

Whilst reading the usual rubbish I find here, ellman@xs4all.nl wrote something
interesting to All about Program to read/write A8 disks on pc:

Hello ellman@xs4all.nl,

exn> The PC's diskdrive is double sided, which means that both sides of a
exn> Flippy can be read without flipping the disk (is this actually

Not true. The back of a flippy *cannot* be read by head two of a DS drive. All
the info appears backwards, so isn't understood correctly. Oh, alright then,
it /can/ be read. Just not sensibly. :-)

exn> plastic covering the disk so that the timing hole could be read if the
exn> disk was flipped. This person used a special device for making an extra

Because the drive used the timing hole for alignment.

exn> hole for the timing hole to be read as well as a device for making
exn> notches. My 1050 had no problem with reading flippies without this
exn> extra hole, however, I have heard that the XF551 does have a problem

Because, until the XF551 arrived, the indexing was simply ignored by the Atari
drives.

exn> like this (or maybe it's just that despite the XF551 being a double
exn> sided diskdrive, you still have to flip your flippies).

Only if you're using a DOS that doesn't understand DS disks. Atari DOS 2.5,
for example. Using DOS XE or SpartaDOS, you can format floppies double sided
using a 551.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... Eat your heart out on a plastic tray. - Problem; Sex Pistols

1650. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-26 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vt1oj$154_001@jf.intel.com>
Source record: 80963

In article <4vphck$2b1@news.xs4all.nl>, ellman@xs4all.nl () wrote:
>
>The PC's diskdrive is double sided, which means that both sides of a
>Flippy
>can be read without flipping the disk (is this actually possible?).

No. The disk would be spinning in the wrong direction to red data rom Side 2. In order to read the back of the flippy, you still hve to flip it. And now I recall how I did it with the XF551 - I had to punch the extra index hole in the cover. It was a PITA, but after I no longer had a 1050, it was worthwhile.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Unsolicited Email of a commercial nature delivered to this address is subject to a $500 charge. Emailing such items, whether manually or automatically, constitutes acceptance of these terms and conditions.

1651. Re: Arced DCM's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4vula3$ife@dfw-ixnews2.ix.netcom.com>
Source record: 80869

In <60827172255$6FC8@pointless.gen.nz> John Haines
<john_haines@pointless.gen.nz> writes:
>
> > why not take the DCM's and arc them.
> > and you could take off the ATR's.
>
>Hi Tom, what you are suggesting would be really good for those of us
>that know nothing about ATR's etc... - If I went on and saw a
directory
>of ARC's and a directory of ZIP's then I would know immediatly to stay
>well clear of the directory that had the ZIP files in it cause I would
>know the files there wouldn't run on my Atari.. <grin>
>
>---
Actually, in the Umich archive, there is an unzip program. I
haven't tried it yet, but would suspect that it could do simple zip
extraction.
Does anyone know it it works on 2.04G zip files? How about included
directories (for those using SpartaDOS or MyDOS? I suspect, that it
won't, just files.

rely@ix.netcom.com

1652. Repairing XE-SYSTEM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: walgen@udo.informatik.uni-dortmund.de
Message-ID: <4vupsa$ht@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 80870

Hi,

I bought an old Atari XE-GAME-SYSTEM a few days ago. It seems to be broken -
the power-light goes on but the screen is black with some vertical stripes.

Does anyone know what is broken? Is there a Atari XL-Hardware FAQ?

1653. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2708961435320001@194.125.100.1>
Source record: 80871

In article <3221E6B2.41C6@ce.fciencias.unam.mx>, Mariano Dominguez Molina
<mariano@ce.fciencias.unam.mx> wrote:

> The ATR and XFD are raw disk formats, i.e. the first 128 bytes of the
> file are the sector 1 or the atari disk, and so on.
> The ATR files has a 16 byte header, cut it and you have an XFD image.

What are the contents of the header, and why is it there at all?

> The DCM files are RLE compressed, there is an article on this,
> i'll find it and send you.

Me too please!

Maury

1654. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <4vutmv$p9t@madeline.INS.CWRU.Edu>
Source record: 80872

(A bunch of talk about Atari BASIC, on 400/800, not supporting
GRAPHICS 9 and up.)
Ok, thru all the info I think the A and B OS for the 400/800
is the reason BASIC GRAPHICS 12 won't work, just does a
GRAPHICS 8 screen. I have a 800, I also have A and B ROM
cards for them (I have two 800s). I have BASIC A, B and C.
I could try 10 GRAPHICS 12 and compare on 800 and the
2 OSes and 3 BASICs along with seeing what happens on
a 800xl, 1200xl, 130xe. But I ain't. I think it was
like C. Clevinger said, the 400/800 OS A and B don't
S: handler doesn't support the GTIA modes. Even tho
somebody said the CTIA will do the modes if you write
your own Display List. I wrote a program to make BASIC
lines to make any custom Display List you want to
fit on a screen. It works sorta like 'DLI maker'
that was in ANALOG, making program lines for a DL
instead of a DLI. ('DLI maker had a bug in it that
made it not work right, I fixed this and it is really
quite a neat program.
ANYBODY KNOW WHO WROTE THE A8 OSes? I guess, the
FAQ has the original development team, I'll check
there, but if anybody knows, feel free to e-mail me.

1655. Cracking.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4vv0rs$e5g@useneta1.news.prodigy.com>
Source record: 80873

As an interesting project, I can understand one "cracking" games. But as a productive effort, well..., it isn't. Every Atari game of any significance has already been cracked long ago and can be placed as a file on an unprotected disk.

1656. Cold-Boot

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <4vv0dq$1rfc@useneta1.news.prodigy.com>
Source record: 80874

In Atari Basic a USR(58487) would do it, if I did my hex conversion right.
The address for cold boot is E477 in hexidecimal.

1657. Re: Floyd of the Jungle

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32231603.703564@news.superlink.net>
Source record: 80875

On 27 Aug 1996 05:48:57 GMT, gold@shell.aros.net (Lawrence Gold)
wrote:

-Does anyone here have a copy of Floyd of the Jungle? I haven't been
able
-to find it on any of the ftp archives...
-
-Thanks in advance.
-
It's in cyberspy.... look for Microprose_hellcat_ace_floydjungle.ATR
(under /ATR/GAMESJtoR)

1658. Atari XF551

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <4vv5f9$jtf@main.freenet.hamilton.on.ca>
Source record: 80876

Because of a deal that did not work out, I have an XF551 for sale.

$75 plus shipping, in excellent condition.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

1659. Re: RAINBOW 95 (New version?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2708961813420001@cisjx91.demon.co.uk>
Source record: 80877

In article <4v977b$e2a@news00.btx.dtag.de>, Ulf.Petersen@t-online.de (Ulf Petersen) wrote:

> Hi there!
>
> Does anybody know when the full version of RAINBOW 95 will be released?
> My impression is that this emulator is currently the best for PC users.
> I can hardly wait to see the final version.
>
> Ulf

Oh, soon :^)

Chris Lam,
Rainbow 95 Keeper.

1660. Internet & General Terminal Emulation Software ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <322338BA.6710@ibm.net>
Source record: 80878

With the advent of APE, and some of the wonderful emulators out there
that let one take advantage of increased memory, storage, and modems,
i'd love to find some Internet tools (i.e. PPP or SLIP protocol layers,
tcp/ip stacks, tcp/ip tools like telnet, a web browser, etc). Do such
animals exist? Perhaps out of eastern europe?

secondly, and i guess i would settle for this: a good terminal
emulator? *maybe* something with 80 col? btw, what do i need, besides
an 800xl, to do 80 col?

thanks for your comments, es-

1661. Re: Cracking.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <4vvdmi$gos@nntp.crl.com>
Source record: 80879

In article <4vv0rs$e5g@useneta1.news.prodigy.com>, Robert Stone wrote:
: As an interesting project, I can understand one "cracking" games. But as
: a productive effort, well..., it isn't. Every Atari game of any
: significance has already been cracked long ago and can be placed as a
: file on an unprotected disk.

AR: The Dungeon is only available in an early version (Which I've heard
has bugs, too, but I haven't encountered any (yet)). Yes, it's cracked,
but it's an older version which doesn't have a lot of the cool stuff. :(

-Kyle R. Hofmann

1662. Re: I had to try it!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: Anonymous
Message-ID: <Dwt3yv.G7A@mustang.daytonoh.ncr.com>
Source record: 80880

A chain letter is a chain letter, is a chain letter,is a chain
letter, and is a SCAM.
>--->==========Mitch, 8/24/96==========
>--->
>--->--
>--->Sorry to post this to your newsgroup, but I had to try it!
>--->
>--->I read this and thought, "What could I lose?"
>--->Read through it and maybe you'll like to try it as well!
>--->But please be honest. That is how it works.
>--->
>---> "MAKE-MONEY-FAST"
>--->
>--->----- Adapted article by Jody Vining (#4 below) ----------------
>--->
>--->Want to make a few bucks? Quick, easy and cheap?
>--->
>--->Ok ok, we have all heard this before, laughed at it, thought it was
>--->stupid, so did I. But one day, I was bored, and wanted to
see if this
>--->thing really works, the now infamous newsgroup "make-money-fast"
>--->routine.
>--->And well, to my surprise, it ACTUALLY WORKED. I didn't make $50,000
>--->like some said, but I DID make $3,200 in 1 month. Thats
not bad for a
>--->$5 investment!
>--->
>--->So now try it, maybe you'll make less, maybe you'll make
more, but its
>--->worth a shot right?
>--->
>--->The procedure is very simple.
>--->
>--->STEP 1. Write your name and address on 5 separate pieces of
paper with
>--->the words "PLEASE ADD ME TO YOUR MAILING LIST". Fold a $1
note or money
>--->order or bank draft in each of the pieces of paper and mail
them to the
>--->following five addresses:
>--->
>--->--
>--->1. Sahba Zadeh, 16115 122 Pl. NE, Bothell, WA 98011, USA
>--->

>--->2. John England, 570 Vista Ave. Palo Alto, CA 94306, USA
>--->
>--->3. Jeannette Bidegain, 2301 Redwood Street, #1406, Las Vegas, NV
>---> 89102,USA
>--->
>--->4. Jody Vining, 987 Shetland Ave, Winter Springs, FL, 32708
>--->
>--->5. Mitch Whiteley, 1026 N. 510 W. Apt. 4A, Logan, UT 84341
>--->--
>--->
>--->STEP 2. Now remove the 1st name on the list, move the other
4 names up
>--->(5 becomes 4, 4 becomes 3 etc) and put your name and
address as number 5
>--->on the list. You can do this by re-typing this article or
simply editing
>--->and re-posting it in this or another newsgroup.
>--->
>--->STEP 3. Post your amended article to at least 200 new
groups (there are
>--->17 000 of them).
>--->
>--->You are now in the Mail Order Investment Business and you will start
>--->receiving $1 returns by mail within a week or two. The more
newsgroups
>--->you post to, the bigger your return will be. You may want
to rent a Post
>--->Office Box to handle the volume of mail you are likely to receive.
>--->
>--->If you wish to remain anonymous, you can use a pseudonym such as
>--->"The Manager" or "The Investor", but make sure your address
is correct!
>--->
>--->NOW LET ME TELL YOU WHY THIS SYSTEM WORKS!
>--->
>--->Of every 200 postings I made, I received an average of 5
replies, YES -
>--->ONLY 5, each with a $1 bill enclosed. You make $5 for every 200
>--->postings WITH YOUR NAME AT NUMBER 5.
>--->
>--->Each person who sent you $1, now also makes let's say,only 200
>--->additional postings WITH YOUR NAME AT NUMBER 4, i.e. 1000 postings.
>--->On average therefore, 50 people will send you $1 with your name at
>--->number 4. You make $50.
>--->
>--->Your 50 new agents make 200 posting each WITH YOUR NAME AT NUMBER 3
>--->or 10 000 postings - average return 500 at $1 each is $500. They
>--->make 200 postings each WITH YOUR NAME AT NUMBER 2 = 100 000 postings
>--->= 5 000 returns at $1 each = $5 000.
>--->

>--->Finally, 5 000 people make 200 postings each WITH YOUR NAME
AT NUMBER 1
>--->and you get a return of $50 000 before you name drops off the list.
>--->AND THAT'S IF EVERYONE DOWN THE LINE ONLY MAKES 200 POSTINGS! Total
>--->income in one cycle = $55 500.
>--->
>--->From time to time, when your name is no longer on the list, you take
>--->the latest posting that is appearing in the newsgroups, SEND OUT
>--->ANOTHER $5 TO THE NAMES THAT ARE ON THE LIST, PUT YOUR NAME IN
>--->AT NUMBER 5 AND START POSTING AGAIN. Remember, 200 postings is only
>--->a guideline. The more you post, the greater the return.
>--->
>--->Let's review the reasons why you should do this: THE ONLY
COST FACTORS
>--->ARE 5 STAMPS, 5 ENVELOPES, AND 5 $1 BILLS. Anyone can afford five
>--->dollars to put into such an effortless investment with SPECTACULAR
>--->RETURNS.
>--->
>--->Some people have said to me "What happens if the scheme is 'played
>--->out' and no one sends me any money"? Big deal! So you lose $5 - but
>--->what are the chances of that happening?
>--->
>--->Do you realise how many Internet Users there are? Do you realise how
>--->many times this scheme can be utilised over and over again - with
>--->COMPLETELY NEW people participating?
>--->
>--->There are not HUNDREDS, NOT EVEN THOUSANDS, BUT HUNDREDS OF
THOUSANDS
>--->OF NEW INTERNET USERS EVERY MONTH!
>--->
>--->Remember, read the instructions carefully and play FAIRLY...that's
>--->the only way this will work. Get a printout so you can refer back
>--->to this article easily.
>--->
>--->Try to keep a list of everyone that sends you money and always keep
>--->an eye on the newsgroup postings to make sure everyone is playing
>--->fairly. You know where your name should be.

1663. Re: Expanding memory on atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: Adam Dare <AdamD@Microsoft.Com>
Message-ID: <01bb9459$bd3b7050$b445379d@slagg>
Source record: 80881

I just bought an 800 and it came with some 400 litrature. If you find a RAMPower 48 I have a users manual for it that. Hell, I even have the registration card for it. Just no board.

Not much help I know. Just thought I would mention it though. You can email me at AdamD@Microsoft.Com

Adam

1664. Re: Collectors Items??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DwtHB4.89D@cix.compulink.co.uk>
Source record: 80882

> In article <321CE899.C65@cyberg8t.com>, Ron Pothier
> <falken@cyberg8t.comwrote:
>
> > Now that Atari Corp. is no longer in existence
>
> Uhhh, what? As of when?
As in when they became a subsidiery of JTS and their shares became JTS
shares. Check your stock exchange listings - their 'ain't no such thing
as Atari anymore.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

1665. Setting density in MyDOS ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce>, fciencias.unam.mx
Message-ID: <5001p8$4ij@hp.fciencias.unam.mx>
Source record: 80883

Hello !!
Anybody knows how to force the density for a drive in MyDos? (outside of DOS menu, of course). Seems that automatically switchs from Double to single, But after this Don't change back to single or enhanced ?

Thanks in advance for your reply.

--

Mariano Dominguez Molina
http://graf.fciencias.unam.mx/~mariano/

1666. Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <3222ea86.1125468@news.bright.net>
Source record: 80884

I was wondering if anyone has the atari basic assembly source code in a file? I have seen postings about the book that was published that contains the assembly source listing. But what I need is the source code in file format already. If anyone has this and wants to share it, please let me know on here, or email me. Thanks.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1667. Re: Arced DCM's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <3222eca0.1657526@news.bright.net>
Source record: 80885

On Mon, 26 Aug 96 15:46:00 LOC, John Haines
<john_haines@pointless.gen.nz> wrote:

> > why not take the DCM's and arc them.
> > and you could take off the ATR's.
>
>Hi Tom, what you are suggesting would be really good for those of us
>that know nothing about ATR's etc... - If I went on and saw a directory
>of ARC's and a directory of ZIP's then I would know immediatly to stay
>well clear of the directory that had the ZIP files in it cause I would
>know the files there wouldn't run on my Atari.. <grin>
>
>---

I guess some people used unpak on superarced files and had some
trouble, not realizing the incompatabilities. Pkarc and arce40g seem
to be 100% compatable with superarc/unarc. To arc files on the intel
so that they are compatable with the 8bit you use "pkarc oct -a dest
source". Arce40g is a compact unarcer written by Buerg, and has
worked on all of the superarced files I've ever thrown at it.

So, what's up with Oasis these days? I hear you've completely
rewritten the message base software? Plus you're in the QWK NET that
sends and receives packets through internet email? Wow, free bbs
networking, that's pretty good, no more long distance calls for
exchanging network packets. Plus, individuals who do not own a bbs
can participate. All they need is a qwk offline reader. They can
send and receive qwk packets originating from all over the world
through their internet email account. I use the cmpqwk offline reader
on my intel, and my own qwk reader on the a8. The best thing about
qwk is that it is generic, you can net with any other bbs that
supports the qwk format, even intel boards. What you need is a few
more Oasis bbses to join the qwk net. So, if anyone knows of any
Oasis sysops who might like to do some FREE NETWORKING via internet
email, please contact John Haines. (Unabashed plug :)).

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1668. FS/T: Atari 8-bit computer items [08/27/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <4vvv0i$l6u@dfw-ixnews4.ix.netcom.com>
Source record: 80886

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 08/26/96

NOTE: There are currently 955 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be given priority (especially if the trade offer overwhelms me). I collect for over 40 different systems, so please feel free to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted.

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.50 Atariwriter
$ 4.50 Basic -- for the 400 and 800
$ 5.50 Basketball
$ 9.50 Delta Drawing (Spinnaker)
$ 7.00 Deluxe Invaders (Roklan)
$ 9.50 Jumbo Jet Pilot (Thorn EMI)
$ 9.50 Kids on Keys (Spinnaker)
$ 4.50 Pac-Man
$ 9.50 River Raid (Activision)
$ 4.50 Star Raiders

Cartridges with case and manual:
$14.50 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers -- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers (14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3 (100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog (32 pages).
$ 9.00 Inside Atari BASIC [Atari / Reston] (183 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$42.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE, with original power supply, and one (1) Molex connector cable.

$39.00

*****

LOT #3

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$32.00

*****

LOT #4

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 7.00

*****

LOT #5

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$19.00

*****

LOT #6

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$23.00

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

1669. CrAcKiNg FAQ ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <3223D17B.FE0@ibm.net>
Source record: 80887

would love to find more in depth information on the various protection schemes used on atari 8 bit platform. i remember someone posting a couple of articles to the ng, but doubt they were archived (good stuff as i recall). something more detailed than the cracker column at yogis.

what the heck are fuzzy, shadow, random, etc. sectors, anyway? what is the basic disk format. how does one use ominmon and disk trackers in a practicle turtorial format.

english, oder deutsch.

thanks, es-

1670. 800 XL hardware mods?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <3223D0C3.6395@ibm.net>
Source record: 80888

actively looking for info on 800XL hardware mods. in particular:

* memory upgrade (128+ k)
* peripherals using the PIO (centronics adapter for printer, ???)
* multi-rom board

info can be in english OR german, no matter. any leads appreciated.

es-

1671. Re: I had to try it!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: RichardX_Tietjens@ccm.jf.intel.com
Message-ID: <4vvckq$3n4_001@jf.intel.com>
Source record: 80889

In article <Dwt3yv.G7A@mustang.daytonoh.ncr.com>, Anonymous wrote:
>
>
>A chain letter is a chain letter, is a chain letter,is a chain
>letter, and is a SCAM.
>>--->==========Mitch, 8/24/96==========

It's also a crime, and as such his postmaster was notified as soon as the
scam was posted.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Unsolicited Email of a commercial nature delivered to this address is
subject to a $500 charge. Emailing such items, whether manually or
automatically, constitutes acceptance of these terms and conditions.

1672. Re: Cracking.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32226db3.991925@news.superlink.net>
Source record: 80964

```
-
-Well after discussing with a very nice person, I might actually be
getting
-some books on Atari 8-bit assembler (thank you!). So this leads me
into
-another area that interests me. Cracking the old atari games. I was
-wondering if someone could point me to some infomration on getting
around
-the 8-bits copy protection. One would go about 'cracking' a game etc
etc.
-
-When I first started out on the Atari, I recalled that it was not as
hard to
-do as it is now. Any info?
-
-dave
-
Cracking column at http://mars.superlink.net/scharles/
```

1673. Re: cold boot via poke

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32229F5A.7179@total.net>
Source record: 80965

David Bennett wrote:
>
> (Also: While I'm at it. Is there a command to exit Sparta back to basic?)
> Thanks again.
>
> dave

Under Sparta 2.3 or 3.2, use BASIC ON
followed by CAR.

With SDX, just type BASIC.

Dave Paterson

davepat@total.net

1674. Floyd of the Jungle

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <4vu289$bcd@news.aros.net>
Source record: 80966

Does anyone here have a copy of Floyd of the Jungle? I haven't been able to find it on any of the ftp archives...

Thanks in advance.

1675. aquatron

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: jcp@cs.pdx.edu
Message-ID: <4vuctf$47c@sirius.cs.pdx.edu>
Source record: 80967

anyone remember this game? it was like defender in the scrolling fighter genre and you could fly in the air or in the water. in the water were submarines and the airbound traffic would bomb you. various mines, interceptors, bombers and the like would await you inthe air. the bombers would drop items that you could catch or shoot. the sun would rise and set and then the moon would come out and you'd be flyin in the dark. there was a way to go into warpspeed by flying along the top of the screen - youd be dead if you tried to enter the water going too fast.

the copy i had was peculiar in that first you had to load it from dos, then it appeared to crash on loading, then you'd hit reset and a screenful of 6502 assembly listed out and then it would start running the game.

james

1676. Re: Atari XE manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-27 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <4vukvc$kr6@sjx-ixn2.ix.netcom.com>
Source record: 80968

In <3221DCCC.446B9B3D@ul.ie> Jim Buckley <buckleyj@ul.ie> writes:
>
>I hate writing mail messages about things I know little about
(probably
>not half as much as ye hate reading them!) but here it goes:
>
>A young friend of mine just acquired an Atari XE game system with
>keyboard. He wants to program it but has no manual. Anyone got one?
>
>Willing to pay a sensible price? Any offers?
Since Atari BASIC is built in, I'd suggest locating the book "Your
Atari Computer, a guide to the 400/800" By, Lon Poole. The XL/XE
version. It's dark blue with a yellow bitmapped picture of a flying
saucer. This is probably one of the best books for the Atari 8-bit for
learning Atari BASIC. It has loads of great stuff in it. The Compute
books 1, 2, and 3 for programming are good additions and the most
important for all 8-bit programmers is "Mapping the Atari". Don't use
you classic computer without it! Heh...

rely@ix.netcom.com

1677. Test message, don't read

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: Richard Douwes <Richard.Douwes@hcc-lwd.idn.nl>
Message-ID: <f8b_9608280510@idn.nl>
Source record: 80890

```
Hi,

This is to test if my EMail message made it from Holland via
dispatch.demon.co.uk to the Newsgroup. If you (and I) read this,
it did.... (All cheer..)

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.
```

1678. Re: New DOS Atari 2600 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19960828085729MIS0160@MVS.UDEL.EDU>
Source record: 80891

In article <4vkb2a$m3@newsbf02.news.aol.com>,
autismuk@aol.com (AutismUK) writes:

>Atari 2600 Emulator for DOS
>
>My new Atari 2600 emulator is available on
>
>http://users.aol.com/autismuk/a26home.htm
>
>It is written in assembler and is about 20k in size (unzipped). This is an
>alpha release
>but it does work fairly well with basic 2k/4k cartridges.
>
>Hope to add bigger carts and some other stuff soon !
>
>Paul Robson
>AutismUk@Aol.com

Has anyone been able to download this emulator yet? I keep getting a
"URL not found" from AOL.

1679. Re: Test message, don't read

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: mjr@zoo.bt.co.uk
Message-ID: <501ovr$abk@pheidippides.axion.bt.co.uk>
Source record: 80892

```
On 08/28/96, Richard Douwes wrote:
>
>Hi,
>
>This is to test if my EMail message made it from Holland via
>dispatch.demon.co.uk to the Newsgroup. If you (and I) read this,
>it did.... (All cheer..)
>
>--- Blue Wave/Max v2.20 [NR]
>--
>| Standard disclaimer: The views of this user are strictly his own.
>

hooray!

--
+----------------------+------------------------+----------------------------+
| Mark Ridley | "Well, if I Called the | E-Mail mjr@zoo.bt.co.uk |
| System Administrator | Wrong Number, Why Did | Telephone +44 1473 647636 |
| BT Laboratories | You Answer the Phone?" | Mobile +44 410 036555 |
| England | JAMES THURBER 1894-1961 | Facsimile +44 1473 640468 |
+----------------------+------------------------+----------------------------+
| THE VIEWS EXPRESSED ABOVE ARE MY OWN AND ARE DEFINITELY NOT THOSE OF BT PLC |
+-----------------------------------------------------------------------------+
```

1680. Internet & General Terminal Emulation Software ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <501olb$vna@usenetp1.news.prodigy.com>
Source record: 80893

The XEP80 is an 80 column box that connects to a joystick port and provides 80 columns to a composite monochrome monitor. The XEP80 can be bought at B&C Computervisions at 408-986-9960. They sell composite mono monitors too, but the shipping might be high on something like that. They sell versions of terminal software too that work with this.

1681. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn528jgd.l9d.asmolar@nscs.fast.net>
Source record: 80894

On Tue, 27 Aug 1996 14:35:32 +0100, Maury Markowitz <maury@softarc.com> wrote:
>In article <3221E6B2.41C6@ce.fciencias.unam.mx>, Mariano Dominguez Molina
><mariano@ce.fciencias.unam.mx> wrote:
>
>> The ATR and XFD are raw disk formats, i.e. the first 128 bytes of the
>> file are the sector 1 or the atari disk, and so on.
>> The ATR files has a 16 byte header, cut it and you have an XFD image.
>
> What are the contents of the header, and why is it there at all?
>
>> The DCM files are RLE compressed, there is an article on this,
>> i'll find it and send you.
>
> Me too please!
>
I'd like a copy also. Maybe you should post it.

1682. Re: 800 XL hardware mods?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: clisowsk@intrepid.mcs.kent.edu
Message-ID: <501u5u$nos@ns.mcs.kent.edu>
Source record: 80895

Elvis Smurf (esmurf@ibm.net) wrote:
: actively looking for info on 800XL hardware mods. in particular:
:
: * memory upgrade (128+ k)
: * peripherals using the PIO (centronics adapter for printer, ???)
: * multi-rom board

Check out http://intrepid.mcs.kent.edu/~clisowsk/8bit.html.

1683. Re: Internet & General Terminal Emulation Software ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3224DB75.477F@total.net>
Source record: 80896

Elvis Smurf wrote:
>
> secondly, and i guess i would settle for this: a good terminal
> emulator? *maybe* something with 80 col? btw, what do i need, besides
> an 800xl, to do 80 col?
>
> thanks for your comments, es-

The best Term emulator I've found is FlickerTerm.

Does 80 columns without extra hardware, does a mean VT-100 as well.

Dave Paterson

1684. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2808961430150001@194.125.100.1>
Source record: 80897

In article <3221acec@pianosa.demon.co.uk>, Brad Rogers
<brad@pianosa.demon.co.uk> wrote:

> exn> The PC's diskdrive is double sided, which means that both sides of a
> exn> Flippy can be read without flipping the disk (is this actually
>
> Not true. The back of a flippy *cannot* be read by head two of a DS drive.

No, he's right. A DS disk does not have to be flipped because the drive
has heads for the top and bottom. I think he typed "floppy" and it came
out "flippy".

> exn> plastic covering the disk so that the timing hole could be read if the
> exn> disk was flipped. This person used a special device for making an extra
>
> Because the drive used the timing hole for alignment.

Actually the hole hasn't been used since the Apple II came out,
everything uses soft sectoring now, it's faster anyway.

> Because, until the XF551 arrived, the indexing was simply ignored by the Atari
> drives.

So the XF551 used it? Why?

Maury

1685. Hardware Upgrade, Modification and Add-On FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32251540.4479@total.net>
Source record: 80898

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The Atari 8-bit Hardware Upgrade,
Modification and Add-On FAQ
==================================

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/ | \

Version 0.2

Dated August 28, 1996

Maintained by: David A. Paterson
Mailto: davepat@total.net

INTRODUCTION

This is a very basic version. I intend to add as people give
feedback to what they want to see, and how they want to see it. Any
info you have is more than welcome!

PURPOSE

This FAQ exists to describe the various hardware
modifications available to the Atari 8-bit user. It does not teach
you how to do them. It definitely doesn't take any responsibility
for the results if you do try them. But it will try to give you
some information about where to find more information, which
upgrades (or "hacks") are best, and who to consult if things go
wrong. For addresses and phone numbers of any of the companies
listed, consult the Vendors and Developers List, posted at or about
the 15th of each month.

It also exists to describe the many wild and wonderful
products that have been produced for the Atari 8-bit. Many are
unique, some may be apocryphal. Mainstream items like printers,
modems, disk drives and cassette decks are all excluded, unless I
feel otherwise. Temperature gauges, combination printer
buffer/RAMdisks that run through the joystick port, and other such
are fair game.

POSTING FREQUENCY

This FAQ is posted whenever I remember to post it. It is
posted to comp.sys.atari.8bit.

OTHER STUFF I THOUGHT I SHOULD INCLUDE SOMEWHERE
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This FAQ owes a debt of gratitude to Michael Current, Bill Kendrick, Glenn Saunders and Ben Corr for their contributions. All errors, omissions, blatant mistakes and attitude problems are mine.

INDEX

Part I
RAM Upgrades
listed by computer

Part 2
Video
Upgrades
80 Column devices
Genlocks
Other video type things

Part 3
Operating Systems

Part 4
Sound - Stereo, digitizing...

Part 5
Other Neat Stuff

Key to abbreviations

ANL - Analog Magazine
AC - Atari Classics Magazine
ANT - Antic Magazine
AIM - Atari Interface Magazine

PART I - RAM Upgrades

General

The 6502 microprocessor at the heart of every Atari 8-bit has a sixteen bit wide address bus. What this means is that it can access up to 2^16 memory locations. That's 65536 bytes. Some people, wanting more memory, came up with a variety of techniques to use more memory. Most were built around the idea of bank switching. Bank switching means that you swap chunks of memory around so that the CPU can see them when necessary. Most schemes use 16k banks, though 4k and 32k have also been tried.

Atari 400

The original Atari 400 had either 8k or 16k. Atari produced a board with 48k. Mosaic produced a 32k board, as well as a 64k board with 48k RAM plus 4 4k RAM banks. (ANL 13, IFC)

Atari 800

The Atari 800 came with three memory slots. Each slot could contain Atari 8k or 16k RAM boards. Mosaic produced 32k and 64k

boards. Three 64k boards could be combined for 192k.

Axlon produced the 128k RAMdisk board. It banks 16k, using $CFFF as a control register. Banked memory appears from $4000 to $7FFF.

David Byrd created the "800 PLUS 288K UPGRADE" which rewired existing 16k RAM boards, but required additional work to become fully Axlon compatible. A nasty sort of flame war erupted between David Byrd and Jay Torres of the Windhover Project over who invented the upgrade.

Magna systems produced 256k, 512k and 1M boards which followed the Axlon standard. (ANL 65, 68)

Atari 1200xl

See 800xl.

Atari 600xl

As shipped, the Atari 600xl came with 16k RAM. Atari released the 1064 memory module which expanded the 600xl to 64k. MPP, now Supra, produced the Microram 64k Memory Board (ANL 19, 28)

RC Systems produced three expansion modules for the 600xl, raising memory to 32k, 48k or 64k (ANL 26, 12)

Richard Gore produced the Yorky, a 256k board which plugs in to the PBI. It provides full compatibility with 130xe type banking. It is for use on 600xls upgraded internally to 64k, or on 800xls. (AC 3/2, 10)

Atari 800xl

The Atari 800xl came with 64k RAM internal. To access RAM hidden under the OS ROMs, the PIA chip was used (PORTB, used for STICK(2) and (3) on the original 800). Claus Bucholtz published plans for a 256k upgrade which banked 32k at a time using PORTB for control in Byte magazine. (Byte Sept 85)

ICD released the RAMBO upgrade, providing 256k in 16k banks, using PORTB. Newell came out with the 256k XL, which would work on a 1200xl or 800xl, providing 256k total memory, . The two upgrades used different sequences to access their banks. (ANL 44, 115)

Charles Bucholtz updated his upgrade to use 16k banks after the release of the 130xe. Most of the 800xl upgrades can be made compatible with Antic banking. The only possible problem would be when Antic and the CPU are supposed to be using different memory banks.

The Yorky will also provide 256k on an 800xl (see the entry under 600xl).

Other PD upgrades give plans for adding a second row of 256k RAM chips, raising the 800xl to 512k.

Newell released 1Meg and 4Meg upgrades for the 800xl. These banked 16k as well, and required disabling internal BASIC to properly access the memory.

Klaus Peters also released 1Meg and 4Meg upgrades for the 800xl.

Fine Tooned Engineering, having bought the rights to ICD and Newell's products, is bringing out a third method in the Mars 8. Though not yet released, it will use SIMMs for 256k, 1Meg or 4Meg RAM.

The 800xl is arguably the most popular Atari 8-bit for upgrades, since most 800xls have socketed chips.

Atari 130xe

The 130xe was the first "official" method of banking memory. It too used PORTB, but with an added twist: ANTIC and the CPU could access different banks. This provided headaches for some owners of "older" upgrades, but few programs took advantage of this feature (SpartaDos Wedge and VideoBlitz demo only). Upgrades for the 130xe include replacing one set of 64k chips with 256k chips, raising the RAM to 320k. Adding another 256k for 576k total has also been done. These were designed by Scott Peterson, as was a 1088k upgrade.

PART II - Video

Upgrades

The most common video upgrades are the SuperVideo series, described in AC 2/6. Plans were provided for the 600xl, 800xl, 1200xl and 130xe. The SuperVideo upgrade provides the forgotten chroma signal on the monitor port. It corrects a number of errors in the parts in the Atari video circuit, resulting in a clearer image, particularly on monitors.

Providing TTL output was also covered in AC 2/6. Bob Woolley provided plans for the circuit, as well as instructions for getting TTL output from an XEP80. Be warned that the output is not in the standard Atari colours; on a CGA type screen, the sixteen possible shades are translated into eight colours.

80 column devices

Since the 400/800 were released in 1979, people have been clamouring for better text displays than the default 40x24. Two products were released for the 800: The Austin-Franklin 80 column board and the Bit 3 80 column board were both for use in the Atari 800. They replaced the third memory module. The Austin-Franklin board came with a "Right Cartridge" which provided the drivers.

Removing the cartridge disabled the board. Some software would not run with an 80-column board installed.

Ace 80/80xl was a cartridge released which provided 80 columns by using bitmapped graphics on an 80 column screen. A similar technique was used in the Newell Omniview, an add-on for their Omnimon.

Atari's entry into the 80 column field was the much maligned XEP80. For maximum compatibility, the XEP80 attaches to the computer via a joystick port. It includes three character sets, 8k internally, and a parallel printer port. The software provided by Atari supports a 320x200 graphics mode. This mode only supports direct bit images. Hacks have been released which hook the XEP80 on via the parallel bus.

Recent terminal programs have added two other display techniques. ICE-T uses a graphics 8 screen and fine scrolling for its display. FlickerTerm uses two graphics 0 screens a half-character apart, each displayed during alternate vertical blanks.

Genlock

In October and November of 1991, Michael St Pierre published articles in the SLCC Journal describing plans for a monochrome Genlock. A genlock is a system to synchronize live video with a computer image. Graphics can be overlaid, faded in or out, or used for titling.

In 1994, Michael announced Prism Studio, a full colour genlock. It is sold by Mytek.

Computer Eyes

Computer Eyes was a video capture system which plugged into two joystick ports. It could render images in a variety of modes. It required a composite video source. (ANL 35, 53)

Easy Scan

Take a cartridge, add a fibre-optic cable, and hook it onto a printer, and you've got Easy-Scan, an image scanner for the Atari 8-bit. Innovative Concepts produced this item. (ANT 7/6, 43)

PART III - Operating Systems

Computer OS
-------- --

400/800 Rev A. No self test; Memo Pad mode.
Rev B. Fixes several bugs in Rev A.

1200xl XL OS. Some incompatibilities with 400/800 OS

600xl/800xl Revised XL OS. Includes parallel
bus handlers. Internal BASIC.

65xe/130xe Revised XL OS. (as above)

xegs Modified XL OS. Self-test mode
changed. Internal Missile Command
and BASIC.

Operating System upgrades

UltraSpeed + OS : from CSS. Supports high speed disk
communication. Drives 1 through 9. Any RAM upgrade. Includes
three modes: standard XL/XE OS; 400/800 OS; UltraSpeed+ OS. For
XL/XE systems.

Omnimon: from Newell. M/l monitor for 400/800. Installs into
$C000 page of memory, otherwise unused.

RAMROD OS: from Newell. Replacement for 400/800. Includes
accelerated floating point math package.

RAMROD XL: from Newell. OS speed-up routines, fast math, and
Omnimon. Includes option for second OS.

XL Boss: from Allen Macroware. OS replacement for XL model
computers. Includes m/l monitor. 400/800 OS compatible.

TurBoss: available from KP and Best. Fast math and fast screen
routines. For XL/XE computers.

DP OS Version 4: my own effort (donï¿½t ask about versions 1 through
3!). Fast floating point math, fast screen display, graphics 0
screen dump, fast keyboard repeat. For XL/XE computers.

PART IV - Sound

Voice Master

Covox sold the Voice Master and Voice Master junior. These
would capture and record speech. Bundled software attempted
recognition of commands, with limited success. (ANL 47, 44)

Parrot

The Parrot was a sound digitizer sold by Alpha Systems.
Resembling a paddle, the device had phono jack for input. Antic
provided plans for a similar project, called the Antic Sampling
Processor. (ANT 8/8, 11)

SoundMouse

Among the more esoteric products ever released was the
SoundMouse, which interpreted sound to provide a reading on a
paddle register. It did not act as a digitizer, like the Voice
Master and Parrot did. Bundled software made the lava lamp look
mainstream in its appeal. No commercial applications taking

advantage of this unique device were released.

Gumby

Chuck Steinman of DataQue created this set of plans for building stereo sound by installing a second Pokey chip (Pokey and Gumby, get it?). Once installed, the second channel has all its addresses 16 bytes higher in memory ($D210 - $D21F). A small number of demos have been released in stereo.

ftp://atari.archive.umich.edu/Atari/8bit/Sound/gumby.arc

POPS

Lee Brilliant, ANALOGï¿½s resident hardware guru, came up with this system for stereo sound, running it off the clock line on the SIO bus. As with Gumby, it requires customized software to use. (ANL ???)

MIDIMATE

MIDI stands for Musical Instrument Digital Interface. It is a system for computers to record, replay and control musical instruments. MIDIMATE, when combined with MidiTrack software, permits an Atari 8-bit to take control. Why buy an ST? (ANL 33:26)

SIO-2-MIDI Interface

This is a set of plans to make your own MIDI interface. Limited software is included.

ftp://atari.archive.umich.edu/Atari/8bit/??/sio2midi.arc

PART V - Other Neat Stuff

Zucchini

In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to turn a surplus Atari into a printer buffer for another Atari. He called it "The Atari Zucchini".

The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from B.L. Enterprises. They were cartridges and cables which worked in a similar fashion to the Zucchini. The PBR provided a buffer, while the DER emulated a disk drive on the remote computer. Stock XLs gave 403 free sectors; a 130xe would give 914. (ANL 65, 67)

PIA2

With the use of PORTB for RAM banking, hackers were looking for more parallel outputs. This plan, for adding one more PIA chip, includes notes for adding two more. It was intended as a means to control large RAM upgrades. (AIM 3/2, 16)

Critical Connection

A long time ago, in a galaxy far, far away, was a mystic operating system known as CPM. A company named USS Enterprises produced the Critical Connection, a device to permit a CPM computer to emulate disk drives for the Atari. It was a cable, plus software for the CPM end of the system. The CPM system could also act as a printer buffer, and the CPM keyboard could be used in the place of the Atari keyboard. (ANL 39,103)

SIO2PC

With the demise of CPM and the rise of the IMI cartel (IBM-Microsoft-Intel) a new system similar to the Critical Connection arose. Nick Kennedy developed the SIO2PC hardware and software, which permits any PC with a serial port to act as up to four disk drives for an Atari. It can also act as a printer buffer.

WIMA Radio, Lima, Ohio

This radio station, when automating 6 broadcast hours daily, created a hardware and software package built around a 130xe for control. Control was via joystick ports and tone decoders. (ANT 8/7, 30)

Comp-U-Temp

This provided 8 or 16 channels and 2 or 4 sensors. It would monitor the temperature, with options to log results to disk or printer, or to sound an alarm if the temperature strayed out of set boundaries. The software was described as "cumbersome". (ANL 48, 35)

Atari Lab

During one of their periodic restructurings, Atari decided to sell their computers as educational. Thus, the Atari Lab series was produced. The two kits released provided experimenters with tools to measure light and temperature. Of course, the next restructuring left this an orphan product.

Turbo 816

Released by DataQue, this provided a replacement OS as well as a replacement for the 6502 CPU. A 65816 was substituted, providing new opcodes and a 24 bit address space (16Megs vs 64k with the 6502).

Sweet 16

Released by Fine Tooned Engineering, this provides a 65816 CPU to replace the 6502.

MicroNet

Supra provided the Atari community with its first networking product. MicroNet provides nine SIO connectors. Eight are for computers. The ninth goes to whatever peripherals are to be connected. The system served to isolate the computers electrically. It did no software checking, meaning that two or more users attempting to print or save at the same time could trash each others output. (ANL 51, 76)

MultiPlexer

CSS provided a better way to network. The Multiplexer system requires one host system which has all the disk drives and printers for the network. The slaves are connected via the cartridge port to the host, and all their disk and printer i/o is rerouted to the host. All the systems involved require their OS replaced with a special multiplexer OS.

GameLink II

The most recent innovation in networking the 8-bit Atari, GameLink II permits up to 8 machines to share information for interactive games. Currently, only the Maze of Agdagon supports this system. DataQue sells cables and the game.

J-Net

Released to on-line services and possibly to the Umich archive as well, this set of programs was designed to interface computers by the joystick port, using 3 bi-directional data lines and two control lines.

MIO

ICD manufactured this wonderboard in 1987. Connected to the PBI or ECI, it provided either 256k or 1Meg of RAM, two RS232 ports, a parallel printer port and a SCSI hard drive port.

MIO II

Currently under development by Fine Tooned Engineering, this PBI/ECI board will provide an interface and power supply for an IDE hard disk. It may also include extended memory support for CPU upgraded computers, as well as a parallel port.

Black Box

CSS manufactures the Black Box, a PBI/ECI device that offers an optional 64k printer buffer. Its main attractions are its m/l monitor, 19200 baud RS232 port, parallel port, and hard disk interface. The parallel and serial ports do not use standard DB9 or DB25 connectors; custom cables are required.

Floppy Board

This is an add-on to the Black Box, also from CSS. It permits standard floppy drives, 360k, 720k, 1.2M and 1.44M, to be

attached to the Black Box. Since they are connected to the PBI, these drives operate extremely quickly.

Supra/KP Hard Disk Interface

Supra released one of the first hard drives for the 800xl. It hooked up via the PBI. KP bought the rights to the interface from Supra.

Corvus Hard Disk System

The earliest hard disk interface, the Corvus system hooked up to a 400/800 via joystick ports 3 and 4. A custom DOS would be booted from a floppy disk to permit the computer to access the hard disk, which was divided into 720 sector partitions.

IDE Hard Drive Interface v1.0

New from Poland, this promises to let your XL/XE take control of new IDE hard disks. Its design will permit future systems to break the 16 megabyte boundary.

mailto: CONRADUS@plearn.edu.pl

Amdek 3ï¿½ drive

Amdek released a new standard for disks: a rigid 3ï¿½ plastic disk that could store a whopping 360k (but youï¿½d have to flip the disk for that). It never caught on.

ATR-8000

SWP Computer Products made this original wonder-widget: Serial and parallel ports, standard floppy interface, optional hard disk interface and even CPM and MS-DOS add-ons.

512k ROMDisk

From Klaus Peters in Germany, this system provides a solid-state alternative to floppy and hard disks. Using up to 8 27512 EPROMs, this setup provides high-speed PBI access to commonly used software

R-Time 8

This is a clock cartridge for any Atari from Fine Tooned Engineering. It includes a pass-through connector so that any other cartridge can be plugged in as well. Though primarily intended for SpartaDos, software for other DOSes is included.

???? Clock Cartridge

Announced ï¿½way back in Atari Classics 1/1, this product was intended as a replacement for the R-Time 8. Software difficulties have kept it from being released.

Mars-8

This is still under development from Fine Tooned Engineering. For 800xls only. Memory expansion of 256k, 1M or 4M. Install internally Action, Basic XL/XE, MAC/65, SpartaDos X, R-Time 8.

Atari 850

This device hooks into the SIO line, and provides 4 9-pin RS232 ports and a 15-pin parallel port. The RS232 ports are NOT IBM PC standard. The MIO and PR Connection use the same pinout.

P:R: Connection

This device plugs into the SIO line, and provides 2 9-pin RS232 ports and a 15-pin parallel port. It is powered by the SIO line. The Atari 1200xl requires an internal modification to work with this device, or with the Atari XM301 300 baud modem.

Sidersï¿½ Serial Interface

With 850s and P:R: Connections becoming increasingly rare, Kenneth Siders released plans to build a high-speed serial interface using only 2 ICs.

MPP 1000 Modem

The joystick port is a parallel port. The SIO port is a serial port. So where would you hook up a serial modem? MPP (now Supra) plugged a 300 baud modem into the joystick port. Running at 300 baud, with software that couldnï¿½t d/l files longer than 32k (an Xmodem bug), this is what got me started in the on-line world, and what got Supra started in the modem business. Wonder if I could trade in my old 300AT for a new 33.8k?

Voice Box II

Manufactured by the ALIEN Group, this speech synthesizer even made it into TIME Magazine in their "Machine of the Year" issue in 1982. Plugging into the SIO line, this device would produce speech of the traditional computer variety.

R/128 RAMdisk Printer Buffer Spooler

Protronics of California announced this 128k RAMdisk/printer buffer which interfaced via the joystick ports, offering it as a replacement for the 850. A 512k upgrade was promised. (ANT 2/8, 106)

N1858-32

Newell Industries announced this 850 replacement in 1983. It offered two serial and one parallel port, along with an expandable 8k printer buffer. (ANT 2/8, 106)

Oscar Model 1

This bar-code scanner was from the Databar Corp. The intent
was to permit the speedy entry of computer programs which would be
encoded in magazines. (ANT 2/8, 107)

1200XL PBI

Hackers love the 1200xl for two reasons: because of all the
space available within the case, and because of the great keyboard.
Bob Woolley came up with this set of plans for adding a parallel
bus interface to the 1200xl.
ftp://atari.archive.umich.edu/Atari/8bit/Modifications/pbi1200.arc

Arm Your Atari

ANALOG magazine provided this unique information on
interfacing an 8-bit to a Radio Shack Armatron remote controlled
arm. Positioning was determined using the paddle/potentiometers,
and control was via the PIA (joystick pins).

=== End ===

1686. SIO2PC Cable. A Few Questions for the Experts.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <322514B2.7CE6@ibm.net>
Source record: 80899

having downloaded several different docs on the cable, i still cannot find, in pc readable format, the description of the diode used in the 1 chip version of the cable. can anyone help me out? also, is it an MC or LM 1489? thanks :)

es-

1687. FS: Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: cvotter@prairienet.org
Message-ID: <502j81$ffe@vixen.cso.uiuc.edu>
Source record: 80900

I have an Atari 850 Interface I'd like to sell. It has four 9-pin serial ports and 1 15-pin parallel port. It needs a power supply which we don't have.

Asking $15.00+shipping

Yerf!

Otter

1688. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <502642$n14@dartvax.dartmouth.edu>
Source record: 80901

maury@softarc.com (Maury Markowitz) writes:
><brad@pianosa.demon.co.uk> wrote:

>> exn> The PC's diskdrive is double sided, which means that both sides of a
>> exn> Flippy can be read without flipping the disk (is this actually

No, if you have to flip it over to read the other side on one drive,
you'll have to on every drive, as otherwise it would be spinning in
the wrong direction. (I suppose it would, in theory, be possible to
read the bitstream backwards and then reverse it, but you would have
to be able to interpret all the sector marks and such in software,
which you generally aren't allowed to do.)

>> exn> plastic covering the disk so that the timing hole could be read if the
>> exn> disk was flipped. This person used a special device for making an extra
>>
>> Because the drive used the timing hole for alignment.
>
> Actually the hole hasn't been used since the Apple II came out,
>everything uses soft sectoring now, it's faster anyway.

Wrong. Most (all?) PC drives use the hole for timing. Use of the
hole does not imply hard sectors, as long as there is only one hole in
the disk. I suspect that the PC uses the hole to time the rotation.

Hard sectoring uses different disks--I have a few of them, and they
work great with my Atari, as it ignores the hole, but the PC won't
deal with them. The difference is that they have bunches of holes in
the disk, so as it spins, the drive can use the hole in the jacket to
determine where the sectors begin, instead of using special codes
written when the disk is formatted. Hard sectoring is, to the best of
my knowledge, not used anywhere anymore, as it probably has trouble
dealing with the number of sectors per track available on modern
systems (among other reasons).

--PC
--
"I'm guilty of a lot of things, but I didn't ever do that.''
--Bill Clinton, on why he had astroturf lining the
back of his pickup truck

1689. PC reading/writing 800XL disks?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: uniden@epix.net
Message-ID: <3224CCFE.1607@epix.net>
Source record: 80902

Hi...

I just got my old 800XL up and running after about 10 years of collecting dust, and I just bought a disk drive for it. I got some games, but not enough. I can find them on the internet, but I don't know how to get them down to my Atari... Are there any programs out there that will make my PC read and write to Atari disks??

Yeah, I could get one of those cables, but it just seems to me that disks would be easier...

-Tom

1690. Wizard Of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: William Rouse <harleyb@primenet.com>
Message-ID: <502e9n$123@nnrp1.news.primenet.com>
Source record: 80903

Help! Did Atari ever make the Wizard of Wor game for the 400/800?
Or just the 2600? (I'm not sure it was even made by Atari). If so,
I would like to buy one for my 400.......

--
---
harleyb Harley Bill __ __ ____ ___ ___ ____
harleyb@primenet.com HSB #68 /__)/__) / / / / /_ /\ / /_ /
U O ME 1 / / \ / / / / /__ / \/ /___ /
'96 Road King

1691. Re: Collectors Items??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: ckormos@delphi.com
Message-ID: <ZvMz6Yg.ckormos@delphi.com>
Source record: 80904

I can't wait. I have a garage full of Atari originals, even unopened boxes.
One thousand two hundred original disks and the boxes they came in.
I just hope I live long enough to see the day.

1692. Re: Image Disk -> floppy disk ..??

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3224F1ED.41C6@ce.fciencias.unam.mx>
Source record: 80905

Waldo Zamorano wrote:
>
> Manuel Ugarte C. (mugarte@dim.uchile.cl) wrote:
> > Hi all,

Hola, mis estimados ...
Me da gusto que aun quedemos Atarianos (sobre todo latinos), me gustaria
que entraramos en contacto para intercambiar ideas..

> Te cuento lo que yo personalmente hago.. quiza existan mejores
> metodos .
> Primero uso el image.. o algo asi(atarimage) que es un
> programa
> de PC que lee el formato atr, parece que el xfd tambien.,
> este programa e permite sacar los archivos de este imagen de
> disco y quedan grabados
> normalmente en tu PC...

El problema es que los discos de atari booteables, los que no dan
directorio (que son bastantes) no funcionan con este metodo.

Existe un metodo alternativo, que es convertir los ATR o XFD en archivos
DCM usando el programa Imagic95. (el problema es que necesitas windows
95 o NT para correr esta utileria), acto seguido, copiar los archivos
.DCM a discos de 5.25" usando util.exe. Despues, en la atari se utiliza
Disk comunicator que convierte el .DCM en un disco de Atari
completamente usable !!

Bueno, los programas necesarios son
En la PC:
Imagic95
Util.exe

En la Atari:
Diskcomm.com
My DOS 4.53 o Superdos 5.1 o cualquier DOS de doble densidad

todos los programas estan disponibles en:

http://www.umich.edu/~archive/atari/8bit/

Actualmente estoy trabajando en una utileria de atari que lee los ATR y
los convierte en discos booteables.

> Despues yo uso el util.exe , otro programa para PC
> que copia archivos desde la unidad c: o a: a la uniad
> b: (generalmente la unidad de disos de 5.25" es b:) con

> formato Atari..
> Recomendaciones. :
> Ocupa el util.exe que esta en umich (o en algun mirror
> ie:
> ftp.wustl.edu/systems/atari/umich.edu/8bit)
> esta en el directorio Diskutils, creo y se llama
> util.arc
>
> 2do.: Combiene formatear el disco en una diskettera
> Atari
> pese a que el programa util te ermite formatear.
> El formato es un formato raro de l xf551

En realidad es formato de 180K SSDD de Mydos, y no es exclusivo del XF551. el Indus GT y un 1050 con Happy tambien sirven, Aunque es mejor con el XF.

> algo pal atari.
> 3ro. el el util.exe tienes que ejecutar:
> util /W /B b: filename.ext, siempre que tengas el util

Parece que usas una version mas vieja del programa util ... existe una version nueva bajo el nombre de MyUtil.zip

y la linea de comando es

util -WB b: filename.ext

No se a ciencia cierta las diferencias entre las dos versiones, pero parece que son principalmente en la velocidad.

El gran problema con util (o myutil) es que no funciona en todos los sistemas, he encontrado PCs donde de plano no sirve y otras en las que solo simula copiar y al llegar a la Atari ... Sorpresa !, no lee el disco.

--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

1693. Re: Basic on the Atari (was: Re: Jupiter Mission at Yogi's)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <153165@cup.portal.com>
Source record: 80906

Speaking of Turbo BASIC ...

I once wrote a graphics program that did "poor man's ray-tracing" to compute a realistic image of a "rippled plate" illuminated from a particular direction, in GR.9 (16 gray levels). This program took 56 minutes to generate a complete image in Atari BASIC.

In Turbo BASIC it took 8 minutes.

(And for what it's worth, I ported it to the VAX 11/785 computer at college and it ran in 6 SECONDS. I haven't tried it on today's much faster VAXen and Alpha systems. :-))

Chris Chiesa

1694. Re: modem

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <322495BD.1840@iexist.flw.lucent.com>
Source record: 80907

Bill Marcum wrote:
>
> If B&C still sells the PR Connection or other interface, you can use any
> external modem with your 8-bit.

If not, I have an Atari SX212 that I would let go pretty cheap. It
includes all the original stuff that came with it, power supply, etc.
Even has the original box and will ship the communication disks I put
together for it. So email me if you're interested.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1695. Superdos, help with a bug

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3224F3DD.167E@ce.fciencias.unam.mx>
Source record: 80908

--
Hello !!
I found a bug in siperdos 5.1, when I use the resident disk handler to
write a sector direclty on disk,after writing the first sector, the
machine locks up, so I can't write another sector. And after I write
superbin in a disk, Superdos can't access the disk again.

Anybody knows how to fix it?.
Thank you

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

1696. Re: Atari XE manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <322497D3.E76@iexist.flw.lucent.com>
Source record: 80909

Jim Buckley wrote:
>
> I hate writing mail messages about things I know little about (probably
> not half as much as ye hate reading them!) but here it goes:
>
> A young friend of mine just acquired an Atari XE game system with
> keyboard. He wants to program it but has no manual. Anyone got one?

How young is he? I have a copy of "Kids and Computers", the Atari version
around here somewhere I would be willing to sell cheap. It's nice for
younger children, but wouldn't be of much value for a teenager who is
trying to learn serious programming.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1697. prices

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C74090.111C000CF7.uuout@ccc-bbs.com>
Source record: 80910

SB > From: sydtech@skypoint.com (Scott Butler)
SB > Date: 23 Aug 1996 18:09:50 GMT
SB >
SB > I'm interested in getting people's opinions on what they feel
SB > are good
SB > asking prices (US dollars) for the following Atari 8-bit equip-
SB > ment:
SB > - Atari 800 w/BASIC, power supply, and switchbox

Current market is about eleven dollars. That's $5 (or less) for
the 800, $5 (or more) for the power supply, and $1 for the cart-
ridge. I've seen several 800s at hamfests and computer shows in
recent years, including Atari-specific shows, priced as low as this
and nobody buys them! (All you people out there who think this a
great bargain should be going to these shows and snapping up all
those 800s!)

SB > - Atari 1050 with SIO cable and power supply

Current market for an unmodified (without true double density)
drive is about fifteen dollars. That's $10 for the 1050 and $5 for
the power supply, and it must be clean and in good condition.
Double density drives command higher prices.

>>>---------------------------------<<<
>>> david.moeser@ccc-bbs.com <<<
>>> censornati, ohio <<<
>>>---------------------------------<<<
* "All Indus -- All The Time!" *

1698. Re: Emulators & file transfers? (2 stupid questions)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-28 00:00:00 UTC
From: kbadami@earthlink.com
Message-ID: <kbadami-2808960053560001@news>
Source record: 80911

In article <jarrett-2308960804490001@jarrett.ycc.kodak.com>,
jarrett@kodak.com (Jim Jarrett) wrote:

> -Where can I find Atari emulators for the Mac?

online at:

---

http://www.cs.csubak.edu/~jstiles/emulator/index.html

---

lots of emulators for the mac. and info too.

-Kevin

--
Hackers Crack Pentagon
Military's computers attacked as many as 250,000 times last year, with entrance gained in two out of every three attempts.

-USA Today

1699. Re: CrAcKiNg FAQ ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3224fbcd.543968@news.superlink.net>
Source record: 80819

a
-practicle turtorial format.
-
-english, oder deutsch.
-
-thanks, es-
-
Details? Cracking is nothing more than tracing an assembly language program, determining where and what it does when it finds/does not find the protection, and hacking around it. Thats all. Everything else is just tools to get the job done ("lockpicks"). Something as simple as a disk editor to as sophisticated as resident ML monitors, freezers, etc. End results are the same. What kind of protection is realtively unimportant. (Unless you are looking to duplicate what they have used).
Most changes amount to 1 or 2 bytes.. What you really need is an indepth knowledge of HOW the I/O on the atari works (see tech ref in http://nimitz.mcs.kent.edu/~clisowsk/8bit.html) and knowledge of the memory map (mapping the atari from compute books) and 6502 assembler.
If you have APE you can get an idea of what happens if you have any copy protected disks and a disk drive connected in conjunction with your atari - so called "fuzzy sectors" are "weak" (Adventure International used secs 4 and 5 with this scheme) Trying to read the sector with a disk editor would produce different, unduplicatable data from the fuzzy - but the program would index the timing to get the correct data. "Phantom" sectors I always took to mean "missing" sectors, i.e. sectors are numbered 01-12 in each track, say 4 and 5 were missing, usually there were 2 or 3 of another sectors, i.e. a sector with the same number. Protection would read one and then the other, comparing data; data the same, protection invalid. (Lots of Synapse games).
Ape will allow you to see which sectors contain the protection. Makes it easier to crack programs.

As with many computer occupations, with cracking you "Learn by doing"
You really cant read about it.
yogi

1700. Wanted: Wizard of War Cart for 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: William Rouse <harleyb@primenet.com>
Message-ID: <5050vc$hbh@nnrp1.news.primenet.com>
Source record: 80820

Please e-mail me if you have one for sale. Thanks!

--
---
harleyb Harley Bill __ __ ____ ___ ___ ____
harleyb@primenet.com HSB #68 /__)/__) / / / / /_ /\ / /_ /
U O ME 1 / / \ / / / / /__ / \/ /___ /
'96 Road King

1701. New version of PC Xformer at emulators.com

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <504v7j$270@news1.halcyon.com>
Source record: 80821

Many people have been wondering what the hell happened to the PC Xformer upgrade that was supposed to be released last month and have been sending me nasty email. Let me explain.

First of all, my company Branch Always Software now has a new name:

EMULATORS, INC!

We also have a new web page at:

http://www.emulators.com/

Most of the delay in introducing the new versions has been due to delays in getting the domain name registered, getting our internet provider to get their act together, and getting the new company together.

Unlike Branch Always Software which only dealt in Atari 8-bit an Atari ST emulators, Emulators Inc. will develop and market non-Atari emulators as well.

As far as PC Xformer goes, two new upgrades are in the works:

PC Xformer 3.6 is an upgrade to the DOS version of Xformer that most of you already use. A new demo version of PC Xformer 3.6 will also be made available on the new web site starting next week. PC Xformer 3.6 will be in stores later in September.

PC Xformer 4.0 (a.k.a. Xformer 96) is the new Windows version of Xformer. Although it is not ready to ship yet, we will be posting "as-is" beta versions of it on our web page for you to try and give feedback on. Xformer 96 should be in stores in the next few months.

Those of you with Atari ST computers will also be interested in the new Gemulator demo which will also be available on the web page starting September 3. So hope to see you there.

By the way, does anyone know what the status is of the So. California show that was scheduled for Sep. 21? I'd love to come down and demo the new products but I haven't heard anything first about that show or any other show coming up. If you have any info about upcoming shows send me an email.

- Darek @ Emulators, Inc.

--
==========
Darek Mihocka. Worldwide distributors of Gemulator and Xformer.
Emulators, Inc., 14150 N.E. 20th St. #302, Bellevue, WA 98007

phone:206-236-0540 fax:206-236-0257 http://www.emulators.com/

1702. xl-it Atari emulator for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: tomr@cybergate.com
Message-ID: <50567o$fiq@opal.CyberGate.COM>
Source record: 80822

Hi all...
Has anyone been able to download the 'xl-it' atari emulator from the
the following url?
www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
I have tried several times with a couple different browsers and have been
unable to access this page. If you have the emulator, and you feel it is a
good one, please either send me a copy via email or let me know if there is
an alternative site where this program is available. Thanks in advance.
Tom
-- http://www.cybergate.com/~tomr/
"Among other evils which being unarmed brings you,
it causes you to be despised."

-Niccolo Machiavelli

I may not agree with what you say but I will defend to the
death your right to say it." --Voltaire

`[1;36;44mNet-Tamer V 1.06 Beta - Registered

1703. Re: Wizard Of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: Tony Ramos <ramos.15@postbox.acs.ohio-state.edu>
Message-ID: <3225E8EC.71C8@postbox.acs.ohio-state.edu>
Source record: 80823

Iain Laskey wrote:
>
> > Help! Did Atari ever make the Wizard of Wor game for the 400/800?
> > Or just the 2600? (I'm not sure it was even made by Atari). If so,
> > I would like to buy one for my 400.......
> It was available for the 8bits but I can't remember who did it. A cart
> from memory. CBS maybe?
>

Wizard of Wor was produced by Roklan. They also made Space Invaders Deluxe, Gorf and maybe some other arcade translations; I can't remember.

I do remember that their translations were extremely accurate: all the little nuances were in place. Made me feel like I was playing the real thing! Judging from their conversions I get the feeling that they really loved the originals.

-Tony

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

1704. Re: New DOS Atari 2600 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <3225FCC0.66EC@iexist.flw.lucent.com>
Source record: 80824

MIS0160@MVS.UDEL.EDU wrote:
>
> In article <4vkb2a$m3@newsbf02.news.aol.com>,
> autismuk@aol.com (AutismUK) writes:
>
> >Atari 2600 Emulator for DOS
> >
> >My new Atari 2600 emulator is available on
> >
> >Paul Robson
> >AutismUk@Aol.com
>
> Has anyone been able to download this emulator yet? I keep getting a
> "URL not found" from AOL.

I found his home page at http://members.aol.com/autismuk/ but the only emulators he has there are for the DEC PDP-11 and something called the chip-8. There is no subdirectory (link) for a26home.htm.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1705. Re: New DOS Atari 2600 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <3225FD86.7F2F@iexist.flw.lucent.com>
Source record: 80825

MIS0160@MVS.UDEL.EDU wrote:
>
> In article <4vkb2a$m3@newsbf02.news.aol.com>,
> autismuk@aol.com (AutismUK) writes:
>
> >Atari 2600 Emulator for DOS
> >
> >My new Atari 2600 emulator is available on
> >
> >http://users.aol.com/autismuk/a26home.htm
> >
> Has anyone been able to download this emulator yet? I keep getting a
> "URL not found" from AOL.

To correct my earlier post, the page is there. You have to use
http://members.aol.com/autismuk/a26home.htm because he does not have
this subdirectory linked to his homepage.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1706. Re: Wizard Of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <322655AC.743F@interpoint.net>
Source record: 80826

No, Wizard of Wor was by Midway, put out by Roklan for the Atari
8-bit computer. I have the original 5 1/4.

-Rich Tirico.

1707. Atari 130XE + carts for auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: brownde@cs.unc.edu
Message-ID: <504ic4$67o@eeyore.cs.unc.edu>
Source record: 80827

This is part of my auction and I thought Atari 8-bit users might be interested.
The whole auction file (including rules) is at
http://www.cs.unc.edu/~brownde/museum/auction.txt

Atari 8-bit Lot: Bid: $30 kloesch

Atari 130XE (128K)
Power supply
Manual
5 cartridges:
Pac-Man
Qix
Dig Dug
Bug Hunt
Rescue on Fractalus!
More stuff:
Two Atariwriter cartridges, and a manual
Atari Artist cartridge
Pilot programming language cartridge

1708. Re: Wizard Of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: ytsejam@ias.ga.unc.edu
Message-ID: <3225fe7a.90803863@news.unc.edu>
Source record: 80828

William Rouse <harleyb@primenet.com> wrote:

> Help! Did Atari ever make the Wizard of Wor game for the 400/800?
>Or just the 2600? (I'm not sure it was even made by Atari). If so,
>I would like to buy one for my 400.......
>
Yes it existed for the 400/800, but I can't find it or remember the
company name.

1709. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <322690A1.5CF6@total.net>
Source record: 80829

Tony Smolar wrote:
>
> On Tue, 27 Aug 1996 14:35:32 +0100, Maury Markowitz <maury@softarc.com> wrote:
> >In article <3221E6B2.41C6@ce.fciencias.unam.mx>, Mariano Dominguez Molina
> ><mariano@ce.fciencias.unam.mx> wrote:
> >
> >> The ATR and XFD are raw disk formats, i.e. the first 128 bytes of the
> >> file are the sector 1 or the atari disk, and so on.
> >> The ATR files has a 16 byte header, cut it and you have an XFD image.
> >
> > What are the contents of the header, and why is it there at all?
> >
> I'd like a copy also. Maybe you should post it.

Check the docs for SIO2PC; there's a fairly complete explanation of
the header in the ATR format.

Dave Paterson

1710. Apple TI Atari Commodo

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C751B2.10C1000A29.uuout@compudata.com>
Source record: 80830

```
Apple, Atari, TI & Commodore Items for Sale
.....................................................
Apple Items for Sale plus shipping

Apple Software with box and or docs

Ancient Art of War at Sea for IIe/IIc/IIgs, box/docs $12
Bank Street Writer for Apple IIe/IIc/IIgs, box/docs $12
Trio Plus for Apple II series with docs $12

Following for Apple, diskettes only, $4.50 each, 5 for $19

Applied Engineering Super Appleworks desktop expander 5.3.1
Apple Presents the IIc an Introduction
Apple Presents the IIc Exploring Apple Logo
Apple Presents the IIc Getting Down to Basic
Apple Presents the IIc The Apple at Work
Apple Presents Apple II Instant Pascal
Apple Presents the IIe an Introduction
Apple II Diskware DOS 3.3 for II/II+/IIe System Master
Apple II Instant Pascal Master Program
Apple II Access II Training Disk
Apple II Access II Program Disk
Easy Working Writer for Apple
Graphics Sampler for the Apricord IIc
Great Games and Chess Problems Apple DOS 3.3
The Writer from Hayden for IIplus/IIe
The Writer from Spinnaker for IIc/IIe
The Filer from Spinnaker for IIe/IIc
The Planner from Spinnaker for IIe/IIc
The Apple Paint Drawing Program
Wheel of Fortune for Apple

Apple Manuals - $8 each (four for $25)

Apple Mouse IIc Users Manual
Apple II Monitor II Users Manual
Apple II Access II Reference Manual
Apple II 80-Column Text Card Manual for IIe only
Apple IIc Owners Manual
Animation Magic with your Apple IIe/IIc
Apple II Disk II Installation Manual
Grappler Printer Interface Users Guide
Setting Up Your Apple IIc
Z-Ram II Users Manual
```

Macintosh 512 with keyboard and mouse..... $99
WICO Power Grip Joystick 50-2020 (2)..... $13 each
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....
Cables $5 each (5 for $20) (8 for $30)
Black IBM type computer power cable..... $5
White IBM type computer power cable..... $5
White cable - round 5 pin to oblong 9 pin both male. $5
9 pin cable white, male and female..... $5
Apple round printer cable - 2 by 13 on other end.... $5
Apple flat printer cable 2 by 14 on other end..... $5
Apple flat ribbon cable 2x12 & male 25 pin..... $5

Microlyics Inside Information for the MAC..... $9

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
.....

Texas Instruments Items for Sale plus shipping

TI 99/4a original metal case with all packing
materials, cover, power supply etc..... $49
TI Program Recorder original box with all packing
materials..... $25
TI Speech Synthesizer PHP1500 in original box..... $39
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
WICO Power Grip Joystick 50-2020 (2)..... $13 each
.....

TI 99/4A Cartridges
.....
Reading On (no box) from TI..... $ 5
Early Learning Fun (doc) from TI..... $ 7
Early Learning Fun (box & doc) from Ti..... $ 8
Addition & Subtraction 1 (box & doc) from TI..... $ 9
Munchman (box & doc) from TI..... $10
Beginning Grammar (box & doc) from TI..... $ 9
Hunt The Wumpus (box & doc) from TI..... $10
Donkey Kong from Atarisoft (doc & box)..... $10
Centipede from Atarisoft (doc & box)..... $10

Defender from Atarisoft (doc & box)..... $10
.....

TI 99/4A Manuals
.....
Read This First..... $ 5
Users Reference Guide..... $10
Beginners Basic..... $ 8
Learning Basic for TI Compact Computer 40..... $ 8
Basic Primer..... $ 5
.....
DVE Printer Power Supply Model DV-2412A..... $10
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
.....

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $33
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $10
WICO Power Grip Joystick 50-2020 (2)..... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
Peripheral Cable for Atari computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $ 9
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com

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Commodore Items for Sale plus shipping

Commodore 64 Computer with power supply $39
Commodore 64C Computer with power supply $39
Commodore 1541 Disk Drive .(2)..... $29 each
Commodore Dataset Tape drive..... $19
WICO Power Grip Joystick 50-2020 (2)..... $13 each
Cardco Printer Interface Serial/Parallel..... $22
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $39
Cable to attach C64 to Commodore Color Monitor..... $14
Commodore 64 Basic Manual ..... $ 4
Okidata 120 Printer Manual for Commodore Computers.. $ 2
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
26 single sided double density disks..... $10
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
VIC 20 Power Supply..... $10
Commodore 64 Users Guide..... $ 8
Commodore 64c Quick Connect Guide..... $ 6
Commodore 64C Introductory Guide..... $ 6
Commodore 64C Systems Guide..... $ 8
.....
Commodore Software
.....
Agent USA with diskette only..... $ 4
America's Cup with docs ..... $ 6
Archon with box, diskette & box..... $12
Bank Street Writer box/docs ..... $ 6
Bank Street Writer diskette only..... $ 4
Beach Head with docs ..... $ 5
Commodore 64c GEOS with diskettes & docs..... $18
Commodore Vic-1541 Test Demo diskette..... $ 4
Database Manager with Report Generator with diskette & doc.... $12
Dynatec Codewriter with diskettes, box & doc..... $14
Double Dragon in Box with diskette..... $ 6
Easy Working Writer diskette only..... $ 4
Ghost Manor & Spikes Peak diskette only..... $ 4
Ghostbusters diskette only..... $ 4
Indiana Jones Temple of Doom..... $ 5
Introduction to Commodore Basic Part 1 (2 tapes, box & doc).. $12
L.A. Crackdown diskette only..... $ 4

Learning Company Moptown Parade, Box, Doc & diskette..... $12
Learning Company Addition Magician, Box, Doc & diskette..... $12
O'Dell Lake with docs & diskette..... $ 7
Okimate 20 Demo Color Screen Print diskette only..... $ 4
Pocket Rockets box w/diskette..... $ 6
Sesame Street - Astro-Grover diskette only..... $ 4
Solo Flight diskette only..... $ 4
Streetsurfer & Hollywood or Bust diskette only..... $ 4
Swat for C/64 Atari XL/130 XE diskette only..... $ 4
The Last V8diskette only..... $ 4
Typing Tutor - Word Invaders diskette only..... $ 4
WordPro 3 Plus/64 box/docs ..... $ 8
Wordprocessor Professional with docs & diskette..... $12
Wheel of Fortune diskette only..... $ 4
.....
C64 Tapes - $3 each (4 for $10)

PET Emulator
Science Package III PET
Educational Package II PETFrogger
Basic Tools

VIC 20 Tapes - $3 each (4 for $10)

Intruder/Scrambler
Public Domain SW Collection #3B
Public Domain SW Collection #V7B
Public Domain SW Collection #V0A
Rerun
Nufekop
Snakman
Kosmic Kamikaze
VIC 20 Personal Loan Analyzer

18 Tapes with keyed in magazine programs $2 each

8-1/2x11 Plastic VIC Programmers Aid Card $4

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com

• OLXWin 1.00b • A seminar on Time Travel will be held two weeks ago.

1711. Re: Wizard Of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Dwx2o4.7z8@cix.compulink.co.uk>
Source record: 80831

> Help! Did Atari ever make the Wizard of Wor game for the 400/800?
> Or just the 2600? (I'm not sure it was even made by Atari). If so,
> I would like to buy one for my 400.......
It was available for the 8bits but I can't remember who did it. A cart
from memory. CBS maybe?

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

1712. Re: Arced DCM's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3224fb20.371599@news.superlink.net>
Source record: 80912

```
->---
- Actually, in the Umich archive, there is an unzip program. I
-haven't tried it yet, but would suspect that it could do simple zip
-extraction.
- Does anyone know it it works on 2.04G zip files? How about
included
-directories (for those using SpartaDOS or MyDOS? I suspect, that it
-won't, just files.
-
-rely@ix.netcom.com
-
Actually, its only compat. with the old 1.x version of pkzip, no 2.x
version. :(
On the plus side, the arc'd dcm directories will be in the archive in
about a week or so.
```

1713. Re: Wizard Of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <5038oq$sb2@newsbf02.news.aol.com>
Source record: 80913

> Help! Did Atari ever make the Wizard of Wor game for the
> 400/800?

There was one -- I think it was released by CBS Software. It was a pretty nice translation, although the graphics could have been better.

1714. Wanted: HDFMTPH programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <DwwKJ7.BMG@ftp.reston.unisysgsg.com>
Source record: 80914

Trying to connect a Quantum 52MB drive to the MIO and
the only working HDFMTPH program I have is PH6. If
you've got other versions, then please email them
to me or tell me how I can go about getting them. I
understand that there are various versions of the
formatter floating around - I figure one of them
ought to work.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com (Changes 9/1/96) to /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

1715. WTB: 16k ram cards for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: dbrunner@ix.netcom.com
Message-ID: <504br4$g5c@dfw-ixnews8.ix.netcom.com>
Source record: 80915

Hi everyone. I'm looking to buy six 16k ram cards to populate a couple of Atari 800's.

Thanks!
Dennis

1716. FS: Assorted Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: cvotter@prairienet.org
Message-ID: <5037q9$sod@vixen.cso.uiuc.edu>
Source record: 80916

We have the following Atari items for sale. Unless otherwise
noted, none of these pieces include power supplies or SIO cables (as they
are being used with our 130XE. :))

Atari 1200XL with Atari Basic cartridge: $25.00+s/h

Atari 1020 Printer with a roll of paper
(One of those narrow carriage printers): $10.00+s/h

Atari Touch Tablet with stylus and
interface cable: $15.00+s/h

Atari XM301 300bps modem with
manual: $ 7.00+s/h Works on 130XE,
65XE, 800XL, or
48K 800, but not
on 1200XL.

Atari SX212 1200bps modem with
dual SIO and RS-232 interface: $15.00+s/h

Concorde Atari compatible dual
disk drives with SIO cable: $25.00+s/h Note, these drives
are considerably
sturdier, but
consequently heavier
than the 1050 drives.

If interested in any or all of these items, please leave email.

Yerf!

Otter

1717. Re: PC reading/writing 800XL disks?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <5034l2$sil@dartvax.dartmouth.edu>
Source record: 80917

uniden@epix.net writes:

>I just got my old 800XL up and running after about 10 years of
>collecting dust, and I just bought a disk drive for it. I got some
>games, but not enough. I can find them on the internet, but I don't
>know how to get them down to my Atari... Are there any programs out
>there that will make my PC read and write to Atari disks??

There are some programs, but they only work with certain types of
drives. If you tell us which model of drive you have on your Atari,
it would help.

>Yeah, I could get one of those cables, but it just seems to me that
>disks would be easier...

If you're going to do much with your Atari, you'll never regret
getting an SIO2PC cable. It's worth it alone for the fun of telling
people that I use my Pentium system as a file server for my Atari!

--PC
--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

1718. Re: SIO cable connectors?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-29 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5033jd$5lj@news.aros.net>
Source record: 80918

Elvis Smurf (esmurf@ibm.net) wrote:
: i'm wanting to build my own SIO2PC style interface cable, but am having
: trouble finding the appropriate SIO connector. does anyone have any
: sources? have thought about simply sodering a new cable w/ db connector
: and leading it out the back of the unit. anyone have any experience?

I've had good luck finding SIO cables at thrift stores... each cable is
capable of making 2 SIO2PC cables.

1719. BBS

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <505hfa$f15@kirin.wwa.com>
Source record: 80832

Does the Chicago area need an 8-bit BBS? I would love to put one up. I have the "FTP" list but I would love to be able to call one place and get whatever I needed, just like in the old days:

Anybody remember RuneQuest?
The Beer Can?
Some crazy BBS with a "Hitch Hikers Guide to the Galaxy" theme? (Sysop was PrezZaphod I believe)

Anyway, I would appreciate any input, please let me know if you think there is a need, how much drive space would be needed to handle just about everything anybody would want, and any other information you could think of that might be helpful. I would want to run BBS Express, (By the way, every Atari board I was on back in ?88? was running Express by Ledbetter, I was surprised to see that the author of the "8-bit Faq" had never seen it. And yes, I believe it only supported X-modem transfers.) so if that is a bad idea nowadays let me know. I guess I just want to know that all of that software out there that SOME PEOPLE JUST WANT TO MAKE A PROFIT WITH would have a safe home now and in the future for people who stumble across this newsgroup at 1am like I did.

I am also in the market for the ?850? interface that would allow me to use any speed modem with my 800xl

Oh yeah, I'd like to publicly thank Bob Klass for helping me get my new baby! For all of you wanting to purchase 8-bit stuff I'd see him first, his prices are WAY lower than all of those other dudes I see posting here!

email: ericcron@wwa.com

1720. Re: SIO2PC cables- inexpensive supply update

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: eru@sover.net
Message-ID: <322645a7.10805290@news.sover.net>
Source record: 80833

Hello all! New requests keep on coming in, so I am going to go ahead
and make at least a dozen cables. Cables will be $25 + any shipping
costs, and should be available within the next two weeks. Keep the
requests coming!

Cable features:

db25 receptacle, eliminates 25 pin / 9 pin worries
1/2 sio cable, to connect to the Atari
1489 chip, socketed of course!
nice project box (Like the blue Radio Shack ones)
$25 price tag

Cables with different configurations, such as pass-through sio ports,
heavy duty aluminum boxes, 2 chip versions, and the Ape Prosystem
cable will be available after this initial period, and after I get
settled in Boston. (I leave the 15th)

E-mail eru@sover.net if interested!
Rick Ziegler

1721. More Software 4 Sale on NADJAH

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <505ork$huk@news.asu.edu>
Source record: 80834

```
The NADJAH 4 Sale Web Page has added more titles for sale.

Look for them at: http://www.yab.com/~coolzip

Thank you for your support!
--
oooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
oooooooooooooooooooooooooooooooooooo
```

1722. Re: Wizard Of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <505q7l$j6b@freenet-news.carleton.ca>
Source record: 80835

William Rouse (harleyb@primenet.com) writes:
> Help! Did Atari ever make the Wizard of Wor game for the 400/800?
> Or just the 2600? (I'm not sure it was even made by Atari). If so,
> I would like to buy one for my 400.......
>

Absolutely! It was pretty good, if a tad blocky. You may find it at Yogi's
web site (do a Yahoo search for "Yogi", for the exact address).

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1723. Warpload.atr & Warpboot.atr @ Yogi's Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <841398305.18072.0@cortexuk.demon.co.uk>
Source record: 80836

Has anyone used these two files for booting and then running games etc. I've tried both of them on SIO2PC and APE and they don't appear to do anything (i.e. them load up the sectors and then just stop without looking at the other ATR image I have loaded into D2:

Any clues out there ??

Cheers in advance,

--
O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

1724. Warpload.atr & Warpboot.atr @ Yogi's Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <841398356.17724.0@cortexuk.demon.co.uk>
Source record: 80837

Has anyone used these two files for booting and then running games etc. I've tried both of them on SIO2PC and APE and they don't appear to do anything (i.e. them load up the sectors and then just stop without looking at the other ATR image I have loaded into D2:

Any clues out there ??

Cheers in advance,

--
O|
/-_/ _ O
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I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

1725. 20meg MFM hard drives only $12 each!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: griggle@adgrafix.com
Message-ID: <506kfi$9qp@test-sun.erols.com>
Source record: 80838

I have 20meg MFM hard drives for $12 each and 40meg MFM hard drives for only $16 each. All prices include shipping. If interested contact me at blues@erols.com.

1726. Re: SIO2PC Cable. A Few Questions for the Experts.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: Nick Kennedy <nkennedy@cswnet.com>
Message-ID: <32268025.1001@cswnet.com>
Source record: 80839

Elvis Smurf wrote:
>
> having downloaded several different docs on the cable, i still cannot
> find, in pc readable format, the description of the diode used in the 1
> chip version of the cable. can anyone help me out? also, is it an MC
> or LM 1489? thanks :)
>
> es-
The version of SIO2PC I designed used a schottky diode because its forward drop is small and I didn't want to risk an invalid 0 state due to too much drop. I think it was a 1N5817. In reality, a common ten for a dollar switching diode (1N914 or 1n4848) works fine, as does a crystal diode, such as 1N34. All of these are found at Radio Shack.

I didn't use a 1489. If you use one, the prefix probably just denotes the manufacturer, which is of no consequence.

There are two ways to do it. You can use a 1489 and its companion (I forget - 1490?) or something like a MAX232. The 1489 and its complement do the conversion in only one direction. One does TTL to RS232 and the other does the reverse. The advantage of the '232 is that it takes only one chip to do the job, plus it only uses a single 5 volt supply, which the atari puts out. The other chip pair requires both 5 V and plus and minus 9 v (or so) supplies. Since the '232 is now under two dollars, it's easy to choose. Of course, there are ways to cheat. The RS232 interface will almost always work with TTL levels if you invert them. (On TTL, most positive is logic one, for RS232, most positive is logic zero.) The Atari will accept the bipolar outputs of the PC's serial port, if you clamp to 5 V and block reverse polarity ... But you're getting complicated and risking some damage to save a quarter.

Incidentally, you'll also see the MAX232 as the ICL232 and probably some other prefixes as well. When a chip becomes popular, it is usuallly licensed and second sourced by other chip mfgrs.

Regards,

Nick Kennedy (The SIO2PC guy)

1727. Re: Arced DCM's

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DwyK9I.4GH@cs.vu.nl>
Source record: 80840

scharles@superlink.net (Yogi) writes:

>-
>- Actually, in the Umich archive, there is an unzip program. I
>-haven't tried it yet, but would suspect that it could do simple zip
>-extraction.
>- Does anyone know it it works on 2.04G zip files? How about
>-included
>-directories (for those using SpartaDOS or MyDOS? I suspect, that it
>-won't, just files.
>-
>-rely@ix.netcom.com
>-
>Actually, its only compat. with the old 1.x version of pkzip, no 2.x
>version. :(
>On the plus side, the arc'd dcm directories will be in the archive in
>about a week or so.

It's even worse... it only supports unshrinking (LZW). I happen to be the author of the program :) It's written in C and compiles with Lightspeed C. I only wrote it to test the compiler but I never finished it due to lack of memory.

Ivo
--
Ivo van Poorten
ipoorten@cs.vu.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

1728. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <322736AC.41C6@ce.fciencias.unam.mx>
Source record: 80841

banksia wrote:
>
> Hi, my name is Jon.

Hi, my name is Mariano :)

> Anyway, I used to have a really old atari. Ever
> played "River Raid" ?? I grew up on that game! It is strange to see atari
> enthusiasts still around!! I'm from Australia (you are probably from the
> states) and I'm a high school student.
>

I's not strange at all, the good 6502 has many features and the computer
is so simple, that there are many things to do.

I used to play river raid in the 2600, i have the 8 bit version, but ...
there are many better games : Wlockzij, M.U.L.E., star raiders .. etc.
etc. etc.

--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

1729. FS: Print Shop and other titles

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32263d97.13682182@netnews.netaxs.com>
Source record: 80842

I have the following Atari Hardware and Software available as of
8-30-96

EQUIPMENT:

2- Atari joysticks

Antic Magazine Software Disks

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Take any of the above books for $5 & SH or
Take all three books for $10 & SH

SOFTWARE:

Most include manual/instructions

1. THE NEWSROOM (5 disks with lots of clipart)
this is an excellent publisher $20 & SH

2. THE PRINT SHOP - a excellent bundle including:
The Print Shop
The Print Shop Companion
Three Graphic Disks
Holiday & Special Events Graphics Disk
No Frills Software Fonts & Borders 1

7 Total disks $20 + SH

3. TYPESETTER by Xlent Software $5 & SH

4. MAGNIPRINT by Alpha Systems $4 & SH

5. a 3 disk bundle by HI-TECH EXPRESSIONS include:
CardWare
AwardWare
AwardWare Graphics $8 & SH

EXCELLENT GAMES AVAILABLE:

1. KARATEKA by Broderbund
excellent Karate game $5

2. MICROLEAGUE BASEBALL(1984) $5

3. LEADER BOARD - Dual Pack
Excellent Golf Game includes
Double sided disk with the LEADERBOARD
on one side & Tournament on other $5

4. HACKER
a simulation games that forces a player to
hack their way into a system. This
game purposly comes with no instructions $4

Take ALL the above software in a disk case for $50 & SH

---

40 Blank 5 1/4 Disks $10 & SH
with disk case $13 & SH

Money order or personal check (with stuff being sent out when check
clears).

Buyer pays shipping.

Make offers including shipping.

Jay

1730. FS: "The Chip" Manual & SW

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32263a58.12850975@netnews.netaxs.com>
Source record: 80843

The drive is long gone with "The Chip" which is a Disk
Backup/Developement System designed for the Atari 810 Disk Drive.

But I still have the manual for "The Chip" by Spartan Software of
Minnesota in its original case with the Archiver/Editor Program Disk.

Any Interest? Make an offer. Email me

1731. exe to atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: Matty <moses@raven.cybercomm.net>
Message-ID: <32272C12.3136@raven.cybercomm.net>
Source record: 80844

Is there a utility that can convert the "raw" .exe Atari files to .atr files?
I tried hooking up the old 800 after "finding" this newsgroup, and the disk
drive doesn't work. So, I am attempting to use an emulator. I have the
"Xformer" demo and I would buy the full version, but I'm wondering, how is
the sound reproduction on it? I was forced to use "PC 64" (the Commie emulator)
to play my favorite old games with sound, but the commie never had classics
like "Cypher Bowl" or "race in space" and the commie Ballblazer sucks!

Any help is appreciated!!!

matty

p.s. Wizard of War was by Midway in the arcades, reproduced in cart form on the
Atari by Roklan (as stated by someone else), I still have the cart, so I feel
like somewhat of an authority on this.

1732. PC to Atari 1050 drive (how's that?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: uniden@epix.net
Message-ID: <32275165.2119@epix.net>
Source record: 80845

Okay, I have the old Atari 1050 drive...

I would like to use one of those cable thingies, however two things are stopping me...

1) My Pentium is on one side of the house and my atari and TV are on another side (I don't have an extra tv hanging around, and moving either would be a pain in the butt)...

2) I've been reading FAQ's and web pages for about a week, and I used to consider myself a fairly techno-savy kind of happening hip dude. No longer... The whole atari world is pretty much a mystery to me and I haven't been able to understand anymore than 5% of all the jargon... I'm so clueless that I went to Yogi's site and got completely lost with binaries and images and .xfd and .atr files... ugh.. And that "Newbie Atari user's faq" is obviously meant for someone who has bought and used Xformer.....

Whew... just had to get that out... I will now go back to lurking, thank you :-)

I'm still more into using a disk on my PC to write Atari files instead of a cable....

-Tom
(and to top it off, my 800xl is on the fritz at the moment...grrr)

1733. Re: Anyone remember Monty?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <507khs$42p@oolong.memphis.edu>
Source record: 80846

maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:

>Does anyone remember a great game called Monty? I have a binary
>load version (only available via a bootloader) called
>Preliminary Monty 16K. It's similar to Pitfall or Miner 2049r,
>where you go through screens in tunnels with spiders, rolling
>boulders, occasional gems, and colored keys to unlock colored
>doors. There are multiple levels of the game, with each level
>comprising some 30 or more screens, half of which are in the
>dark (only the baddies can be seen, not the ladders or floors.)

>It's great that I now have a 130 and can play it again. It would
>be wonderful if someone with Ape or SIO can drop it into the
>ftp archive so others can play it also.

>- Anthony

Yeah, you have a preliminary version of Montezuma's Revenge...

1734. Re: Atari 8-bit colours

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <507kpm$42p@oolong.memphis.edu>
Source record: 80847

ellman@xs4all.nl () wrote:

>Hi,

>Does anyone know an algorithm for generating the colour values of the Atari's
>256 colous in terms of RGB values with an 8-bit depth for each component
>(ie. 24 bits in all).

>The input would be the chrominance and luminance as used on the XL, and the
>output would be a colour in the 0xRRGGBB format as used on 24-bit colour
>systems.

>I hope that someday, I will get round to writing a Java applet that displays
>the Atari Rainbow, or think of something else using the rainbow.

>Thanks in advance.

>AE.

Well, the answer to that would depend on gamma correction, would it
not?

1735. Ehh.. what's going on... (Just woke up)

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: Richard Douwes <Richard.Douwes@hcc-lwd.idn.nl>
Message-ID: <566_9608301810@idn.nl>
Source record: 80848

Hi,

Sorry, been "out" of the newsgroup for a coupla months.

Can anybody answer one or more of these questions:

1. Is the mailing list info-atari8 or a new one working again? What's it called/ how do I sign up? (Also asking this for my buddy Frankenstein, are you out there?)

2. Any new sites for ("once" commercial) 8bit software and docs? (Is the FTP site real yet)

3. Atari 8bit fans from the Netherlands, please Email me sometime.

Sorry if all this might sound stupid, but like I said, I've been "out of it" for a few months...

Please EMail any answers to me privatly. Thank you. Thank you very much. (Viva Las Vegas)

Richard Douwes
Richard.Douwes@hcc-lwd.idn.nl

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.

1736. Re: SIO2PC Cable. A Few Questions for the Experts.

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <507bro$596@freenet-news.carleton.ca>
Source record: 80849

Nick Kennedy (nkennedy@cswnet.com) writes:
> Elvis Smurf wrote:
>>
>> having downloaded several different docs on the cable, i still cannot
>> find, in pc readable format, the description of the diode used in the 1
>> chip version of the cable. can anyone help me out? also, is it an MC
>> or LM 1489? thanks :)
>
> There are two ways to do it. You can use a 1489 and its companion (I
> forget - 1490?) or something like a MAX232. The 1489 and its complement
> do the conversion in only one direction. One does TTL to RS232 and the
> other does the reverse. The advantage of the '232 is that it takes only
> one chip to do the job, plus it only uses a single 5 volt supply, which
> the atari puts out. The other chip pair requires both 5 V and plus and
> minus 9 v (or so) supplies.

The 1489 version requires only one very cheap chip, about 45 cents, and
one common diode. The 1489 design also runs off a single
5v+ power supply, not a split +/- supply.

The Max232 version is expensive, hard to build in comparison with its
external capacitors, and is more prone to failure. I suppose you
could use the Max23? with its internal capacitors, but its even
more expensive, around $6 a pop.

Steve

1737. Re: Hard Disk Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <507tht$her@news.tcd.net>
Source record: 80850

Received a blank page here. What was your question?

1738. WTB: 810, 815 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: Doug Boynton <reporter@ix.netcom.com>
Message-ID: <32276AF1.7424@ix.netcom.com>
Source record: 80851

Hello:

I've been looking for an 810 or (I don't think they were ever actually
released) 815 disk drive for the original Atari 800. If you've got
one for sale, please e-mail with details.

Thanks!

```
****************************************
* Doug Boynton - reporter@ix.netcom.com *
****************************************
```

1739. Re: Warpload.atr & Warpboot.atr @ Yogi's Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-30 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <3227A5C4.4F8F@interpoint.net>
Source record: 80852

I was wondering about these files too, It says you can use them just like MENU, Where you load the it as d1: and load whatever .atr you want to run as d2:, BUT it don't work like MENU, what's goin' on?, It would be pretty cool if it worked. I would like a fast menu program instead of loading boot101, which I need to load first, wait THEN run my program.

-Rich.

1740. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <322782c4.2985503@news.bright.net>
Source record: 80769

On 31 Aug 1996 01:45:10 GMT, rwoolley@ix.netcom.com(Robert Woolley)
wrote:

>I have BasicXL on a file.... would that do? what are you going to do
>with it??

I would like to study it. I've been studying interpreters and
compilers, but most of the examples I've seen are for much larger
machines, and written in c. Which might be fine for larger machines.
But I need to see how certain things are done on a 6502, specifically
the Atari 8bit.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1741. Re: exe to atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: Matty <moses@raven.cybercomm.net>
Message-ID: <3229054C.2364@raven.cybercomm.net>
Source record: 80770

Robert Smith Ely wrote:
> YES! There is a program I can e-mail to you called IMU14.ZIP It can
> read the directories of both .ATR and .XFD images, Insert and extract
> files stored in an MSDOS or AmigaDOS directory into .ATR or .XFD
> images. Yes this does work on the Amiga too. There is also an Amiga
> usable 800XL emulator that I can e-mail too. It is similar to the PC
> Xformer.

Sounds perfect! I don't have an Amiga, but if you could post it here or
e-mail it that would be great.

thanks
matty

1742. WTB: MAC/65

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <5086tf$lkb@news.internetmci.com>
Source record: 80853

I am looking to buy MAC/65. Anyone have one for sale?

1743. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <50862f$jcr@sjx-ixn3.ix.netcom.com>
Source record: 80854

> Actually the hole hasn't been used since the Apple II came out,
>everything uses soft sectoring now, it's faster anyway.
>
>> Because, until the XF551 arrived, the indexing was simply ignored by
the Atari
>> drives.
>
> So the XF551 used it? Why?
>
>Maury
the controller uses the timing hole to start the track format sequence.
the old Atari 1050s and such would dummy up a timing hole pulse to get
the controller to format a track. once formatted, the read or write
sector command didn't need an index hole except for timeout, which the
Atari handled with its own timer. all drives since the Apple II use
soft sectoring - not the same as the index hole.... hard sectoring used
16 index holes in the disk!

1744. Re: Wizard Of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <5086df$c51@dfw-ixnews9.ix.netcom.com>
Source record: 80855

> Help! Did Atari ever make the Wizard of Wor game for the
400/800?
>>Or just the 2600? (I'm not sure it was even made by Atari). If so,
>>I would like to buy one for my 400.......
>>
>Yes it existed for the 400/800, but I can't find it or remember the
>company name.
Roklan - I have a number of them.... still in the box.

1745. Re: Warpload.atr & Warpboot.atr @ Yogi's Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3227aadc.897041@news.superlink.net>
Source record: 80856

On Fri, 30 Aug 1996 22:39:00 -0400, Rich Tirico
<results@interpoint.net> wrote:

-I was wondering about these files too, It says you can use them just
-like MENU, Where you load the it as d1: and load whatever .atr you
want
-to run as d2:, BUT it don't work like MENU, what's goin' on?, It
would
-be pretty cool if it worked. I would like a fast menu program instead
of
-loading boot101, which I need to load first, wait THEN run my
program.
-
--Rich.

Meaning you use them just like the menu program I.E. load them as D1:
in APE, the disk in D2: you want to load from. WARPLOAD should work
for that.... but your disks need to be formatted with mydos, not atari
dos. (sorry. its a minor change I can probably re patch it if enough
people want it)

1746. Re: Anyone remember Monty?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <508arv$fqv@freenet-news.carleton.ca>
Source record: 80857

(uglmiller@cc.memphis.edu) writes:
> maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
>
>>Does anyone remember a great game called Monty? I have a binary
>>load version (only available via a bootloader) called
>>Preliminary Monty 16K. It's similar to Pitfall or Miner 2049r,
>>where you go through screens in tunnels with spiders, rolling
>>boulders, occasional gems, and colored keys to unlock colored
>>doors. There are multiple levels of the game, with each level
>>comprising some 30 or more screens, half of which are in the
>>dark (only the baddies can be seen, not the ladders or floors.)

It sounds like Montezuma's Revenge, an excellent game. The Monty version
was the stripped down version. There isn't much difference other than the
opening screen, and some graphical details.

A thoroughly enjoyable game..... the burning ropes you have to grab on to
before they burn to nothing always messed me up!

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1747. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <5085f6$7g8@dfw-ixnews7.ix.netcom.com>
Source record: 80858

>I was wondering if anyone has the atari basic assembly source code in
>a file? I have seen postings about the book that was published that
>contains the assembly source listing. But what I need is the source
>code in file format already. If anyone has this and wants to share
>it, please let me know on here, or email me. Thanks.
I have BasicXL on a file.... would that do? what are you going to do
with it??

1748. Atari Computer Goods For Sale! Free Catalogs! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5092vd$mmf@nadine.teleport.com>
Source record: 80859
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books & Accessories. At BSC's Web Page you'll View,
& DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. If you have problems connecting with my web page. Feel free to
Request catalogs through E-Mail. Really, it's not an inconvenience. All
I ask is that you specify Atari 8 Bit, Atari ST or both. You should get
a response after the weekend as I take the weekend off. Please Direct
all Replies Through E-Mail to bensmith@teleport.com.

BSC will be taking the Holiday weekend off. Be Back Tuesday.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

1749. Unzip Program

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <60831224724$6FC8@pointless.gen.nz>
Source record: 80860

> Actually, in the Umich archive, there is an unzip program. I

Hi there, yes I think I have that ZIP program.... It is good as long as the zipped files have been *stored* (I think thats the method that it works on), but all other methods of compression are dumped out by the program..

Anyway I have a small *beast* here if I do need to unzip something, but all I was suggesting was that if the ATR etc files are Zipped then Atari people would know to stay away from them... (btw, I am an Atarian from start to finish, I only have the beast to process mail from the Internet onto my Atari BBS (grin)...)

1750. Greenhorns question

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: liebetruth@aol.com
Message-ID: <509aj6$s19@newsbf02.news.aol.com>
Source record: 80861

Hi everybody!

I found this newsgroup and xformer, loaded everything down and wanted to start, but something stopped me:

in xformer I specified xdos25 as drive 1 and xdemo1.xfd as drive 2 as described in manual, everything good but how I get the games of Drive 2 ? Unfortunatly I have no disk drive guide. Please send me some help, I would die to play theese little games again!!

Greetings to all and thanx Martin

1751. Re: Wizard Of Wor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960831080639.25246B-100000@linet01>
Source record: 80862

On 28 Aug 1996, William Rouse wrote:

> Help! Did Atari ever make the Wizard of Wor game for the 400/800?
> Or just the 2600? (I'm not sure it was even made by Atari). If so,
> I would like to buy one for my 400.......
>
> --
> --
> harleyb Harley Bill __ __ ____ ___ ___ ____
> harleyb@primenet.com HSB #68 /__)/__) / / / / /_ /\ / /_ /
> U O ME 1 / / \ / / / / /__ / \/ /___ /
> '96 Road King
>
>

Wizard of Wor came from Roklan Software. I might be able to get you a copy
but it will take a few days to check.. (in box still shrink wrapped)

The game is copywrited 1982...

Pat.

1752. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <50a5u0$qj0@dfw-ixnews3.ix.netcom.com>
Source record: 80863

In <5085f6$7g8@dfw-ixnews7.ix.netcom.com> rwoolley@ix.netcom.com(Robert Woolley) writes:
>
>
>>I was wondering if anyone has the atari basic assembly source code in
>>a file? I have seen postings about the book that was published that
>>contains the assembly source listing. But what I need is the source
>>code in file format already. If anyone has this and wants to share
>>it, please let me know on here, or email me. Thanks.
>I have BasicXL on a file.... would that do? what are you going to do
>with it??
Have you run this under PC-Xformer 3.x yet? If so, I"d love a copy.
I own both the BXL and BXE carts and BXL tool box. I can't get the BXL
runtime program to work with PCXf 3.0. I have lots of stuff I've
written in BXL that I'd like to run ar work on the PC under PCXf.

rely@ix.netcom.com or rsely@dhs.state.nj.us

1753. Re: Atari 8-bit colours

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <50a6he$ere@dfw-ixnews9.ix.netcom.com>
Source record: 80864

In <507kpm$42p@oolong.memphis.edu> uglmiller@cc.memphis.edu writes:
>
>ellman@xs4all.nl () wrote:
>
>>Hi,
>
>>Does anyone know an algorithm for generating the colour values of the
Atari's
>>256 colous in terms of RGB values with an 8-bit depth for each
component
>>(ie. 24 bits in all).
>
>>The input would be the chrominance and luminance as used on the XL,
and the
>>output would be a colour in the 0xRRGGBB format as used on 24-bit
colour
>>systems.
>
>>I hope that someday, I will get round to writing a Java applet that
displays
>>the Atari Rainbow, or think of something else using the rainbow.
>
>>Thanks in advance.
>
>>AE.
>
>Well, the answer to that would depend on gamma correction, would it
>not?
>
The best I've seen the 8-bit machines do is 4096 colors using Jeff
Potter's Color View and later Color Squash. Colrview did some fancy
gr.9 manipulation and three 8K files. CSquash converted these files
into a single compressed file with on the fly decompression. They
worked with 12 bit color or 16 levels/primary (red,green,blue). I wrote
a program to print the CV pix on a Star NX2420 rainbow printer. It's
pretty easy to make the three files for the 12 bit configuration. I can
include a short BASIC XE listing in a day or two. 24 bit coding would
be similar, but would NOT be viewable using the 8-bit computers.

rely@ix.netcom.com -or- rsely@dhs.satae.nj.us

1754. Re: exe to atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <50a6rc$o50@sjx-ixn4.ix.netcom.com>
Source record: 80865

In <32272C12.3136@raven.cybercomm.net> Matty
<moses@raven.cybercomm.net> writes:
>
>Is there a utility that can convert the "raw" .exe Atari files to .atr
>files?
>I tried hooking up the old 800 after "finding" this newsgroup, and the
>disk
>drive doesn't work. So, I am attempting to use an emulator. I have
the
>"Xformer" demo and I would buy the full version, but I'm wondering,
how
>is
>the sound reproduction on it? I was forced to use "PC 64" (the Commie
>emulator)
>to play my favorite old games with sound, but the commie never had
>classics
>like "Cypher Bowl" or "race in space" and the commie Ballblazer sucks!
>
>Any help is appreciated!!!
>
>matty
>
>p.s. Wizard of War was by Midway in the arcades, reproduced in cart
form
>on the
>Atari by Roklan (as stated by someone else), I still have the cart, so
I
>feel
>like somewhat of an authority on this.
YES! There is a program I can e-mail to you called IMU14.ZIP It can
read the directories of both .ATR and .XFD images, Insert and extract
files stored in an MSDOS or AmigaDOS directory into .ATR or .XFD
images. Yes this does work on the Amiga too. There is also an Amiga
usable 800XL emulator that I can e-mail too. It is similar to the PC
Xformer.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

1755. Re: Atari 8-bit colours

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: Jeff Potter <jdpotter@worldnet.att.net>
Message-ID: <3228B593.67FB@worldnet.att.net>
Source record: 80866

Robert Smith Ely wrote:

> The best I've seen the 8-bit machines do is 4096 colors using Jeff
> Potter's Color View and later Color Squash. Colrview did some fancy
> gr.9 manipulation and three 8K files.

Hi Robert! Glad to see people still remember Color View. I wrote a GIF encoder for the 8-bit that tried to convert the A8 colors to RGB values. It was 3 256-byte tables. I haven't checked recently how good my translation was; I suspect those 8-bit emulators do a better job.

Jeff P.

1756. Pokey the NEW Atari 800/800XL/5200 emulator released

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: mhill@one.net
Message-ID: <3228bc02.13947381@news.one.net>
Source record: 80867

Everyone,

8/31/1996

Pokey version 0.60 has officially been released to the masses!

Pokey is a FREEWARE Atari 800/800XL/5200 emulator for MSDOS systems.
I recommend a Pentium for decent emulation. Pokey has alot of great
features. Here is just a highlight. Check out my web page for more
detailed info.

* Runs on MSDOS Systems (Pentium Peferred)
* 800/800 XL emulation
* 5200 game console emulation
* Run 8K/16K/OSS Super Carts
* 320 X 200 screen (adjustable) or Mode X (320 X 240 or 360 X 240)
* Supports up to two PC joysticks (swapple on the fly or upon loading)
* DLI and VBI supported.
* All antic modes
* Player Missle Graphics with collision detection
* GTIA graphics
* Reads XFD and ATR disk images
* Supports loading disk images on the fly in slots D1-D8 (menu driven)
* Horizontal and vertical fine scrolling
* System Monitor
* FREEWARE!!!!!! If you like it drop me a line, send me a postcard,
heck Ill take money too!

Im working right now on the following

* Sound Support (Soundblaster Compatibles)
* 4 Joystick Support (using printer port joystick interface)
* Faster Emulation (right now it seems like you need a fast pentium
for decent emulation. Ill know more when you guys start testing!)
* Support for converting MSDOS files to Atari disk images on the fly
* Paddle support
* 5200 keyboard support. Since the 5200 doesn't have any console keys
and uses the keys on the joysticks to start I can't currently start my
only 5200 rom image (frogger).
* 5200 Joystick Support. Might be there now but since I only have
a 5200 Frogger cartridge image I can't start....Not sure if it works
yet.

Im looking for assistance on the following areas.

* 5200 rom images. A friend gave me his 5200 game console and about 15
cartridges. I don't have a way to transfer them to file so they are

useless right now. Any help here would be appreciated.

*5200 technical information. I have the Analog article on 5200 hardware but hope there is more.

My web page contains more information on Pokey and some links to other 8-bit sites/emulators, along with alot of credit to those who helped me on the way! You will need to get the rom images from Xformer or some other source as they are not included in the archive. I do have a link for this on my page also.

So whats the url for the web paget? Read on! So go out now and grab your copy of Pokey and drop me an email with some feedback!

mhill@one.net
http://w3.one.net/~mhill

1757. Re: ORTMAN ARRESTED! Finally goes to jail!

Newsgroup: comp.sys.atari.8bit
Date: 1996-08-31 00:00:00 UTC
From: bryede@emi.net
Message-ID: <50afmq$i06@cambridge.emi.net>
Source record: 80868
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.marketplace,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.games.marketplace,misc.forsale.computers.mac-specific.misc,computers.mac-specific.portables,computers.mac-specific.software,misc.forsale.computers.memory,misc.forsale.computers.monitors,misc.forsale.computers.net-hardware,misc.forsale.computers.other.systems,misc.forsale.computers.pc-specific.cards.misc,misc.forsale.computers.pc-specific.cards.video,misc.forsale.computers.pc-specific.misc,misc.forsale.computers.pc-specific.portables,misc.forsale.computers.pc-specific.software,misc.forsale.computers.pc-specific.systems,misc.forsale.computers.storage

In article <321fdfd1.143649678@news.wwa.com>, ldinkoff@wwa.com says...

>--"I don't know which bothers me more. The fact that we
>lost a nuclear weapon, or that it happens so much that
>we actually have a name for it."
>John Travolta/"Broken Arrow"
>--

I don't believe it was John Travolta who said this. He was the one who stole
it, remember?

1758. Best Atari 8-bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: davemcs@ix.netcom.com
Message-ID: <50alsb$jr5@dfw-ixnews8.ix.netcom.com>
Source record: 80771

Whay is the best 8-bit Atari computer?
Was it the 130XE?

Does anyone have one for sale?

1759. Re: ORTMAN ARRESTED! Finally goes to jail!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: Qwertyer <jeremy@idn-access.com>
Message-ID: <01bb97a3$922b5f40$3f10b1cd@SpringfieldVA>
Source record: 80772
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.marketplace,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.games.marketplace,misc.forsale.computers.mac-specific.misc,computers.mac-specific.portables,computers.mac-specific.software,misc.forsale.computers.memory,misc.f

shut up

Bryan Edewaard <bryede@emi.net> wrote in article
<50afmq$i06@cambridge.emi.net>...
| In article <321fdfd1.143649678@news.wwa.com>,
ldinkoff@wwa.com says...
|
| >--"I don't know which bothers me more. The fact that we
| >lost a nuclear weapon, or that it happens so much that
| >we actually have a name for it."
| >John Travolta/"Broken Arrow"
| >--
|
| I don't believe it was John Travolta who said this. He
was the one who stole
| it, remember?
|
|
|

1760. Re: ORTMAN ARRESTED! Finally goes to jail!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <322a256c.1025915@nntp.a001.sprintmail.com>
Source record: 80773
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.marketplace,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.games.marketplace,misc.forsale.computers.mac-specific.misc,computers.mac-specific.portables,computers.mac-specific.software,misc.forsale.computers.memory,misc.f

Take a pill!

"Qwertyer" <jeremy@idn-access.com> wrote:
>shut up
>
>Bryan Edewaard <bryede@emi.net> wrote in article
><50afmq$i06@cambridge.emi.net>...
>| In article <321fdfd1.143649678@news.wwa.com>,
>ldinkoff@wwa.com says...
>|
>| >--"I don't know which bothers me more. The fact that we
>| >lost a nuclear weapon, or that it happens so much that
>| >we actually have a name for it."
>| >John Travolta/"Broken Arrow"
>| >--
>|
>| I don't believe it was John Travolta who said this. He
>was the one who stole
>| it, remember?
>|
>|
>|

1761. Re: ORTMAN ARRESTED! Finally goes to jail!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: ronf1@ix.netcom.com
Message-ID: <3229ddea.8736953@nntp.a001.sprintmail.com>
Source record: 80774
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.marketplace,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.games.marketplace,misc.forsale.computers.mac-specific.misc,computers.mac-specific.portables,computers.mac-specific.software,misc.forsale.computers.memory,misc.forsale.computers.monitors,misc.forsale.computers.net-hardware,misc.forsale.computers.other.systems,misc.forsale.computers.pc-specific.cards.misc,misc.forsale.computers.pc-specific.cards.video,misc.forsale.computers.pc-specific.misc,misc.forsale.computers.pc-specific.portables,misc.forsale.computers.pc-specific.software,misc.forsale.computers.pc-specific.systems,misc.forsale.computers.storage

It was the aid on the jet flying out to the military base that said it

bryede@emi.net (Bryan Edewaard) wrote:
>In article <321fdfd1.143649678@news.wwa.com>, ldinkoff@wwa.com says...
>
>>--"I don't know which bothers me more. The fact that we
>>lost a nuclear weapon, or that it happens so much that
>>we actually have a name for it."
>>John Travolta/"Broken Arrow"
>>--
>
>I don't believe it was John Travolta who said this. He was the one who stole
>it, remember?
>
>

1762. Atari Force comic books for auction

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <50bf00$e69@news.aros.net>
Source record: 80775
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

I came across some boxes of Atari 2600 Defender that include a comic book, ATARI FORCE vol. 1, no. 1., put out by DC Comics. The cartons are pretty beat-up, but the cartridge, manual, games catalog, and--most importantly--comic book, are in excellent condition.

Anyway, if you're interested in bidding on one of the four, just visit http://www.ebay.com/aw/item.cgi?item=bar82744

1763. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960901022826135564@mutl-d23.bctel.net>
Source record: 80776

Uncle Fester <thester@nyx10.cs.du.edu> wrote:

> Just having a GTIA chip doesn't fix the problem.
> My 400's all have the GTIA chip, yet giving BASIC
> a command like:
>
> 10 GRAPHICS 15
>
> will NOT cause my screen to be formatted to ANTIC
> mode 14. I have to write a custom Display List using
> locations 560,561 in order to get that. (ANTIC mode
> 14 is "Micropainter" mode 7 1/2)

Thats because the 400 & 800's had BASIC revision A, and the XL's and XE's have the newer B & C revisions respectively. Rev B & C of basic included the built in display lists for the GTIA graphics modes, where rev A did not. Sure the 400/800 could DO the mode, just the BASIC version didnt have built in support display lists for it, hence the need to write them yourself.

1764. Re: Program to read/write A8 disks on pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960901022828135569 2@mutl-d23.bctel.net>
Source record: 80777

Maury Markowitz <maury@softarc.com> wrote:

> > Because the drive used the timing hole for alignment.
>
> Actually the hole hasn't been used since the Apple II came out,
> everything uses soft sectoring now, it's faster anyway.

Actually, all soft-sectored disks have ONE timing hole, regardless if the drive uses it or not.. However, I have a few hard-sectored disks that actually have 18 timing holes in them! whoa! Heh, and the label has 1977 printed on them, but they work just fine as Double density flippies on my enhanced 1050's!

I tried using one of them in a drive that actually uses the timing hole, and it does not work.. (atr8000 uses the timing hole to determine RPM, and it really confused it, like it was spinning 5000RPM hehe)

1765. Re: Greenhorns question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960901022830135579 3@mutl-d23.bctel.net>
Source record: 80778

Liebetruth <liebetruth@aol.com> wrote:

> in xformer I specified xdos25 as drive 1 and xdemo1.xfd as drive 2 as
> described in manual, everything good but how I get the games of Drive 2 ?
> Unfortunatly I have no disk drive guide. Please send me some help, I would
> die to play theese little games again!!

In DOS 2.5, press A for directory, and when it asks for the path
filespec, type 2:<return>
then when you see the list of files on drive 2, you can load one with
the L command, then type 2:FILENAME.EXT<return>

1766. Re: Atari 8-bit colours

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dx20yH.F44@iglou.com>
Source record: 80779

I think the previous poster was not asking how to display 24-bit colors on an Atari, but how to emulate the Atari's 256 colors on a 24-bit display.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too dark to read." -- Marx (or was it Twain?)

1767. Re: FS: Assorted Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: jeff@uptime-csi.com
Message-ID: <50ccuv$k3n@news0-alterdial.uu.net>
Source record: 80780

I'm interested in the Concord dual floppy unit. Send me private mail at Jeff@Uptime-csi.com with shipping costs and an address and I will send a money order to you.

RSVP

1768. WTB/Trade: SyQuest 306R Removable Hard drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-0109961622170001@ppp0-stk.sonnet.com>
Source record: 80781

Yes, folks, one of my trusty 8-bit 5 MB removable hard drives just failed. SO! I figured that the best place to find a replacement would be here!

They are SyQuest Model 306R 5 MB removable hard drives. I would like 2 in good working order. I will buy or I can trade two of them from a SyQuest SQ555 - The 44 MB removable hard drive.

That's right I will trade you 2 5 MB hard drive mechs for one 44 MB hard drive mech!

Let me know!

The SQ555 are embedded SCSI and internal.

-Marlin
---*** Volkswagen & Atari - That which rules me
---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
--*-*-* Please check out my web page:
-*--*--* http://www.stocko.sonnet.com/Fujidom/

1769. WANTED PAL 800XL Arcade carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: Hammondking@msn.com
Message-ID: <00001bd9+00001d55@msn.com>
Source record: 80782

I`ve just got an 800XL, any arcade conversion carts i.e. burgertime,
donkey king wanted. Thanks
Martin

1770. Hardware 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: tech204@apk.net
Message-ID: <tech204-0109961526460001@pm1-2.lorain.apk.net>
Source record: 80783

I�m selling the last of my Atari hardware.

```
The following items are for sale on a first come first serve basis, and I
will only ship items within the USA.
```

E-mail me at �tech204@apk.com� and I�ll get back to by phone or e-mail reply.

```
1 - 1050 with US Doubler/SpartaDOS Construction Set. $75

1 - SX212 modem with power supply and manual. $15

1 - XM301 modem with manual and software. $15

1 - Supra Corp. MicroStuffer 256K Printer Buffer. $15

1 - MAC/65 Cartrige and MAC/65 Tool Kit disk with manuals. $50

E-mail address "tech204@apk.com"

--
Evil only exists in the hearts of men.
```

1771. Re: CrAcKiNg FAQ ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <322A2E91.10DC@ibm.net>
Source record: 80784

yogi, thanks for your reply. i read it, and learned something ;) i'm interested not in the technique necessarily, but in the nostalgic value. it's one of those "you had to be there" things.

es-

Yogi wrote:
>
> a
> -practicle turtorial format.
> -
> -english, oder deutsch.
> -
> -thanks, es-
> -
> Details? Cracking is nothing more than tracing an assembly language
> program, determining where and what it does when it finds/does not
> find the protection, and hacking around it. Thats all. Everything else
> is just tools to get the job done ("lockpicks"). Something as simple
> as a disk editor to as sophisticated as resident ML monitors,
> freezers, etc. End results are the same. What kind of protection is
> realtively unimportant. (Unless you are looking to duplicate what they
> have used).
> Most changes amount to 1 or 2 bytes.. What you really need is an
> indepth knowledge of HOW the I/O on the atari works (see tech ref in
> http://nimitz.mcs.kent.edu/~clisowsk/8bit.html) and knowledge of the
> memory map (mapping the atari from compute books) and 6502 assembler.
> If you have APE you can get an idea of what happens if you have any
> copy protected disks and a disk drive connected in conjunction with
> your atari - so called "fuzzy sectors" are "weak" (Adventure
> International used secs 4 and 5 with this scheme) Trying to read the
> sector with a disk editor would produce different, unduplicatable data
> from the fuzzy - but the program would index the timing to get the
> correct data. "Phantom" sectors I always took to mean "missing"
> sectors, i.e. sectors are numbered 01-12 in each track, say 4 and 5
> were missing, usually there were 2 or 3 of another sectors, i.e. a
> sector with the same number. Protection would read one and then the
> other, comparing data; data the same, protection invalid. (Lots of
> Synapse games).
> Ape will allow you to see which sectors contain the protection. Makes
> it easier to crack programs.
>
> As with many computer occupations, with cracking you "Learn by doing"
> You really cant read about it.
> yogi

1772. exe to atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-01 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <322a1e78@pianosa.demon.co.uk>
Source record: 80785

Whilst reading the usual rubbish I find here, Robert Smith Ely wrote something interesting to All about exe to atr:

Hello Robert,

RSE> can read the directories of both .ATR and .XFD images, Insert and
RSE> extract files stored in an MSDOS or AmigaDOS directory into .ATR or
RSE> .XFD images. Yes this does work on the Amiga too. There is also an

This *is* good news, to me at least. I'm an Amiga user, you see. Iwonder, could you tell me where to ftp this from? Failing that, would you e-mail it to me too, please.

RSE> Amiga usable 800XL emulator that I can e-mail too. It is similar to the

I have on here, but it's painfully slow. Which one do you have?

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... They want us to come to a secret understanding.
Shot By Both Sides; Magazine

1773. XE Game System -- Repair Hints??

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: revrandy@ix.netcom.com
Message-ID: <50df5e$qr1@dfw-ixnews3.ix.netcom.com>
Source record: 80786

I came into an XE game syste recently. The built-in Missle Command works, as does BASIC. But if I power on with one of the game cartridges in the slot, it either fires-up with the screen blank or it kicks into the diagnostic. Any suggestions? What am I doing wrong, or what may be wrong with the box??

Randy Clark
revrandy@ix.netcom.com

1774. WTB: Zaxxon cartridge for 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: rvanloo@cs.utwente.nl
Message-ID: <50e6k4$eqt@pandora.cs.utwente.nl>
Source record: 80787

I'm looking for a zaxxon cartridge for my 600xl (Which I saved from oblivion, was almost trown away....)

Have Donkey Kong and River Raid cartridge for sale/trade.

---Reinard

rvanloo@cs.utwente.nl or:
loo%syw%wmw@civp.utwente.nl

1775. Re: Warpload.atr & Warpboot.atr @ Yogi's Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: Mark Elliott <Mark@cortexuk.demon.co.uk>
Message-ID: <841664639.12998.0@cortexuk.demon.co.uk>
Source record: 80788

Yes, if you could make for normal Atari DOS that would be great, I never really used MyDos.

--
O|
/-_/ _ O
I # \|-__
I The NBA: |
I I love /\
I this \ \
I game :-) / /
I
III__Mark@cortexuk.demon.co.uk__|

1776. Re: XE Game System -- Repair Hints??

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <50eta5$1hk_002@news.skypoint.com>
Source record: 80789

In article <50df5e$qr1@dfw-ixnews3.ix.netcom.com>, revrandy@ix.netcom.com (Randy Clark) wrote:
>I came into an XE game syste recently. The built-in Missle Command works, as
>does BASIC. But if I power on with one of the game cartridges in the slot, it
>either fires-up with the screen blank or it kicks into the diagnostic. Any
>suggestions? What am I doing wrong, or what may be wrong with the box??
>
>Randy Clark
>revrandy@ix.netcom.com

I've got an XE with exactly the same problem. Attempting to clean the cartridge slot didn't help in the slightest. This is a big drag, as I don't often come across XE systems....

I'd also love to find out if there's some way of getting this thing back in shape....

Scott

1777. Re: XE Game System -- Repair Hints??

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: Tony Ramos <ramos.15@postbox.acs.ohio-state.edu>
Message-ID: <322AD2D6.C18@postbox.acs.ohio-state.edu>
Source record: 80790

Scott Butler wrote:
>
> In article <50df5e$qr1@dfw-ixnews3.ix.netcom.com>, revrandy@ix.netcom.com (Randy Clark)
wrote:
> >I came into an XE game syste recently. The built-in Missle Command works, as
> >does BASIC. But if I power on with one of the game cartridges in the slot, it
> >either fires-up with the screen blank or it kicks into the diagnostic. Any
> >suggestions? What am I doing wrong, or what may be wrong with the box??
> >
> >Randy Clark
> >revrandy@ix.netcom.com
>
> I've got an XE with exactly the same problem. Attempting to clean the
> cartridge slot didn't help in the slightest. This is a big drag, as I don't
> often come across XE systems....
>
> I'd also love to find out if there's some way of getting this thing back in
> shape....
>
> Scott

I had to replace the cartridge port on my XE a few years ago, and now it
needs to be replaced again. This port seems to be one of the system's
'weak links'.

For the XEGS, I would nab the cartridge port from a scrap 600XL. On the
XE, the pins takes a right turn from the circuit board so you'll have to
either get an XE port, or keep the old pins on the board and solder a
600XL port onto them.

Good luck,

Tony

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

1778. Atari 8-Bit Computers: Frequently Asked Questions

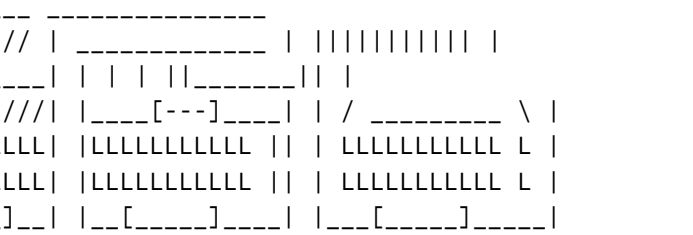
Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_841681041@rtfm.mit.edu>
Source record: 80791
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: August 27, 1996

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List



130XE 800XL 800

400 1200XL 65XE XE Game System

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated regularly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web version, automatically generated regularly:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html

http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted regularly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are the performance specifications of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?

E-Mail
3.1) What is the Info-Atari8 Digest?
3.2) What is INFO-A8?
3.3) How can I retrieve files from FTP sites by e-mail?
3.4) How can I post to Usenet newsgroups by e-mail?
3.5) How can I access the World Wide Web by e-mail?

Software Archives
4.1) What is the University of Michigan Archive?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the QACE Archive?
4.7) What is the Polish Demo Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital Free-Net Atari Users SIG?
5.3) What is the Victoria Free-Net Atari Computer Users SIG?
5.4) What is the Closer To Home BBS?
5.5) How can I access the World Wide Web by Telnet?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

IRC
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) Okay, how about a .dcm file?
9.4) What is an .xmo file?
9.5) What do I do with .XFD and .ATR files?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) How can I use an IBM-PC as a storage device for my Atari?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE XE Game System

It was 1979 when Atari, Inc. entered the home computer market with the introduction of the 800 and the 400 computer systems. (The 400/800 models were first shown publicly in November 1978). These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 256 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24

text resolution in 11 graphics modes and 5 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM, but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The introduction of the 1200XL in 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 14K Operating System offers many new features, including an alternate International Character Set.

In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface, providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus a few special new graphics capabilities. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface, continuing the powerful feature of direct memory access.

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

1996: Atari Corp. (http://www.atari.com/) is in the process of merging with upstart disk drive manufacturer JTS. In the short term, Atari is to continue supporting their Jaguar 64-bit home game console as a division of JTS. In the long term...

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that

for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his computer platform was developed years before the PC or Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a viable alternative in today's home computer marketplace.

Subject: 1.3) What are the performance specifications of the 8-bit Atari?

Some of this section by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

Clock Speed:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

Graphics:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any

line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four 2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also available, as is a mode to XOR colors or blacken out colors when players overlap (good for making three colors out of two players!) Players and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution, 8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4) can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's (for keyclick and buzzer) and in the XL's and XE's this was (fortunately!) rerouted through the normal audio output, and the keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital

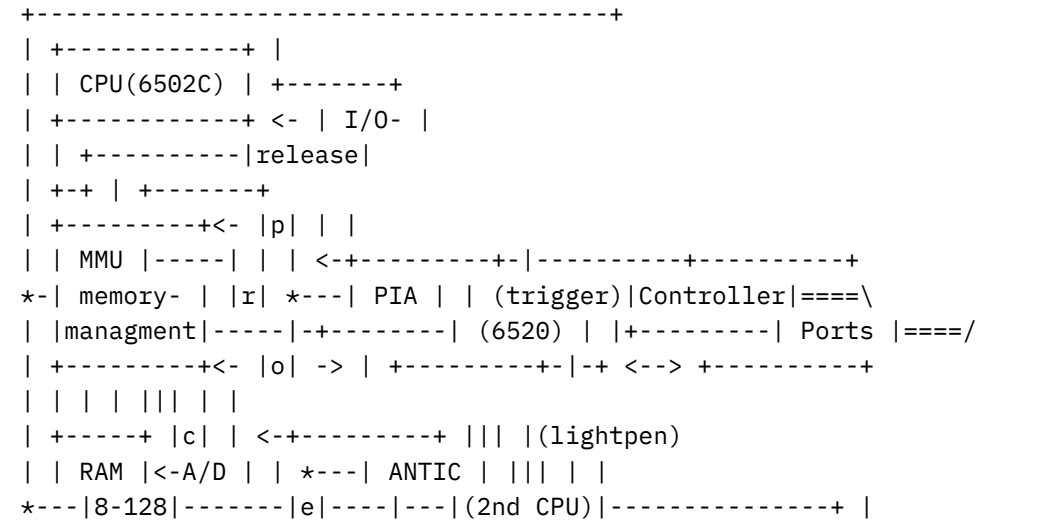
commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

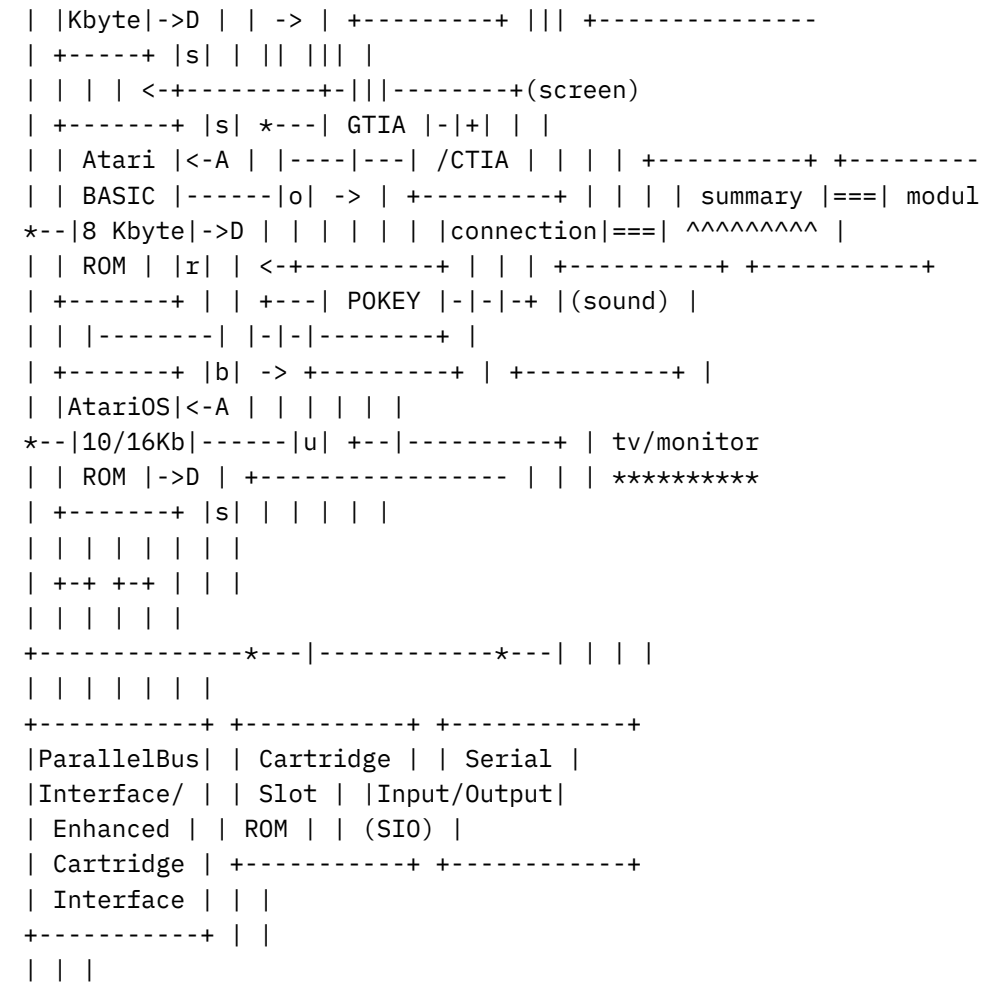
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K, 1200XL/800XL/65XE/XEGS:64K, 600XL:16K, 130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

According to Doug Neubauer (by way of mailto:finneganj@delphi.com (James Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
A french guy (whose name I forget) - Antic logic designer

George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design
Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit . This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in approximately 1986. To the best of my knowledge, there is no charter for comp.sys.atari.8bit, presumably because the custom of drafting charters for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements. Moderated by Yat Siu from mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements. The moderator may be contacted at mailto:emulators-request@qualcomm.com .

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a new thread, send your posting to:

mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd,
mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this
discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

mailto:comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Postings sent in this way automatically appear on comp.sys.atari.8bit and in
the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach
comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command
to LISTSERV@MARIST, or by sending a message to
mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please
note that this command must NOT be sent to INFO-A8@MARIST or to
info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX
INFO-A8" command to LISTSERV@MARIST or by sending a message to
mailto:listserv@vm.marist.edu that says "index info-a8". These files can
then be retrieved by means of a "GET INFO-A8 filetype" command, or by
using the database search facilities of LISTSERV. Send an "INFO DATABASE"
command for more information on the latter.

Recent copies are also kept at
ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you get started using it, try this example of retrieving files from the Umich Software Archives (through the barnone.citi.umich.edu mirror site). Send a message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob" Rankin. (1995/08/28 edition)

Mail the text of your post to:

```
group.name-news@newsbase.cs.yale.edu
group.name@pubnews.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name@magus.dgsys.com (unverified)
group.name.usenet@hkucs92.air.org (unverified)
```

For example, to post to comp.sys.atari.8bit, you might send your message to:

```
comp.sys.atari.8bit-news@newsbase.cs.yale.edu
```

Be sure to include an appropriate Subject: line, and include your real
name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Jody Lenn, mailto:lenn@atari.archive.umich.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bi
t

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please
name the parts in the subject line. This is really helpful as the parts

usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to have seen no uploads for years, but there are some files here that aren't on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no (Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate directory. Please include a readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson, mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock: ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is
located in Australia and is the local internet sight of Super Products.
Contact James Bradford, mailto:sup8pdct@closer.brisnet.org.au for more
info.

ftp://203.4.149.98/8bit

Subject: 4.7) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only)
on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.3) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

8-bit Vendor/Developer home pages are listed in the Vendor/Developer list, not
here.

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cs.ruu.nl/wais/html/na-bng/comp.sys.atari.8bit.html

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/index.html

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Central Atari Information Network
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-Systems
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de
http://rzserv2.fh-lueneburg.de:8080/Atari_2

Atari Boise User Group
ABUG, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusiasts%20of%20Columbus

NorthWest Phoenix Atari Connection (NWPAC)
John Collins, Club Webmangler, mailto:coolzip@host.yab.com
http://www.yab.com/~coolzip/

Queensland Atari Computer Enthusiasts
James Bradford, mailto:sup8pdct@closer.brisnet.org.au
http://203.4.149.98/atari/atari.html

Toronto Atari Federation (TAF), mailto:taf@io.org
http://www.io.org/~schrist/taf.html

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

WWWorld of Atari 8-bit...
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:sp93rob@ksk.sala.se
http://www.ksk.sala.se/~sp93rob/dungeon

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

St. Paul Atari Computer Enthusiasts
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://graf.fciencias.unam.mx:100/~mariano/atari.html

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://www.cc.utah.edu/~krw8466

Atari 8-bit Emulation
Tony Smolar, mailto:asmolar@fast.net
http://www.users.fast.net/~smol/8bitemu.html

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #classic - Classic Games and Systems Collectors.

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files on the Atari you'll
need:

Disk Communicator 3.2 by Bob Puff.
filenames: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)

Subject: 9.4) What is an .xmo file?

.xmo stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

Subject: 9.5) What do I do with .XFD and .ATR files?

These are two standard formats for Atari disk images used by the various Atari
emulators running on other types of computers.

The .XFD format originated with the ST Xformer emulator;
the .ATR format originated with the SIO2PC utility.

Preston Crow keeps a small site filled with the latest utilities for
manipulating Atari disk images with non-Atari computers:

ftp://ftp.cs.dartmouth.edu/pub/crow/atari/

Subject: 10.1) What 8-bit Atari emulators exist for other computing
platforms?

These are the five emulators that are usable.

1) ST Xformer 3.0, from Branch Always Software, for the Atari ST.
http://www.halcyon.com/brasoft/

2) PC Xformer 3.5, from Branch Always Software, for MS-Windows.
http://www.halcyon.com/brasoft/

3) Rainbow, by Chris Liam, for the Macintosh
mailto:lamcw@aston.ac.uk
http://www.aston.ac.uk/~lamcw/emulators.html

4) Atari800 Emulator for Unix and Amiga, by David Firth
Latest version: 0.4.2
mailto:david@signus.demon.co.uk
ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)

5) XL-It! 0.12, by Markus Gietzen, for MS-DOS
mailto:magi@stud.uni-sb.de
http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No

Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T 2.7 XE (128K) or 1.1 (48K) by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
available from mailto:brucka@eruvin.jct.ac.il

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,

]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad M.Kokoszkiewicz (KMK), mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on
either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format

disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:preston.f.crow@dartmouth.edu ,
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to
read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin

port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.

```
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o o
25 14
```

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock

8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:sup8pdct@closer.brisnet.org.au (James Bradford)
mailto:conradus@plearn.edu.pl (Konrad M. Kokoszkiewicz)

==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work

better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps

- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps
- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary;
full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)
Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the
XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades
- Floppy Board
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800. Rare

==> K-Products KPI Hard Disk Drive Interface (formerly from Supra)
Some limitations on drive type and size and total number of drives in sys.

==> Fine Tooned Engineering Multi I/O (formerly from ICD)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Computer Software Services Black Box
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the
only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and Jacek Zuk
- two IDE drives can be handled as well
- up to 8388607 logical sectors per drive
- up to 8388607 logical sectors per partition
(limited to 65535 by existing disk operating systems)
- up to 15 partitions simultaneously
(limited to 9 by existing disk operating systems)
- up 58 kilobytes per second in read or write operations
(limited to 32/7 in read/write operations by existing operating systems)
- native IDE mode for a future disk operating system
- emulation mode for existing DOSes like MyDOS, SpartaDOS, BWDOS.
- booting from any partition (even on machines with non-upgraded XL OS)
- write-protection feature
- executing non-DOS software from a hard drive partition
- the partitions may be created freely (there aren't fixed partitions)
The interface operates as normal PBI device and has a connector for 130XE
computers (and other, those have such connector). Tested with various
Western Digital, Seagate and JVC drives. Compatible with the MyDOS 4.50,
SpartaDOS 3.2g, SpartaDOS X 4.20, BWDOS 1.10 and a lots of DOS applications,
demos and games.

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 4.13 is shareware by Nick Kennedy.

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum.

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS

800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer

XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND

3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9

1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data

10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very

popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM
terminal program of days gone by. I am not familiar with this program. I
think that it is written in Action! and only supports XMODEM Checksum
transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and
comes with a "dial out" screen so that the Sysop can use the BBS as a
terminal program to call and fetch files without having to bring the BBS
down and reload a terminal program. OASIS supports "Door programs" which
it refers to as "OASIS PAL modules". This OASIS demo module comes with an
excellent message system. The OASIS file system is one of the most
complicated that I have ever seen. It consists of "file libraries" with
suites of "file types". There is quite a bit of overhead involved in
performing a download (which may be a good thing, as it discourages file
hogs). There is a commercial version of OASIS called "OASIS IV" that
performs networking. There was an OASIS network between Boston,
Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word
of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank
Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial
programs. I haven't heard anything about OASIS IV and CARINA for a while,
but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled, contains worn parts or minor scratches/dings that betray heavy service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories; heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals & accessories etc., but contains salvageable parts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 14.2) Where is my nearest 8-bit Atari BBS?

Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms. See:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" includes people involved in all of the Atari computing and gaming platforms. This directory is maintained by the managers of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see:
http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

End of atari-8-bit/faq

1779. Re: SIO2PC Cable. A Few Questions for the Experts.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <50fck8$f5e@news.aros.net>
Source record: 80792

Elvis Smurf (esmurf@ibm.net) wrote:
: having downloaded several different docs on the cable, i still cannot
: find, in pc readable format, the description of the diode used in the 1
: chip version of the cable. can anyone help me out? also, is it an MC
: or LM 1489? thanks :)

I used a IN34A diode (Radio Shack part number 276-1123) as recommended
once by someone in this newsgroup. I haven't ever had any problems, and
I daisychain my SIO2PC cable with a 1050 drive.

1780. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <50fkal$fcf@ucsbuxa.ucsb.edu>
Source record: 80793

In <50fb7e$4ga@nyx10.cs.du.edu> thester@nyx10.cs.du.edu (Uncle Fester) writes:

> I'm sorry, but that's just wrong.
> I have the BASIC Rev. C cart, and plugging it into
> my 400 doesn't change anything at all. It won't do it.

> Also, plugging BASIC Rev. A into my 130XE doesn't
> effect its ability to accept a GRAPHICS 15 command in
> any way at all. It still does it -- so that demonstrates
> that it is NOT the BASIC revision used.

This is correct. It's a change in the OS, not the BASIC. You need an XL
or XE OS to be able to enter a GRAPHICS 15 command. 400s and 800s cannot
do it, even with a BASIC Rev. C cartridge.

You can access those graphics modes in other ways on 400/800 machines
(400/800 programmers used to refer to that mode as Graphics 7.5 and wrote
routines to let them use it) but not directly through BASIC as you can
with an XL or XE machine.
--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

1781. MPP driver cable help

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960902164511.26146G-100000@ns1.ptd.net>
Source record: 80794

Can someone tell me how to get a null modem cable to work with the MPP modem driver. It's the one where you can use a modem in a joystick port. I don't know if I can just 'plug' in a null modem cable without any modification. I really appriciate any help on this, thanx :)

Eric Noss
a.k.a
Mr. Maddog

1782. Re: WANTED PAL 800XL Arcade carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <Dx4pq9.576@iglou.com>
Source record: 80795

In article <00001bd9+00001d55@msn.com>,
Martin Thomson <Hammondking@msn.com> wrote:
>I`ve just got an 800XL, any arcade conversion carts i.e. burgertime,
>donkey king wanted. Thanks
>Martin

I could be mistaken, but I don't think there is a difference between PAL
and NTSC for most 400/800/XL/XE cartridges.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

1783. FOR SALE (Wash. DC area): Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: jlohn@Glue.umd.edu
Message-ID: <50fa3a$128@step.eng.umd.edu>
Source record: 80796

I have a bunch of 8-bit hardware for sale.

The entire lot (below) is priced at $100. In other words, you
get 5 computers, 5 disk drives, etc. all for $100. This price
is negotiable.

The catch:
Everything must be picked-up sometime this week in suburban
Maryland (30 minutes from: Washington DC, No. Virginia, and
Baltimore).

Except as noted, all items work fine. I cannot sell items
individually.

Contact me via e-mail if interested.

Jason Lohn
jlohn@eng.umd.edu

Atari 800 (48k soldered board)
Atari 800xl 64k
Atari 400 48k
Atari 400 48k, full-stroke attached keyboard
Atari 400 48k, full-stroke detachable keyboard

Atari 810
Atari 810 w/Happy
Atari 810 w/Happy
Atari 1050
Rana 1000

Atari 410 cassette
Atari 1025 80-col printer
Atari 1040 40-col printer
Volksmodem 300 baud modem

Wico trackball
(2) Pointmaster Joysticks
Koala Pad
(4) misc joysticks
Atari 65e Numeric Keypad

Atari 135xe (non-working)
Atari 810 drive (non-working)
Atari 850 interface (non-working)
Atari power supply (non-working)

Lots of misc. Atari technical documentation

Necessary power supplies and data cables for above items
--
-- --
Jason Lohn Microsystems Laboratory University of Maryland
jlohn@eng.umd.edu College Park, MD 20742
-- --

1784. new archive files 9/1/96

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-02 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <322a660c.3542954@news.superlink.net>
Source record: 80797

```
new stuff added to archive
http://mars.superlink.net/scharles/

GT_DAT~1 ATR 92,176 08-25-96 12:48p GT_Data_Manager.ATR
SOS_MA~1 ATR 133,136 08-24-96 11:55p SOS_Mangan_1.ATR
SOS_MA~2 ATR 133,136 08-24-96 11:56p SOS_Mangan_2.ATR
HOLLYW~1 ATR 92,176 08-24-96 11:57p Hollywood_Hijinx_side1.ATR
HOLLYW~2 ATR 92,176 08-24-96 11:58p Hollywood_Hijinx_side2.ATR
GUILD_~1 ATR 133,136 08-25-96 12:01a Guild_Of_Thieves_1.ATR
GUILD_~2 ATR 133,136 08-25-96 12:02a Guild_Of_Thieves_2.ATR
CYCLEKNI ATR 92,176 08-21-96 1:01a Cycleknight.ATR
WAYOUT ATR 92,176 05-27-96 2:54p Wayout.ATR
PRINT_~8 ATR 92,176 08-24-96 1:47p Print_Shop_Icons_8.ATR
PRINT_~5 ATR 92,176 08-24-96 1:42p Print_Shop_Icons_5.ATR
PRINT~15 ATR 92,176 08-24-96 2:02p Print_Shop_Utilities.ATR
PRINT~12 ATR 92,176 08-24-96 1:54p Print_Shop_Icons_12.ATR
JANOSIK ATR 92,176 09-01-96 6:40p Janosik.ATR
PRINT_~1 ATR 92,176 08-24-96 1:34p Print_Shop_Icons_1.ATR
PRINT_~2 ATR 92,176 08-24-96 1:36p Print_Shop_Icons_2.ATR
PRINT_~3 ATR 92,176 08-24-96 1:37p Print_Shop_Icons_3.ATR
PRINT_~4 ATR 92,176 08-24-96 1:39p Print_Shop_Icons_4.ATR
PRINT_~6 ATR 92,176 08-24-96 1:44p Print_Shop_Icons_6.ATR
PRINT_~7 ATR 92,176 08-24-96 1:45p Print_Shop_Icons_7.ATR
PRINT_~9 ATR 92,176 08-24-96 1:49p Print_Shop_Icons_9.ATR
PRINT~10 ATR 92,176 08-24-96 1:51p Print_Shop_Icons_10.ATR
PRINT~11 ATR 92,176 08-24-96 1:52p Print_Shop_Icons_11.ATR
PRINT~13 ATR 92,176 08-24-96 1:56p Print_Shop_Icons_13.ATR
PRINT~14 ATR 92,176 08-24-96 1:58p Print_Shop_Icons_14.ATR
PRINT~16 ATR 92,176 08-24-96 2:00p Print_Shop_Interface.ATR
MUFF_D~1 ATR 92,176 09-01-96 6:42p Muff_Drutt.ATR
STARBALL ATR 92,176 09-01-96 6:44p Starball_PAL.ATR
28 file(s) 2,744,768 bytes

everything except the print shop stuff and gt data manager can be
found in the games/atr directories
```

1785. Re: xl-it Atari emulator for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: davidg@rivendell.otago.ac.nz
Message-ID: <davidg-0309961407020001@ou076082.otago.ac.nz>
Source record: 80798

In article <50567o$fiq@opal.CyberGate.COM>, tomr@cybergate.com wrote:

> Hi all...
> Has anyone been able to download the 'xl-it' atari emulator from the
> the following url?
> www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
> I have tried several times with a couple different browsers and have been
> unable to access this page. If you have the emulator, and you feel it is a
> good one, please either send me a copy via email or let me know if there is
> an alternative site where this program is available. Thanks in advance.
> Tom

Try my homepage: http://www.otago.ac.nz/Web_menus/User_Homepages/david/

David.

ATS, Otago University Phone Ext: 8505
Dunedin, New Zealand Email: DavidG@bagend.otago.ac.nz
URL: http://www.otago.ac.nz/Web_menus/User_Homepages/david/
(has Magic decks, Atari games, MS-DOS utils and Warcraft II puds)

1786. Atari stores in NYC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <50g71h$28v@kensie.dorsai.org>
Source record: 80799

Hi, anybody know of any stores (big or small) in the NYC area that still sells stuff for ATaris, like hardware and software (more specifically, teh SIO2PC cable)?

Thakns in advance.

1787. Found some reference stuff..

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <50g9rb$h87@kirin.wwa.com>
Source record: 80800

I ran across the following in a thrift store:

Atari 400/800 TECHNICAL REFERENCE NOTES

Includes:

Operating System User's Manual
Operating System Source Listing
and
Harware Manual

Published by Atari in 1982 - well over three hundred pages.

Machine Language for Beginners and The Second Book of Machine Language

Both books are COMPUTE! publications

Mapping the Atari

"A comprehensive source book and memory guide for beginning and veteran
programmers of the
Atari 400 and Atari 800 personal computers."
A COMPUTE! publication1983

Atari 400/800 Harware Manual

This baby even has fold out blueprints.Complete diagrams of the
motherboards,power
supplies,personality board,cpu board,8,16k dynamic ram, cartridge
board,audio and serial port

Published by Atari in 1983

Atari 850 Interface Module Operator's Manual.

Published by Atari in 1980

I got a couple more books, the 850 interface, the 810 drive with all of
the power supplies and I got it
all for a whopping $15. Anyway, I don't want to sell any of it but I
would be willing to make some copies for anybody that would like me
too.

Oh, I have a CX853 16k RAM memory module for anybody who wants it.
Just email me with
your address and I'll send it on its way.

ericcron@wwa.com

1788. Re: Atari XE manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <50ga5j$h87@kirin.wwa.com>
Source record: 80801

In article <4vukvc$kr6@sjx-ixn2.ix.netcom.com>, rely@ix.netcom.co
says...
>
>In <3221DCCC.446B9B3D@ul.ie> Jim Buckley <buckleyj@ul.ie> writes:
>>
>>I hate writing mail messages about things I know little about
>(probably
>>not half as much as ye hate reading them!) but here it goes:
>>
>>A young friend of mine just acquired an Atari XE game system with
>>keyboard. He wants to program it but has no manual. Anyone got one?
>>
>>Willing to pay a sensible price? Any offers?
> Since Atari BASIC is built in, I'd suggest locating the book "Your
>Atari Computer, a guide to the 400/800" By, Lon Poole. The XL/XE
>version. It's dark blue with a yellow bitmapped picture of a flying
>saucer. This is probably one of the best books for the Atari 8-bit for
>learning Atari BASIC. It has loads of great stuff in it. The Compute
>books 1, 2, and 3 for programming are good additions and the most
>important for all 8-bit programmers is "Mapping the Atari". Don't use
>you classic computer without it! Heh...
>
>rely@ix.netcom.com

Hmmmm, I just picked up all of those books today, guess I'm lucky.

1789. Re: new archive files 9/1/96

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <50gg39$8je@freenet-news.carleton.ca>
Source record: 80802

Do you have anything that will emulate the Atari on the PC... like a faq
or something for info, or even software?

BTW, I came across a piece of software called "Synchromesh", which works
on my Indus, but have limited instructions (none) on how to use it. I used
an editor to look inside the file, and it activates via a command line
parm; "synchromesh on", using something like DOS-XL where you can enter
command lines, not menu items.

Also, in running Space Beagle, which I've yet to master, they mention the
Jupiter Mission. Did it have the same graphics?

Vince

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

1790. Digests

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960903090904.aaaa002WT@babyblue.cs.yale.edu>
Source record: 80803

YES!!!!

THE DIGEST IS BACK, THE DIGEST IS BACK!!!

Yeah, those of you using newsreaders probably never noticed,
but for the last few months digesting of csa8 has been dead.
Anyone know what happened/how it got fixed? Did I miss any
excitement? <g>

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

1791. Sound through headphones? Networking 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <4nDLyMezGG9W090yn@kenton.com>
Source record: 80804

I've been working in the role of MIS Manager for a bank, but I now have
been (finally) hired as a music teacher. (My degree from college was a
Bachelor of Music in music education.) Anyway, I have a few questions. I
would like to use some of my 8-bits in my classroom, and here are
my concerns:

-Sounds, is it possible to hook headphones up to them cheaply? I'm
figuring I'm going to have to purchase some sort of amp for each one,
but I'm open for suggestions.

-Networking, is it possible daisy chain up to 5 computers through a
SIO2PC interface? I know I have to modify the cables so as not to
damage the SIO ports. I really can't afford to get a MUX setup, and I've
got a cheap 386 I can use.

Thanks!!!!

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

1792. RS-232 ADAPTER

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: smorin@robert-transport.com
Message-ID: <50ht77$9ae@wagner.spc.videotron.ca>
Source record: 80805

Anyone know where I could get the old Atari RS-232 adapter???

- smorin@robert-transport.com

1793. RS-232 Adapter

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: smorin@robert-transport.com
Message-ID: <50hta5$9ae@wagner.spc.videotron.ca>
Source record: 80806

Anyone know where Ican get the old Atari RS-232 adapter???

- smorin@robert-trnasport.com

1794. rs-232 adapter

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: smorin@robert-transport.com
Message-ID: <50htbt$9ae@wagner.spc.videotron.ca>
Source record: 80807

Anyone know where Ican get the old Atari RS-232 adapter???

- smorin@robert-trnasport.com

1795. rs-232 adapter

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: smorin@robert-transport.com
Message-ID: <50htcq$9ae@wagner.spc.videotron.ca>
Source record: 80808

Anyone know where Ican get the old Atari RS-232 adapter???

- smorin@robert-trnasport.com

1796. Re: dcm to xfd

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <322CAA35.41C6@ce.fciencias.unam.mx>
Source record: 80809

Tony Smolar wrote:
>
> On Tue, 27 Aug 1996 14:35:32 +0100, Maury Markowitz <maury@softarc.com> wrote:

> >
> I'd like a copy also. Maybe you should post it.

Sorry ..
The article was at marek tomzick's page (atari 8-bit resort)
but the link is broke and i haven't a copy .. ask to marek if there is a
copy of the earticle :(
--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

1797. 8bit HW in PC cases

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: malay@reston.unisysgsg.com
Message-ID: <Dx6D50.BAL@ftp.reston.unisysgsg.com>
Source record: 80810

I'm interested in your mods to install 8 bit drives,
floppy and hard, modified and unmodified in PC cases.
Tell me your story, how much did it cost? What were
the problems, etc.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

1798. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <322C7148.6DE6@iexist.flw.lucent.com>
Source record: 80811

Ryan Goolevitch wrote:
>
> Thats because the 400 & 800's had BASIC revision A, and the XL's and
> XE's have the newer B & C revisions respectively. Rev B & C of basic
> included the built in display lists for the GTIA graphics modes, where
> rev A did not. Sure the 400/800 could DO the mode, just the BASIC
> version didnt have built in support display lists for it, hence the need
> to write them yourself.

I'm a little confused by this answer. The Atari 400 didn't have BASIC built
it to it. The Basic Cartridge I bought was a Rev B and when I upgraded to
GTIA, everything that I tried (demos, etc). worked fine. I never had an
800, but I didn't think it had BASIC built into it either.

--
Kit Kimes
AT&T Resource Link (Under contract to Lucent Technologies)
Naperville, IL
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

1799. Re: Cyberspy OOC or _what_ ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <322bfeb9.281216@news.bright.net>
Source record: 80812

On 24 Aug 1996 00:09:55 GMT, BobKlaas <bobkla19@mail.tcd.net> wrote:

>
>
>Tom;
>
>..I am sorry I have not
>gotten back to you on your previous messages..First glance,
>reading they sound fine with me..

I'd really like to make some new software available to Pro sysops. Transferring netwwork packets though internet email could really save some $$. It cannot take the place of the Express Net, which is a automatic system. If you'd like to know about it, feel free to send me some email or call and I would be glad to discuss it. But I won't release it if interfers with your plans.

>Question for you..You have sent me files before in an Arced
>format, I reveived them fine..but, have problems with files I run
>across on different areas they are Discomed and come up as text
>files..have to capture them and move them over on the IBM..Which
>is a total pain in the a...! How can the file sights set up
>files that will come down as files you send to me via e-mail?

I'm not sure about this one. But sometimes I find uue'd and hex encoded files on ftp servers. These are in a 7 bit text format. For those types of files I have software that runs on the 8bit that decodes them back into binary files. I have versions of encoders and decoders that run under both Pro and Term80.

>
>I am sure other Atari 8-bit users have a minor problem getting
>most of the stuff on the Internet..??? I am not speaking of
>files converted for use on the IBM but soly for the 8-bit
>computer.
>

From my 8bit, I usually use ftp email to receive files in email on my 8bit. I then use the appropriate decoder to extract the encoded file from out of the email message. Recently, the most popular lynx server, (pandapub.isca.iowa.edu), has had trouble with their downloading software configuration (sb), so I've had to rely on ftp mail. I feel the future of the 8bit is on the internet. That is, actually using it to access the internet.

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@brutus.bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

1800. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <50iggo$j7g@nnrp1.news.primenet.com>
Source record: 80813

In article <322C7148.6DE6@iexist.flw.lucent.com>,
Kit Kimes <kimes@iexist.flw.lucent.com> wrote:
>Ryan Goolevitch wrote:
>>
>> Thats because the 400 & 800's had BASIC revision A, and the XL's and
>> XE's have the newer B & C revisions respectively. Rev B & C of basic
>> included the built in display lists for the GTIA graphics modes, where
>> rev A did not. Sure the 400/800 could DO the mode, just the BASIC
>> version didnt have built in support display lists for it, hence the need
>> to write them yourself.
>
>I'm a little confused by this answer. The Atari 400 didn't have BASIC built
>it to it. The Basic Cartridge I bought was a Rev B and when I upgraded to
>GTIA, everything that I tried (demos, etc). worked fine. I never had an
>800, but I didn't think it had BASIC built into it either.

It's not Basic, it's the new OS. The screen handler is responsible for
the display lists etc.

I guess back then the Atari machines had these expansion modules and junk
that would house new OS versions, faster disk access, etc.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1801. Stella Version 0.4 Released

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: bwmott@unity.ncsu.edu
Message-ID: <50i8vk$bu@taco.cc.ncsu.edu>
Source record: 80814

```
================================================================================

SSSS tt lll lll
SS SS tt ll ll
SS tttttt eeee ll ll aaaa
SSSS tt ee ee ll ll aa
SS tt eeeeee ll ll aaaaa
SS SS tt ee ll ll aa aa
SSSS ttt eeeee llll llll aaaaa

Version 0.4 for Linux, MS-DOS, Power Macs, Unix and Windows

================================================================================
A Bradford W. Mott production in association with Aaron Giles,
Seunghee Lee, Jeff Miller and Keith Wilkins
================================================================================

Stella is a portable emulator of the old Atari 2600 video-game console
written in C++. It is a work-in-progress and should be consider BETA
level software. However, you can play most Atari 2600 games with this
release. There are five distributions:

* Binary distribution for Linux (stella-0.4-linux.tar.z)

* Binary distribution for MS-DOS (stella04.exe)

* Binary distribution for Power Macs (stella-0.4-mac.hqx)

* Binary distribution for Windows 95 & NT (stella-0.4-win32.exe)

* Source code distribution for Unix & MS-DOS (stella-0.4-src.tar.z)

There are two 2600 ROM images (.BIN files) included with each of these
distributions. One of them is a very simple test program, TEST.BIN, and
the other one, ELK.BIN, is a playable prototype of a game called "Elk Attack"
by Mark R. Hahn (see elk.doc for more information). BEYOND THESE TWO
FILES NONE OF THESE DISTRIBUTIONS CONTAIN ANY 2600 ROM IMAGES (.BIN FILES)
AND PLEASE DON'T WRITE ASKING FOR ROMS BECAUSE THEY'RE COPYRIGHTED!
If you own any of the Atari 2600 Action Packs by Activision you can use
the ROM images from it with Stella. There are several property files
(.VCS files) included with each distribution, however, you cannot play
a game with just a property file you must also have the corresponding
ROM image file.

New in this Version
===================

* About twice as fast as version 0.3 for most games
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* Allows some games to be played with just a ROM image (.BIN file)

* New search method for ROM images (no more STELLA_PATH)

* Most visuals are supported for X windows

Supported Systems
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The following systems are currently supported:

* Linux (SVGALIB, X windows)

* MS-DOS

* Power Macs

* Unix (HP/UX, Solaris, SunOS, etc...)

* Windows 95 & NT

Distribution Site
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The Stella distributions can be obtained from the Stella home page at:

http://www4.ncsu.edu/~bwmott/www/2600

If for some reason you are unable to connect to this page please try again
later. Sometimes the AFS sever goes down and the HTTP server can't access
my home directory :-)

Acknowledgements
================

The following people have had a big part in bringing Stella version 0.4
to you:

Aaron Giles - Maintained the Power Macintosh version
Mark R. Hahn - Allowed "Elk Attack" to be included
Jeff Miller - Maintained the Windows version
Bradford Mott - Maintained the core code, Linux SVGA version and X version
Keith Wilkins - Maintained the MS-DOS version

Contacts
========

If you have any questions regarding Stella send mail to:

bwmott@eos.ncsu.edu

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Bradford Mott (bwmott@eos.ncsu.edu) Computer Science Department
http://www4.ncsu.edu/~bwmott/www North Carolina State University
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1802. atari 8-bit rarity list ?? for carts.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: Kirk Prodzinski <kprod@infinet.com>
Message-ID: <322CF0CD.4798@infinet.com>
Source record: 80815

Anyone seen a rarity list for atari 8-bit carts ??

Thanks
KP

1803. Re: Sound through headphones? Networking 8-bits?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <50i5f4$pkq@freenet-news.carleton.ca>
Source record: 80816

> -Sounds, is it possible to hook headphones up to them cheaply? I'm
> figuring I'm going to have to purchase some sort of amp for each one,
> but I'm open for suggestions.

Get a couple sets of really cheap labtec speakers, etc, and just plug your
headphones into the 'left' speaker output. Bonus is you get sound
output if your using a monitor w/ no sound. You will have to
install a $1 mini phono plug in the computer, or just hack one
from a atari monitor cable.

Connect the atari audio out to the right and left, and ground to ground.

You could just wire it to the left input if you dont want the 'right'
speaker to come on.

> -Networking, is it possible daisy chain up to 5 computers through a
> SIO2PC interface? I know I have to modify the cables so as not to
> damage the SIO ports. I really can't afford to get a MUX setup, and I've
> got a cheap 386 I can use.

I don't see why you couldn't, but as with any device on the sio chain only
one computer/device can talk at once. You might need to take some
precautions with the 5/12v+ lines.

Future versions of APE might support multiple computers attached
to multiple serial ports.

Steve

1804. 810 Archiver Drive FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-03 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <50iboi$rrn@freenet-news.carleton.ca>
Source record: 80817

Atari 810 Disk Drive w/ Archiver Enhancment, includes Archiver manual
and Archiver Software.

All for $70 + shipping.

Steve

1805. Re: Atari stores in NYC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-04 00:00:00 UTC
From: eru@sover.net
Message-ID: <322d205a.49399849@news.sover.net>
Source record: 80669

On Tue, 03 Sep 1996 02:55:29 GMT, Sapphire@innonyc.com (Janice in NYC)
wrote:

>Hi, anybody know of any stores (big or small) in the NYC area that
>still sells stuff for ATaris, like hardware and software (more
>specifically, teh SIO2PC cable)?
>
>Thakns in advance.

Sorry, I am not aware of any stores in the NYC area dealing with the
Atari 8 bits. : (. However, I do know that nobody is commercially
manufacturing SIO2PC cables. With this in mind, I am offering my
services to make anyone who sends me $25 + $5 for shipping, your
choice of a sio2pc cable or an APE pro-system cable. (The latter
depends on if the chips I ordered will work reliably in the pro-system
cable). Cable features include:

db25 receptacle, mounted on box, eliminates 25 pin / 9 pin worries
1/2 sio cable, to connect to the Atari
MC1489P chip, socketed of course!
nice project box (Like the blue Radio Shack ones)
$25 price tag

Rick

1806. Re: PC to Atari 1050 drive (how's that?)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-04 00:00:00 UTC
From: eru@sover.net
Message-ID: <322d1b39.48087113@news.sover.net>
Source record: 80670

On Fri, 30 Aug 1996 16:39:01 -0400, in comp.sys.atari.8bit you wrote:

>Okay, I have the old Atari 1050 drive...
>
>I would like to use one of those cable thingies, however two things are
>stopping me...
>
>1) My Pentium is on one side of the house and my atari and TV are on
>another side (I don't have an extra tv hanging around, and moving either
>would be a pain in the butt)...
>
>2) I've been reading FAQ's and web pages for about a week, and I used to
>consider myself a fairly techno-savy kind of happening hip dude. No
>longer... The whole atari world is pretty much a mystery to me and I
>haven't been able to understand anymore than 5% of all the jargon... I'm
>so clueless that I went to Yogi's site and got completely lost with
>binaries and images and .xfd and .atr files... ugh.. And that "Newbie
>Atari user's faq" is obviously meant for someone who has bought and used
>Xformer.....
>
>Whew... just had to get that out... I will now go back to lurking, thank
>you :-)
>
>I'm still more into using a disk on my PC to write Atari files instead
>of a cable....
>
>-Tom
>(and to top it off, my 800xl is on the fritz at the moment...grrr)

Hey there, the Pro-system cable is the one you need to connect a PC
to a 1050, which is MUCH preferred to all the programs used to read an
Atari disk in a PC drive. You have a Pentium, so I am guessing you
don't even have a 5.25" drive, let alone the necessary 360k 5.25"
drive. To create disk images, even of protected disks, an impossible
feat for PC drives, the pro-system hard ware is what you need. I am
also offering pro-system cables for $25 provided the chips I ordered
work in the cable. The added benefit of this is that you can back up
all your software to your PC, before your disks go bad, and you only
need to move the 1050 across the house... <g>. FYI: .xfd and .atr
files are disk images. .xfd images were the first, and .atr's are
xfd's with a little header containing info about the disk. Another
image file type is the .pro, made by the APE pro-system. These contain
protected disk images. Binaries are the files you execute in dos,
once you get the files to your Atari.

Please post your XL's fritzy symptoms. Many people here can diagnose quickly what is wrong and how to fix it.

Good Luck!
Rick

1807. Newbie question concerning cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-04 00:00:00 UTC
From: rvanloo@cs.utwente.nl
Message-ID: <50js18$l0f@pandora.cs.utwente.nl>
Source record: 80671

Hi!

Since I'm new to the machine (the 600XL) I a question concerning the cartidge port and the cartridges it accepts:

The problem is that I want to get some game-cartridges for the 600XL, and buying new ones seems the way to go. My question is: Do games lately introduced for the re-introduced atari game-console run on the 600XL? This would make my search for games rather easy: just a visit
to the next-door store would suffice then.

---Reinard

1808. ATR docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-04 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0409961632030001@194.125.100.1>
Source record: 80672

Someone suggested that a SIO2PC doc would have details on the ATR format. Well there's lots of them out there and the ones I got don't have such information. Can the person in question simply post it here?

Maury

1809. Re: new archive files 9/1/96

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-04 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.960904120715.21721B-100000@moose.erie.net>
Source record: 80673

On 3 Sep 1996, Vince Grienti wrote:

> BTW, I came across a piece of software called "Synchromesh", which works
> on my Indus, but have limited instructions (none) on how to use it. I used
> an editor to look inside the file, and it activates via a command line
> parm; "synchromesh on", using something like DOS-XL where you can enter
> command lines, not menu items.

Synchromesh was a long-awaited utility which put the Indus GT
drives into high speed transfer mode. It worked only with DOS XL. There
is also a Synchromesh II which supports the optional 64K RAM buffer in
the Indus. Nice utilities, but I was always disappointed that no one ever
modified them so they'd work with SpartaDos. It would seem like a logical
and simple thing to do. The SpartaDos X cartridge does recognize the
Indus drive and will put it into high-speed mode, but the disk based
versions of SpartaDos do not. Maybe the INDUS.SYS file in SpartaDos X
could be patched to work with the disk based versions. Hmmmmm.....

1810. Atari Writer Plus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-04 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <50kgjd$98r@news.calweb.com>
Source record: 80674

Does anyone know where I can get Atari Writer Plus and a printer
driver for a Star NP-10 printer?

Thanks

Joe Blenkle
jblenkle@calweb.com

1811. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-04 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0409962328480001@port2.bitstream.net>
Source record: 80675

In article <5085f6$7g8@dfw-ixnews7.ix.netcom.com>,
rwoolley@ix.netcom.com(Robert Woolley) wrote:

> I have BasicXL on a file.... would that do?

You mean the cart? I've been trying to get ahold of that for a while. I
wrote a bunch of stuff years ago with BASIC XL that I would like to run
with Rainbow--it supports supercarts, but I've yet to get a binary of one.

Mark Simonson
marksim@bitstream.net

1812. Re: Jupiter Mission at Yogi's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-04 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0409962346250001@port2.bitstream.net>
Source record: 80676

Uncle Fester <thester@nyx10.cs.du.edu> wrote:

> Just having a GTIA chip doesn't fix the problem.
> My 400's all have the GTIA chip, yet giving BASIC
> a command like:
>
> 10 GRAPHICS 15
>
> will NOT cause my screen to be formatted to ANTIC
> mode 14. I have to write a custom Display List using
> locations 560,561 in order to get that. (ANTIC mode
> 14 is "Micropainter" mode 7 1/2)

In article <322C7148.6DE6@iexist.flw.lucent.com>, Kit Kimes
<kimes@iexist.flw.lucent.com> wrote:

> Ryan Goolevitch wrote:
> >
> > Thats because the 400 & 800's had BASIC revision A, and the XL's and
> > XE's have the newer B & C revisions respectively. Rev B & C of basic
> > included the built in display lists for the GTIA graphics modes, where
> > rev A did not. Sure the 400/800 could DO the mode, just the BASIC
> > version didnt have built in support display lists for it, hence the need
> > to write them yourself.
>
> I'm a little confused by this answer. The Atari 400 didn't have BASIC built
> it to it. The Basic Cartridge I bought was a Rev B and when I upgraded to
> GTIA, everything that I tried (demos, etc). worked fine. I never had an
> 800, but I didn't think it had BASIC built into it either.

I think I can straighten this out...

The GTIA chip (in any model) adds GR. modes 9, 10, and 11.

GR. 15 is only available with XL or XE models. It is an OS enhancement.

Any version of BASIC can access any of these modes, given a model which
supports them.

Antic mode 14 is possible on any model, CTIA or GTIA, regardless of OS
version, with a custom display list.

No, 400s and 800s did not have built-in BASIC, though the cart version was
usually bundled. BTW, the BASIC cart will also work in the later models,
though there is no reason to do so.

Mark Simonson
marksim@bitstream.net

1813. Re: SIO2PC cables- inexpensive supply update

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-04 00:00:00 UTC
From: eru@sover.net
Message-ID: <322d15e1.46719163@news.sover.net>
Source record: 80818

Hello again all!
I have ordered all the components to make at least 25 APE cables. The
first cables should be sent by the end of the week. Pro- system
cables will also be available if the MC1489P is able to keep up with
the 14c89, which is made by a company my vendor doesn't stock :-(.
Both cables will be available for $25 + $5 shipping for US and Canada.
International requests will be handled on an individual basis. Only
US dollars accepted. I think that is it for now. E-mail me with your
questions/ requests, and I'll send get back to you ASAP.

On Fri, 30 Aug 1996 02:31:27 GMT, in comp.sys.atari.8bit I wrote:

>Hello all! New requests keep on coming in, so I am going to go ahead
>and make at least a dozen cables. Cables will be $25 + any shipping
>costs, and should be available within the next two weeks. Keep the
>requests coming!
>
>Cable features:
>
>db25 receptacle, mounted on box, eliminates 25 pin / 9 pin worries
>1/2 sio cable, to connect to the Atari
>1489 chip, socketed of course!
>nice project box (Like the blue Radio Shack ones)
>$25 price tag
>
>Cables with different configurations, such as pass-through sio ports,
>heavy duty aluminum boxes, 2 chip versions, and the Ape Prosystem
>cable will be available after this initial period, and after I get
>settled in Boston. (I leave the 15th)
>
> E-mail eru@sover.net if interested!
>Rick Ziegler
>

1814. Re: Atari Writer Plus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dx8I5F.C9J@iglou.com>
Source record: 80677

Joe Blenkle (jblenkle@calweb.com) wrote:

: Does anyone know where I can get Atari Writer Plus and a printer
: driver for a Star NP-10 printer?

You have to create it. I believe there's a program on the disk that helps out with this, a keystroke you use as you boot up, or something on the menu. It's been quite a bit of time, and I don't have my manual with me. Anyone want me to send it up to Yogi's site? Yogi? Shall I post it in email to you, or upload it to the site?

It's working fine, as I tested it out earlier. Only problem is that it's on, if I'm thinking right, a MyDOS disk, but readable by anything. Weird, but I've not used it for a long while. I have a Star SG10X, and it's set up for that.

I also have a version of Spelunker with unlimited lives. I'm not sure how to get the guy to blast at the ghost, since it was usually with the spacebar. I ran it on the PC Xformer, it did well, but didn't run right. On the XL-It, it ran quite well, but the ghostblaster doesn't seem to want to work. I may not have done it right, but heck, I may have some things that Yogi may not. I counted awhile ago, and found I got at least 1,000 disks loaded to the gills with all sorts.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1815. FS: Print Shop, News Room & other SW

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <322e1f6d.11939349@netnews.netaxs.com>
Source record: 80678

I have the following Atari Hardware and Software available as of
9-4-96

EQUIPMENT:

2- Atari joysticks

Antic Magazine Software Disks

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Take any of the above books for $5 & SH or
Take all three books for $10 & SH

SOFTWARE:

Most include manual/instructions

1. THE NEWSROOM (5 disks with lots of clipart)
this is an excellent publisher $20 & SH

2. THE PRINT SHOP - a excellent bundle including:
The Print Shop
The Print Shop Companion
Three Graphic Disks
Holiday & Special Events Graphics Disk
No Frills Software Fonts & Borders 1

7 Total disks $20 + SH

3. TYPESETTER by Xlent Software $5 & SH

4. MAGNIPRINT by Alpha Systems $4 & SH

5. a 3 disk bundle by HI-TECH EXPRESSIONS include:
CardWare
AwardWare
AwardWare Graphics $8 & SH

EXCELLENT GAMES AVAILABLE:

1. KARATEKA by Broderbund
excellent Karate game $5

2. MICROLEAGUE BASEBALL(1984) $5

3. LEADER BOARD - Dual Pack
Excellent Golf Game includes
Double sided disk with the LEADERBOARD
on one side & Tournament on other $5

4. HACKER
a simulation games that forces a player to
hack their way into a system. This
game purposly comes with no instructions $4

Take ALL the above software in a disk case for $50 & SH

---

40 Blank 5 1/4 Disks $10 & SH
with disk case $13 & SH

Money order or personal check (with stuff being sent out when check
clears).

Buyer pays shipping.

Make offers including shipping.

Jay

****
Go ERNIE #28
http://www.intserv.com/~jayski
http://www.intserv.com/~jayski/ernie/irvan.html
http://www.intserv.com/~jayski/silly.html
http://www.intserv.com/~jayski/lniks/links.html

1816. FS: "The Chip" SW and Manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <322e1f3b.11888620@netnews.netaxs.com>
Source record: 80679

The drive is long gone with "The Chip" which is a Disk
Backup/Developement System designed for the Atari 810 Disk Drive.

But I still have the manual for "The Chip" by Spartan Software of
Minnesota in its original case with the Archiver/Editor Program Disk.

Any Interest? Make an offer. Email me

****
Go ERNIE #28
http://www.intserv.com/~jayski
http://www.intserv.com/~jayski/ernie/irvan.html
http://www.intserv.com/~jayski/silly.html
http://www.intserv.com/~jayski/lniks/links.html

1817. Krieg's Klassic Karts Auction (1st post)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <50mnmc$625@earth.alpha.net>
Source record: 80680
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.cbm

```
Welcome to my first Classic System Auction!

This auction contains carts for the following systems:
Atari 2600 80
Atari 5200 5
Atari 7800 3
Atari 8-bit 2
C64 6
Intellivision 3
Hardware 4
2600 docs 6

Minimum bid = .50

Minimum bid increments
.50 - 5.00 .50
5.00 & up 1.00

Shipping is extra (generally $2 - $5, hardware may be more).

Trades are also welcome. I collect anything Atari. Trades may cause some
items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

This auction will close September 20th, 1996, ending with a once, twice, sold
round.

2600 - Atari
------------
C Adventure (text label)
U Air-Sea Battle
C Asteroids (sealed box, but box is a bit squished and worn)
U Backgammon (text label)
R Basic Programming (text label)
C Basketball (text label)
U Battlezone
C Berzerk
U Brain Games (text label)
U Canyon Bomber (text label)
U Casino
C Circus Atari (text label, w/ docs)
C Combat (text label, free w/ order to 1st person who asks)
C Combat (text label, w/ box and docs)
C Defender
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R Donkey Kong Junior
U Hangman
C Haunted House
U Maze Craze
U Moon Patrol
C Phoenix
U RealSports Baseball
U Sky Diver
U Space War
C Swordquest: Earthworld
U Video Pinball (upper case letters label)
U Warlords

2600 - Activision (most have some acti-plaque)

U Barnstorming (white background label)
U Chopper Command
U Chopper Command
R Decathalon
R Dolphin
U Dragster
U Freeway
U Freeway
U Ice Hockey
U Kaboom!
U Kaboom!
U Keystone Kapers
U Keystone Kapers
C Pitfall (nice!, very little acti-plaque, w/ docs)
C Pitfall
R Pitfall II: Lost Caverns (w/ box, no docs)
R Pressure Cooker (heavy acti-plaque)
U River Raid (nice!, very little acti-plaque)
U River Raid
U River Raid
R Robot Tank
R Robot Tank
R Seaquest
R Seaquest
R Sky Jinks
C Tennis
C Tennis (missing end label)

2600 - Coleco

R Front Line (w/ box, no docs)
U Mouse Trap

2600 - Data Age

C Journey Escape (missing end label)

C Journey Escape

2600 - Imagic

C Star Voyager
R Trick Shot

2600 - M Network

U Adventures of Tron
U Frogs and Flies (shrinkwrapped, mint in box)
C Space Attack

2600 - Parker Bros.

C Frogger
C Q*bert
U Reactor
R Spider-Man
C Star Wars: The Empire Strikes Back (missing end label)
C Star Wars: The Empire Strikes Back (bubbling label)

2600 - Sears

C Breakaway IV
ER Checkers
U Outer Space (picture label)
U Speedway II
U Speedway II (picture label)
C Maze (picture label)
C Target Fun
R Video Chess

2600 - 20th Century Fox

R Mega Force

2600 - Vidtec/US Games

R Sneak'n Peek
U Word Zapper

2600 - paper goods

Frogger docs
Jungle Hunt docs
Yars' Revenge docs
Activision catalog AG-040-11 (1983)
Atari catalog CO16725-Rev. D (1981)
Atari catalog CO16725-Rev. E (1982)

5200 - Atari

C Centipede
C Defender
C Dig Dug
C Pac-Man

5200 - CBS

R Wizard of Wor

7800 - Atari

U Dark Chambers
R Donkey Kong Junior
C Pole Position II

Atari 8-bit

U K-star Patrol (CBS)
ER Powerstar (Pandora, mint in box, trades only!)

C64

Delta Drawing (Spinnaker)
Fraction Fever (Spinnaker)
Linking Logic (Fisher-Price)
Logic Levels (Fisher-Price)
Memory Manor (Fisher-Price)
Mr. Cool (Sierra On-Line)

Intellivision - Sears

Astrosmash (w/ box, docs & overlays)
Poker and Blackjack (w/ box, docs & overlays)
Sea Battle (w/ box, docs & overlays)

Hardware

Atari 810 Disk Drive (w/ power supply)
Avatex 1200 Baud Modem
Star Gemini Printer (w/ Atari 8-bit serial cable, desktop stand)
Wico Command Control Joystick
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1818. comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: pharma@bgcict.acad.bg
Message-ID: <19960905132320.aaaa007A1@babyblue.cs.yale.edu>
Source record: 80681

Trayko Traykov traykov@medfac.acad.bg

1819. Re: Atari Basic Source Code

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dx9rGn.8KF@iglou.com>
Source record: 80682

Mark L. Simonson (marksim@bitstream.net) wrote:

: rwoolley@ix.netcom.com(Robert Woolley) wrote:
:
: > I have BasicXL on a file.... would that do?
:
: You mean the cart? I've been trying to get ahold of that for a while. I
: wrote a bunch of stuff years ago with BASIC XL that I would like to run
: with Rainbow--it supports supercarts, but I've yet to get a binary of one.

Don't forget Basic XE. That was one excellent programming language. I used
it to rewrite parts of ForemXE when I ran it. Unfortunately, the disk now
has bad sectors in the wrong places. [sigh]

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1820. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_841946922@rtfm.mit.edu>
Source record: 80683
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 27, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following four Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

1821. using ATRs with real Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: John Thornburgh <72337.2672@CompuServe.COM>
Message-ID: <50nd23$o8q$2@mhafc.production.compuserve.com>
Source record: 80684

Can someone help me with how to use ATR files on a real Atari?
I've surfed the Web for a couple of hours and can't find an
explanation, other than to use the PC as a hard disk with APE.

Is there a way to do it with just the Atari -- e.g., after
copying the file onto a floppy and putting it into an Atari
drive?

thank you! John

1822. FS: Atari 800 RAM and ROM boards

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: markd@pravda.cc.gatech.edu
Message-ID: <MARKD.96Sep5180637@pravda.cc.gatech.edu>
Source record: 80685

Anyone interested in the following?
- Atari 800 ROM
- (3) Atari 800 16K RAM boards
All work, but are bare boards only (no plastic covers)

I also have a working Atari 800, case is a bit discolored and
joystick port #1 doesn't work.

Mark
--
|----_____-----_____-----_____-----_____-----_____-----_____-----_____-----|
Mark Devaney "Mister Order, he runs at a very good pace
Georgia Institute of Technology But old Mother Chaos is winning the race"
markd@cc.gatech.edu _The Illuminatus! Trilogy_
http://www.cc.gatech.edu/ai/students/markd/
PGP public key available via finger

1823. Apple Atari TI Commodo

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C7C47D.10C1000A7F.uuout@compudata.com>
Source record: 80686

```
Apple Items for Sale plus shipping

Apple Software with box and or docs

Ancient Art of War at Sea for IIe/IIc/IIgs, box/docs $12
Bank Street Writer for Apple IIe/IIc/IIgs, box/docs $12
Trio Plus for Apple II series with docs $12

Following for Apple, diskettes only, $4.50 each, 5 for $19

Applied Engineering Super Appleworks desktop expander 5.3.1
Apple Presents the IIc an Introduction
Apple Presents the IIc Exploring Apple Logo
Apple Presents the IIc Getting Down to Basic
Apple Presents the IIc The Apple at Work
Apple Presents Apple II Instant Pascal
Apple Presents the IIe an Introduction
Apple II Diskware DOS 3.3 for II/II+/IIe System Master
Apple II Instant Pascal Master Program
Apple II Access II Training Disk
Apple II Access II Program Disk
Easy Working Writer for Apple
Graphics Sampler for the Apricord IIc
Great Games and Chess Problems Apple DOS 3.3
The Writer from Hayden for IIplus/IIe
The Writer from Spinnaker for IIc/IIe
The Filer from Spinnaker for IIe/IIc
The Planner from Spinnaker for IIe/IIc
The Apple Paint Drawing Program
Wheel of Fortune for Apple

Apple Manuals - $8 each (four for $25)

Apple Mouse IIc Users Manual
Apple II Monitor II Users Manual
Apple II Access II Reference Manual
Apple II 80-Column Text Card Manual for IIe only
Apple IIc Owners Manual
Animation Magic with your Apple IIe/IIc
Apple II Disk II Installation Manual
Grappler Printer Interface Users Guide
Setting Up Your Apple IIc
Z-Ram II Users Manual

Macintosh 512 with keyboard and mouse..... $99
WICO Power Grip Joystick 50-2020 (2)..... $13 each
```

Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....
Cables $5 each (5 for $20) (8 for $30)
Black IBM type computer power cable..... $5
White IBM type computer power cable..... $5
White cable - round 5 pin to oblong 9 pin both male. $5
9 pin cable white, male and female..... $5
Apple round printer cable - 2 by 13 on other end.... $5
Apple flat printer cable 2 by 14 on other end..... $5
Apple flat ribbon cable 2x12 & male 25 pin..... $5

Microlyics Inside Information for the MAC..... $9

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10
.....

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $33
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $10
WICO Power Grip Joystick 50-2020 (2)..... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
Peripheral Cable for Atari computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $ 9
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

.....

Commodore Items for Sale plus shipping

Commodore 64 Computer with power supply $39
Commodore 64C Computer with power supply $39
Commodore 1541 Disk Drive ..... $29 each
Commodore Dataset Tape drive..... $19
WICO Power Grip Joystick 50-2020 (2)..... $13 each
Cardco Printer Interface Serial/Parallel..... $22
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $39
Cable to attach C64 to Commodore Color Monitor..... $14
Commodore 64 Basic Manual ..... $ 4
Okidata 120 Printer Manual for Commodore Computers.. $ 2
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
26 single sided double density disks..... $10
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
VIC 20 Power Supply..... $10
Commodore 64 Users Guide..... $ 8
Commodore 64c Quick Connect Guide..... $ 6
Commodore 64C Introductory Guide..... $ 6
Commodore 64C Systems Guide..... $ 8
.....
Commodore Software
.....
Agent USA with diskette only..... $ 4
America's Cup with docs ..... $ 6
Archon with box, diskette & box..... $12
Bank Street Writer box/docs ..... $ 6
Bank Street Writer diskette only..... $ 4
Beach Head with docs ..... $ 5
Commodore 64c GEOS with diskettes & docs..... $18
Commodore Vic-1541 Test Demo diskette..... $ 4
Database Manager with Report Generator with diskette & doc.... $12
Dynatec Codewriter with diskettes, box & doc..... $14
Double Dragon in Box with diskette..... $ 6
Easy Working Writer diskette only..... $ 4
Ghost Manor & Spikes Peak diskette only..... $ 4
Ghostbusters diskette only..... $ 4
Indiana Jones Temple of Doom..... $ 5
Introduction to Commodore Basic Part 1 (2 tapes, box & doc).. $12
L.A. Crackdown diskette only..... $ 4
Learning Company Moptown Parade, Box, Doc & diskette..... $12
Learning Company Addition Magician, Box, Doc & diskette..... $12
O'Dell Lake with docs & diskette..... $ 7
Okimate 20 Demo Color Screen Print diskette only..... $ 4
Pocket Rockets box w/diskette..... $ 6
Sesame Street - Astro-Grover diskette only..... $ 4
Solo Flight diskette only..... $ 4

Streetsurfer & Hollywood or Bust diskette only..... $ 4
Swat for C/64 Atari XL/130 XE diskette only..... $ 4
The Last V8diskette only..... $ 4
Typing Tutor - Word Invaders diskette only..... $ 4
WordPro 3 Plus/64 box/docs ..... $ 8
Wordprocessor Professional with docs & diskette..... $12
Wheel of Fortune diskette only..... $ 4
.....
C64 Tapes - $3 each (4 for $10)

PET Emulator
Science Package III PET
Educational Package II PETFrogger
Basic Tools

VIC 20 Tapes - $3 each (4 for $10)

Intruder/Scrambler
Public Domain SW Collection #3B
Public Domain SW Collection #V7B
Public Domain SW Collection #V0A
Rerun
Nufekop
Snakman
Kosmic Kamikaze
VIC 20 Personal Loan Analyzer

18 Tapes with keyed in magazine programs $2 each

8-1/2x11 Plastic VIC Programmers Aid Card $4

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

.....

Texas Instruments Items for Sale plus shipping

TI 99/4a original metal case with all packing
materials, cover, power supply etc..... $49
TI Program Recorder original box with all packing
materials..... $25
TI Speech Synthesizer PHP1500 in original box..... $39
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
WICO Power Grip Joystick 50-2020 (2)..... $13 each
.....

TI 99/4A Cartridges $9 each (3 for $25)
.....
Reading On (no box) from TI.....
Early Learning Fun (doc) from TI.....

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Early Learning Fun (box & doc) from Ti.............
Addition & Subtraction 1 (box & doc) from TI........
Munchman (box & doc) from TI.......................
Beginning Grammar (box & doc) from TI..............
Hunt The Wumpus (box & doc) from TI................
Donkey Kong from Atarisoft (doc & box).............
Centipede from Atarisoft (doc & box)...............
Defender from Atarisoft (doc & box)................
.....................................................

TI 99/4A Manuals
................
Read This First.................................. $ 5
Users Reference Guide............................. $10
Beginners Basic.................................. $ 8
Learning Basic for TI Compact Computer 40........... $ 8
Basic Primer..................................... $ 5
.....................................................
DVE Printer Power Supply Model DV-2412A.............. $10
Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks................ $ 6
10 Nashua single sided double density disks......... $ 6
19 Single sided single density disks for............ $ 5
14 Double side double density disks for............. $ 5
.............................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com

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 OLXWin 1.00b ONE TEQUILA, TWO TEQUILA, THREE TEQUILA , FLOOR.

1824. Data Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: Gerald Woollard <serwooly@ovnet.com>
Message-ID: <322F7709.590C@ovnet.com>
Source record: 80687

Have a friend who wants to transfer datd from Atari 8bit 5 1/4 floppy
to IBM pc 5 1/4 0r 31/2.Any help?Please email me if you can help.

1825. Re: Keyboard modificiatoins?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: Mike Todd <snyder10@rs5.tcs.tulane.edu>
Message-ID: <322D9147.5822@rs5.tcs.tulane.edu>
Source record: 80688

Janice in NYC wrote:
>
> How difficulat would it be to make an adapter that would allow a
> standard 101-key PC keyboard to be hooked up to a 130XE? Has anybody
> ever tried this?

There once was a device called the TransKey by DataQue. I've not heard from Chuck (DataQue) for a long time and there was talk a while back that he nolonger supported the 8bit. In short, the TransKey was a 2X3 plug in board that allowed your xl or xe to support and IBM style keyboard. The cool part of the TransKey it supported a repeat buffer (F3) on the IBM and it gave you the function keys found on the 1200 and 14xx computers. I've one on an 800xl and really wish I'd gotten another before Chuck left!

1826. rs-232 adapter

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-05 00:00:00 UTC
From: tomr@cybergate.com
Message-ID: <50nkuu$ko5@opal.CyberGate.COM>
Source record: 80689

You might try Bravo Sierra Computers, I don't have the url, but it shows up
on here every once in a while. I believe he carries the 850 interface.
Tom
-- http://www.cybergate.com/~tomr/
"Among other evils which being unarmed brings you,
it causes you to be despised."

-Niccolo Machiavelli

`[1;32;41mNet-Tamer V 1.06 Beta - Registered

1827. Keyboard modificiatoins?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <50o644$vqb@kensie.dorsai.org>
Source record: 80690

How difficulat would it be to make an adapter that would allow a standard 101-key PC keyboard to be hooked up to a 130XE? Has anybody ever tried this?

I'm used to the clicky feel of my PC keybaord (mechanical switches) and prefer it to the mushy feel of the Atari keyboard (and also, the inverse video key on it doesn't work).

I seem to recall years ago some company sold a keyboard modification kit that like replaced the mushy rubber domes with springs or something like that and improved the feel of the keybaord (I think it was for the ST, I assume it uses the same type of keyboard mechanics), anybody remember it and if they still sell it?

1828. WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: Terry Ortman <starfleet1@juno.com>
Message-ID: <19960906.023426.5079.2.starfleet1@juno.com>
Source record: 80691

To all the readers of these newsgroups... I apologize for the MULTIPLE posting, but it is being brought to my attention that the following is happening in these newsgroups:

Someone is FORGING my name and address to posts!! I am now receiving defamatory, slanderous, libelous, obscene, and harassing email!!!

THIS ADDRESS IS A BUSINESS ADDRESS!! ANYTHING that is sent to this address that is NOT REQUESTED BY ME, will be turned over for harassment to the Postmaster, Root, Sysadm, and any other relative person that these posts come to!!

Anyone who thinks the INTERNET is SECURE, needs to have a long talk with experienced people....

Anyone at the SMTP level can FORGE ADDRESSES and POSTS!!

Let's see, who at an SMTP level is DELIBERATELY OUT TO DESTROY ME???

I dunno, maybe:

Mike Shannon - Svector@svector.com, he is also the Postmaster and Root of his server...

WIlliam BJ Nash - bjnash@pdsig.com, he is the postmaster and root at his server.....

Or maybe even this clown:

-------- Begin forwarded message ----------rom: David Schlosser <webboy@rof.net>o: starfleet.software@juno.comubject: pussyate: Sun, 18 Aug 1996 08:01:06 -0600essage-ID: <v03007800ae3cd272e33c@[206.168.17.29]>
You can't be giving up this easily. What kind of con artist are you?
Didou enjoy the mailing lists?
"There are no graceful ways for dealing with people who spit when theyalk" - Dogbert
David Schlosserlenwood Post news/design editor
webboy@rof.netttp://www.rof.net/wp/webboy/
Glenwood Post Onlinelenpost@rof.netttp://www.glenwoodpost.com
THERE IS NO REASON FOR ANYONE TO EVER SEND EMAIL TO ME!!!!

My mail is set up to receive mailings from the suppliers who send their notices on the NET!!!!!

If you want to ORDER, without writing anything out, then you CALL OUR BBS, 24 hours at (217) 423-7430, YOU LOG ON as a NEW USER, answer the questions, then you OPen the DOORS, choose ONLINE SHOPPING, and BROWSE

or SEARCH the OVER 40,000 ITEMS ONLINE and PLACE YOUR ORDER ONLINE!!! That way, we have a hardcopy of the order, so do you. The credit card charges are sent to the processor the same night they are received, the checks by phone are made the same day and sent to the bank, etc..

If you NEED MORE INFO, then you contact me either by Feedback, or read the descriptions in the catalog!!!

If you MUST SEND EMAIL, then send it, but if all you can do is CALL me NAMES from LIES posted to the newsgroups, etc., by BJ NASH, Mike Shannon, Ron Feigen, Kris Danner, Joey MArton, or anyone else that has NO BUSINESS CONNECTION to US whatsoever, except Mike Shannon and Joey MArton are competitors, and BJ NASH is a CON MAN, THIEF, then DO NOT SEND US ANYTHING!!!

There are TWO FEDERAL LAWS, they are as follows:

The ECPA, which makes it ILLEGAL to post false information which causes a business to lose income, or post for financial gain....

The TCPA,, which makes ANY Unsolicited Phone Call, Computer generated response, Fax, or other transmission over the phone line to a person who has not asked you to contact them, and you are TOLD DO NOT CONTACT ANYMORE, for every message you continue to send, it is an automatic, MINIMUM $15,000.00 FINE!!!!!

When you are TOLD to NOT CONTACT AGAIN, you are MANDATED under this LAW, to add said name, address, etc., to your DO NOT CONTACT list, and make it company/organization wide, and must be kept and maintained indefinitely!!!

I am not going to say this CRAP again!!!!

NO ONE HAS THE RIGHT TO USE MY NAME< MY BUSINESS NAME, OR ANYTHING ELSE without my EX:PRESS WRITTEN PERMISSION!! ANYTHING I TYPE< under Federal Copyright Law, belongs to the author, and the ownership of said text holds all rights to any derivative, collected, etc., works. Violation of said Copyright, which is as follows:

Quoting any of my messages without my express written permission, reprinting, modifying, or making a derivative work (by quoting, etc), is a violation of Copyright.

Recent Copyright Law regarding the INTERNET and any other electronic message system, BBS, makes the minimum fine $250,000.00 for violating Copyright...

For all the UNEDUCATED PEOPLE who have NEVER LEARNED ANYTHING IN SCHOOL, here is the COPYRIGHT LAW:

Any work made after January 1, 1976:

Copyright is SECURED UPON AUTHORSHIP and the first publication in any written, printed, mechanical, audio, or electronic form which can be

read, heard, etc., by another person.

Registration is NO LONGER needed to secure Copyright!

Notice of Copyright, or Publication, is NOT REQUIRED, MANDATED, or OTHERWISE needed to be affixed to the original work.

ONLY copyrights prior to January 1, 1976, MUST display a Copyright notice, be registered with the Copyright Office, etc..

For the RECORD:

My name is Terry Ortman. I served this country in the United States Air Force from July 1977 to MArch 1984!! I am an HONORABLY DISCHARGED AMERICAN VETERAN, with a Service connected Disability, and I have NEVER BEEN ARRESTED, CHARGED, or EVER CONVICTED IN ANY CRIME, nor have I ever had anything seized, etc., or charged with producing, distributing anything to do with Child Pornography!!

PICK up a COPY of MARQUIS WHO's WHO IN THE MIDWEST!!!! I AM LISTED IN THERE, with all my military service, medals, etc., and this information is easily obtained from RELIABLE GOVERNMENT SOURCES!!

ANYONE who continues to send me ANY EMAIL that calls me a THIEF, a CON MAN, a CHILD PORNOGRAPHER or anything else, will be reported to their Postmaster, Root, etc., and every step needed to track them down and prosecute them will be taken!!!!!

IT IS ILLEGAL to HARASS BY PHONE, or allow your equipment to be used to HARASS BY PHONE!!! The SERVER of the people posting this CRAP is allowing their equipment to be used to HARASS ME BY PHONE!!!!!

AGAIN, these LIARS will NOT SEND ME EMAIL, doing so will identify them to their server and get their access CUT!!

They will not call MY BBS, because CALLER ID will identify them, and they will be prosecuted!!!!!

It has been over 6 MONTHS since this CRAP STARTED!! To this DATE I have received NO COMPLAINT from any Better Business Bureau, Postal Inspector, Attorney General, etc.. Why? Because you have to provide them with PROOF OF the ORDER, PROOF of anything at all!!!!!!!

ONCE AGAIN, I do NOT HAVE INTERNET ACCESS!! I use INTERNET MAIL ONLY!!!!!

If anyone POSTS ANY DEFAMATORY SLANDEROUS< LIBELOUS MESSAGE AGAINST ME, this is NOT PROTECTED UNDER the First Amendment, and is a CRIMINAL OFFENSE!! Either send the message complete with headers to me, or Forward it to the Postmaster of the originating system, the root of the originating system, etc..

NONE of these so-called LIARS has ever sent me proof, contacted me, or anything else!!

Anything they post to a newsgroup is HEARSAY!!

MY ADS have my NAME, address, and BBS phone number!!!

Let's see how do I contact these people??? Do they provide you with their name address, phone number, etc., and how to contact them???

NO, because doing so will have the police breaking down their door to arrest them!!!!!

If I had INTERNET ACCESS do you think if I saw these LIES being posted I would NOT REPLY TO THEM?????

I HAVE NEVER POSTED ANY MESSAGE TO ANYWHERE saying that I have ripped somebody off!!

MIKE SHANNON, BJ NASH, etc., who own their own SMTP site and can FORGE addresses, ask anyone who's been bombarded with MAILING LIST SPAMS or your Postmaster how easy it is to FORGE EMAIL and any other Message on the Newsgroups, are the only ones posting these LIES!!!!

I am guessing they are fabricating all these posts of these so-called people that say they were ripped off by me...

BUT, I am not the ONLY person named Terry Ortman, I have personally seen shut down over 17 other places USING MY REGISTERED BUSINESS NAME!!!!

They are NOW forging EMAIL from me to other people.....

Look at the ABove example, how to identify FORGED MESSAGES!!

Return Address: Starfleet.Software@juno.com

But the originating message is from Serv1.rof.net????

LOOK at the HEADER on this POST, it is from JUNO, not rof.net!!!!!!

They can FORGE the ADDRESS but the originating system that sends the message also MARKS the message and identifies it with a unique number....

I ONLY POST ADS TO THE NEWSGROUPS!!! I will accept one message form an inquirer....

But NOT anything calling me names, or anything else!!!!!

ORDERING INSTRUCTIONS are in the ads!! You want o pay by credit card, you will CALL the BBS, so the software can verify the number is valid, get your electronic signature, etc., and the order is processed that very day!!!!

You REFUSE to call the BBS, then you MUST SEND the ORDER through the MAIL, if we do not have SIGNATURE, we will not process the order!!!!!

MY BBS and the Ordering door is SECURE!! The Internet is NOT SECURE!!!!!

THIS IS MY LAST PUBLIC POST about this harassment!! DO NOT SEND ME ANY MAIL unless you are a CUSTOMER or need MORE INFO ONLY!!!!!!

Gee, I wish I had Internet Access so I could personally reply to every post and call the poster all kinds of nice names....

But unlike these CON MEN, I have a LIFE, I own my own company, I WORK for a LIVING!!!!!

1829. Unix files to ATR and/or XFD

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: karaiw@uni-paderborn.de
Message-ID: <50opp1$pnt@news.uni-paderborn.de>
Source record: 80692

Hi

I am looking for a utility that can insert unix files in an .XFD,.ATR or .DCM
disk image file. I guess such a thing exists for MS-DOS so if anyone has
the source I would appreciate it if she/he can send them to me.

Thank you in advance

Stratos

PS. I came across unix2atr.c but it seems that the code is the same as
in atr2unix.c which is the opposite of what I want.

--
****
Efstratios Karaivazoglou		Dipl.-Ing. & Ph.D Student
Heinz Nixdorf Institute		Office: F1.211
University of Paderborn		Phone: +49 5251 60 6458
Fuerstenalle 11		Fax: +49 5251 60 6212
D-33102 Paderborn,Germany || EMail:karaiw@hni.uni-paderborn.de
URL: http://www.uni-paderborn.de/cs/karaiw.html
****

1830. WTB Action! and Action! Toolkit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: alexc@3rdplanet.com
Message-ID: <alexc-0609960238200001@news.3rdplanet.com>
Source record: 80693

Hi everybody---I'm looking to buy an Action! cartridge with manual and the Action! Toolkit (or whatever it's called, I mean the supplementary disk with the standalone runtime libraries on it). I'd prefer the version with the looseleaf manual rather than the paperback, but I'm not picky... Let me know condition and your asking price.

Thanks,
Alex

--

Alex Chamberlain ********** alexc@3rdplanet.com
------ "Don't anthropomorphize computers. They hate that." ------

1831. Re: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DxB2KL.FLE@iglou.com>
Source record: 80694

In article <19960905132320.aaaa007A1@babyblue.cs.yale.edu>, pharma@bgcict.acad.bg wrote:
>Trayko Traykov traykov@medfac.acad.bg

Does ".bg" mean Bulgaria? Welcome to the newsgroup!

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

1832. Atari Computer Goods For Sale! Free Catalogs! Also on the Web!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <50p1lm$ei@nadine.teleport.com>
Source record: 80695
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books & Accessories. At BSC's Web Page you'll View,
& DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. If you have problems connecting with my web page. Feel free to
Request catalogs through E-Mail. Really, it's not an inconvenience. All
I ask is that you specify Atari 8 Bit, Atari ST or both. You should get
a response after the weekend as I take the weekend off. Please Direct
all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

1833. Re: Newbie question concerning cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <50p2d1$nk7@dfw-ixnews6.ix.netcom.com>
Source record: 80696

In <50js18$l0f@pandora.cs.utwente.nl> rvanloo@cs.utwente.nl (Reinard R.J. van Loo) writes:
>
>Hi!
>
>Since I'm new to the machine (the 600XL) I a question concerning the cartidge port and the
>cartridges it accepts:
>
>The problem is that I want to get some game-cartridges for the 600XL, and buying new ones
>seems the way to go. My question is: Do games lately introduced for the re-introduced atari
>game-console run on the 600XL? This would make my search for games rather easy: just a visit
>to the next-door store would suffice then.
>
>
>
>---Reinard
Which Atari game console? If you are referring to the XE-GS, then yes. It is almost the same machine. The XE-gs is about equivalent to a 65XE. Carts, as long as they haven't been zapped are good regardless of whether they are new or used. There are loads for sale within this news group. They are also available from various vendors, such as B&C Computervisions (Ca) and Toad Computers (Md).

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

1834. Re: Keyboard modificiatoins?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <50p2mb$bmg@sjx-ixn2.ix.netcom.com>
Source record: 80697

In <50o644$vqb@kensie.dorsai.org> Sapphire@innonyc.com (Janice in NYC)
writes:
>
>How difficulat would it be to make an adapter that would allow a
>standard 101-key PC keyboard to be hooked up to a 130XE? Has anybody
>ever tried this?
>
>I'm used to the clicky feel of my PC keybaord (mechanical switches)
>and prefer it to the mushy feel of the Atari keyboard (and also, the
>inverse video key on it doesn't work).
>
>I seem to recall years ago some company sold a keyboard modification
>kit that like replaced the mushy rubber domes with springs or
>something like that and improved the feel of the keybaord (I think it
>was for the ST, I assume it uses the same type of keyboard mechanics),
>anybody remember it and if they still sell it?
>
>
Actually, there is/was a device called Transkey that did just that.
I don't think it is still available NEW. You might fing some pre-owned
ones though.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

1835. Krieg's Klassic Karts Auction Update 1

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <50p8ac$8tq@uwm.edu>
Source record: 80698
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.cbm

```
Welcome to my first Classic System Auction!

This auction contains carts for the following systems:
Atari 2600 80
Atari 5200 6
Atari 7800 3
Atari 8-bit 3
C64 6
Intellivision 3
Hardware 3
2600 docs 6

Minimum bid = .50

Minimum bid increments
.50 - 5.00 .50
5.00 & up 1.00

Shipping is extra (generally $2 - $5, hardware may be more).

Trades are also welcome. I collect anything Atari. Trades may cause some
items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

This auction will close September 20th, 1996.

2600 - Atari
------------
C Adventure (text label)
U Air-Sea Battle
C Asteroids (sealed box, but box is a bit squished and worn)
U Backgammon (text label)
R Basic Programming (text label)
C Basketball (text label)
U Battlezone
C Berzerk
U Brain Games (text label)
U Canyon Bomber (text label)
U Casino
C Circus Atari (text label, w/ docs)
C Combat (text label, free w/ order to 1st person who asks)
C Combat (text label, w/ box and docs)
C Defender
R Donkey Kong Junior
U Hangman
```

C Haunted House
U Maze Craze
U Moon Patrol
C Phoenix
U RealSports Baseball
U Sky Diver
U Space War
C Swordquest: Earthworld
U Video Pinball (upper case letters label)
U Warlords

2600 - Activision (most have some acti-plaque)

U Barnstorming (white background label)
U Chopper Command
U Chopper Command
R Decathalon
R Dolphin .50 helmuelt
U Dragster
U Freeway
U Freeway
U Ice Hockey
U Kaboom!
U Kaboom!
U Keystone Kapers
U Keystone Kapers
C Pitfall (nice!, very little acti-plaque, w/ docs)
C Pitfall
R Pitfall II: Lost Caverns (w/ box, no docs) .50 helmuelt
R Pressure Cooker (heavy acti-plaque)
U River Raid (nice!, very little acti-plaque)
U River Raid
U River Raid
R Robot Tank
R Robot Tank
R Seaquest .50 maverick
R Seaquest .50 maverick
R Sky Jinks
C Tennis .50 maverick
C Tennis (missing end label)

2600 - Coleco

R Front Line (w/ box, no docs) 1.00 jvmatthe
.50 helmuelt
U Mouse Trap

2600 - Data Age

C Journey Escape (missing end label)
C Journey Escape

2600 - Imagic

C Star Voyager
R Trick Shot

2600 - M Network

U Adventures of Tron .50 helmuelt
U Frogs and Flies (shrinkwrapped, mint in box) .50 maverick
C Space Attack

2600 - Parker Bros.

C Frogger
C Q*bert
U Reactor
R Spider-Man
C Star Wars: The Empire Strikes Back (missing end label)
C Star Wars: The Empire Strikes Back (bubbling label)

2600 - Sears

C Breakaway IV
ER Checkers 1.00 slapdash
.50 jvmatthe
U Outer Space (picture label) .50 jvmatthe
U Speedway II
U Speedway II (picture label) .50 jvmatthe
C Maze (picture label) .50 jvmatthe
C Target Fun
R Video Chess .50 jvmatthe

2600 - 20th Century Fox

R Mega Force .50 helmuelt

2600 - Vidtec/US Games

R Sneak'n Peek
U Word Zapper

2600 - paper goods (.25 minimum)

Frogger docs
Jungle Hunt docs
Yars' Revenge docs
Activision catalog AG-040-11 (1983)
Atari catalog CO16725-Rev. D (1981)
Atari catalog CO16725-Rev. E (1982)

5200 - Atari

C Centipede

C Defender
C Dig Dug
C Pac-Man

5200 - Parker Bros.

C Frogger (missing end label)

5200 - CBS

R Wizard of Wor 1.50 maverick
.50 jvmatthe

7800 - Atari

U Dark Chambers .50 maverick
R Donkey Kong Junior
C Pole Position II

Atari 8-bit

U K-star Patrol (CBS)
U Kids on Keys (Spinnaker)
ER Powerstar (Pandora, mint in box, trades only!)

C64

Delta Drawing (Spinnaker)
Fraction Fever (Spinnaker)
Linking Logic (Fisher-Price)
Logic Levels (Fisher-Price)
Memory Manor (Fisher-Price)
Mr. Cool (Sierra On-Line)

Intellivision - Sears

Astrosmash (w/ box, docs & overlays)
Poker and Blackjack (w/ box, docs & overlays)
Sea Battle (w/ box, docs & overlays)

Hardware

Avatex 1200 Baud Modem ($2 minimum bid)
Star Gemini Printer (w/ Atari 8-bit serial cable, desktop stand) ($5 min)
Wico Command Control Joystick .50 maverick
--
==========
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =

1836. Re: Krieg's Klassic Karts Auction Update 1

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: rbatina@infinet.com
Message-ID: <50p9ah$m32@news1.infinet.com>
Source record: 80699
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.cbm

Just a suggestion... maybe you should change the name of your auction.
Some people might get the wrong ideas...

K-rieg's
K-lassic
K-arts

KKK? hmph... just something I wouldn't do, I guess. No offense.

1837. 1489 SIO2PC Desgin Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <3230562C.FE8@anest4.anest.ufl.edu>
Source record: 80700

I have been looking into building the 1489 SIO2PC cable as described by Rick Michael Cortese, and I have a question. The 1489 is an RS232 - TTL level RECEIVER whereas the 1488 is a TLL - RS232 line DRIVER. Considering that the SIO bus deals with TTL levels (0 - 5V), wouldn't we really want to use the line DRIVER (to convert the 8-bit's TTL signals to RS232)?

Using only my limited knowledge of actual electronic hardware (hey, I'm a a software guy - what can I say?) it seems that Rick's design, which accepts the SIO signals as inputs to the 1489, will convert signals that are already TTL (the Atari's) back to TTL (the output of the 1489).

I'd appreciate it if anyone could shed some light on this.

-Michael Ellis

1838. Indus GT (was Re: new archive files 9/1/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <MjA1VA.w2A@csh-newsserver.csh.rit.edu>
Source record: 80701

In article <Pine.LNX.3.95.960904120715.21721B-100000@moose.erie.net> Dennis McGuire
<mcguired@moose.erie.net> writes:
>
> Synchromesh was a long-awaited utility which put the Indus GT
>drives into high speed transfer mode. It worked only with DOS XL. There
>is also a Synchromesh II which supports the optional 64K RAM buffer in
>the Indus. Nice utilities, but I was always disappointed that no one ever
>modified them so they'd work with SpartaDos. It would seem like a logical
>and simple thing to do. The SpartaDos X cartridge does recognize the
>Indus drive and will put it into high-speed mode, but the disk based
>versions of SpartaDos do not. Maybe the INDUS.SYS file in SpartaDos X
>could be patched to work with the disk based versions. Hmmmmm.....
>
>

Does anyone have more information on these drives? I acquired one within
the past year and I would like to know more about it. I read somewhere
that the drive was even supposed to allow you to run CP/M with the 64K
upgrade ?!?

Any information would be appreciated, and if you could cc it to my
email address, it would be appreciated (this news feed seems flaky at best)

Thanks,
Kurt Mosiejczuk

1839. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: darkknight@netvista.net
Message-ID: <50pjj3$169@Picasso.netvista.net>
Source record: 80702

Wow! He sure yells a lot......

Pardon me, but why does this newsgroup need to suffer through yet another round of this childish flame war?

I take no side in this matter except to say that I do feel that a certain retailer's prices are a bit high on previously owned equipment. :)

Thank you for you time.......

Sean (the sigless)

1840. Re: Unix files to ATR and/or XFD

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DxBKoD.IHL@cs.vu.nl>
Source record: 80703

karaiw@uni-paderborn.de (Evstratios Karaiwasoglou) writes:

> Hi

>I am looking for a utility that can insert unix files in an .XFD,.ATR or .DCM
>disk image file. I guess such a thing exists for MS-DOS so if anyone has
>the source I would appreciate it if she/he can send them to me.

> Thank you in advance

> Stratos

> PS. I came across unix2atr.c but it seems that the code is the same as
> in atr2unix.c which is the opposite of what I want.

Point your browser to:

http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/software.html

or ftp it directly from:

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/xfdtools.v0.1.tar.gz

Bye,
Ivo
--
Ivo van Poorten
ipoorten@cs.vu.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

1841. Re: Newbie question concerning cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960906133757.12145C-100000@ns1.ptd.net>
Source record: 80704

On 4 Sep 1996, Reinard R.J. van Loo wrote:

> Hi!
>
> Since I'm new to the machine (the 600XL) I a question concerning the cartidge port and the
> cartridges it accepts:
>
> The problem is that I want to get some game-cartridges for the 600XL, and buying new ones
> seems the way to go. My question is: Do games lately introduced for the re-introduced atari
> game-console run on the 600XL? This would make my search for games rather easy: just a visit
> to the next-door store would suffice then.

I believe most will run on the 600XL, some will require 64K though. They
can work on a 800XL for example. If there is a way to upgrade your
machine to 64K, then do it.

Eric Noss
a.k.a
Mr. Maddog

1842. FS:River Raid, WTB: lots.. se list

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: rvanloo@cs.utwente.nl
Message-ID: <50pq4a$bs8@pandora.cs.utwente.nl>
Source record: 80705

For sale: River Raid cartridge.

WTB: Following cartridges:
Lode Runner (RX8082)
Zaxxon (Sega 008-03)
Super zaxxon (sega 012-03)
Defender (CXL 4025)
Galaxian (CXL 4024)
Super Cobra (PB1140)
Night Mission Pinball
Fort apocalypse
Pharaohs curse
Pole Position (RX8034)
Choplifter (RX8096)

Make me an offer!

---Reinard

1843. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.960906103631.10921B-100000@pathogen.ecst.csuchico.edu>
Source record: 80706

On Fri, 6 Sep 1996 darkknight@netvista.net wrote:

> Wow! He sure yells a lot......
>
> Pardon me, but why does this newsgroup need to suffer through yet
> another round of this childish flame war?

Because thats what Terry Ortman does. He childishly rants and raves about how the world is out to get him; how everybody is slandering him; how everybody is stealing his name and business; how he is suing everybody.

The best thing you can do is ignore him. I've had to put up with him on the networks for years now.

> I take no side in this matter except to say that I do feel that a
> certain retailer's prices are a bit high on previously owned
> equipment. :)

You wouldn't believe what he thinks his stuff is worth. For about two years straight he was trying to sell a piece of Atari equipment for $250 that was worth about $50-$75 (based on what others were selling the same equipment for).

1844. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <50pm1q$174_002@jf.intel.com>
Source record: 80707

In article <19960906.023426.5079.2.starfleet1@juno.com>,
Terry Ortman <starfleet1@juno.com> wrote:
>
> I am not going to say this CRAP again!!!!

Well, that's certainly a relief.

It's in my "book of real true facts," right next to "Goldilocks and the
Three Bears," too.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Internet junk mailers should be aware that sending unsolicited commercial messages to recipients who have to pay for those messages is possibly a violation of various laws. Can you afford to be the junk mail test case?

1845. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DxBw28.FDL@iglou.com>
Source record: 80708

darkknight@netvista.net wrote:

: Pardon me, but why does this newsgroup need to suffer through yet
: another round of this childish flame war?

It doesn't. Ignore the guy.

: I take no side in this matter except to say that I do feel that a
: certain retailer's prices are a bit high on previously owned
: equipment. :)

They are. Toad has a 400 for half his $100 asking price. I saw a 400 go
for about $10 at the last MIST Atarifest in Indianapolis, and an
occasional 400 at a thrift shop for $5 including power supply. For what
he's got for sale, I can buy everything he's got there for about $100-150.
That's after taking into consideration all the prices I've seen of those
who are selling. Instead, he yells back at me saying the stuff was thrown
to him to be on consignment, and that his storage costs are around $1500.
Somewhere I think he's bullshitting us with something.

A good bullshitter can keep most of the real facts hidden for awhile.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1846. Re: Keyboard modificiatoins?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <50pslo$q0f@newsbf02.news.aol.com>
Source record: 80709

In article <50o644$vqb@kensie.dorsai.org>, Sapphire@innonyc.com (Janice in NYC) writes:

>I seem to recall years ago some company sold a keyboard modification
>kit that like replaced the mushy rubber domes with springs or
>something like that and improved the feel of the keybaord (I think it
>was for the ST,

Best Electronics had a kit that stiffened the keyboard of the 130 a bit, though not to the same extent as your clicky IBM-type keyboard. I installed it in mine, and it turned mush into something a little more tolerable (I was spoiled by the great feel of the original 800's keyboard, and my clone's Focus 2001!) The Transkey mod that someone mentioned would be a better choice for you, but I don't know who, if anyone, is still distributing it.

Anyone???

1847. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.960906102849.10921A-100000@pathogen.ecst.csuchico.edu>
Source record: 80710

On Fri, 6 Sep 1996, Terry Ortman wrote:

> THIS IS MY LAST PUBLIC POST about this harassment!!

Gee, I sure wish I could believe this, but we all know you'll be back,
ranting and raving as you have done for several years now.

I guess that's why on the Atari-based Carina net (where you first got your
reputation) the author of the networked BBS program wrote a filter so the
SysOps could prevent your messages from even showing up in their message
bases. Too bad the News reader program I use doesn't have that feature.
I'll have to contact the authors...

1848. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <50q59m$pjr@oolong.memphis.edu>
Source record: 80711

Well, your understanding of the law isn't exactly great. I'd advise
you to take it up directly with the people you have a problem with, as
a lot of us on comp.sys.atari.8bit are more interested in the Atari
8-bits than your mail problems.

Terry Ortman <starfleet1@juno.com> wrote:

> To all the readers of these newsgroups... I apologize for the MULTIPLE
>posting, but it is being brought to my attention that the following is
>happening in these newsgroups:

> Someone is FORGING my name and address to posts!! I am now receiving
>defamatory, slanderous, libelous, obscene, and harassing email!!!

> THIS ADDRESS IS A BUSINESS ADDRESS!! ANYTHING that is sent to this
>address that is NOT REQUESTED BY ME, will be turned over for harassment
>to the Postmaster, Root, Sysadm, and any other relative person that
>these posts come to!!

> Anyone who thinks the INTERNET is SECURE, needs to have a long talk with
>experienced people....

> Anyone at the SMTP level can FORGE ADDRESSES and POSTS!!

> Let's see, who at an SMTP level is DELIBERATELY OUT TO DESTROY ME???

> I dunno, maybe:

> Mike Shannon - Svector@svector.com, he is also the Postmaster and Root
>of his server...

> WIlliam BJ Nash - bjnash@pdsig.com, he is the postmaster and root at his
>server.....

> Or maybe even this clown:

>-------- Begin forwarded message ----------rom: David Schlosser
><webboy@rof.net>o: starfleet.software@juno.comubject: pussyate: Sun, 18
>Aug 1996 08:01:06 -0600essage-ID:
><v03007800ae3cd272e33c@[206.168.17.29]>
>You can't be giving up this easily. What kind of con artist are you?
>Didou enjoy the mailing lists?
>"There are no graceful ways for dealing with people who spit when
>theyalk" - Dogbert
>David Schlosserlenwood Post news/design editor
>webboy@rof.netttp://www.rof.net/wp/webboy/
>Glenwood Post Onlinelenpost@rof.netttp://www.glenwoodpost.com
> THERE IS NO REASON FOR ANYONE TO EVER SEND EMAIL TO ME!!!!

> My mail is set up to receive mailings from the suppliers who send their
>notices on the NET!!!!!

> If you want to ORDER, without writing anything out, then you CALL OUR
>BBS, 24 hours at (217) 423-7430, YOU LOG ON as a NEW USER, answer the
>questions, then you OPen the DOORS, choose ONLINE SHOPPING, and BROWSE
>or SEARCH the OVER 40,000 ITEMS ONLINE and PLACE YOUR ORDER ONLINE!!!
>That way, we have a hardcopy of the order, so do you. The credit card
>charges are sent to the processor the same night they are received, the
>checks by phone are made the same day and sent to the bank, etc..

> If you NEED MORE INFO, then you contact me either by Feedback, or read
>the descriptions in the catalog!!!

> If you MUST SEND EMAIL, then send it, but if all you can do is CALL me
>NAMES from LIES posted to the newsgroups, etc., by BJ NASH, Mike
>Shannon, Ron Feigen, Kris Danner, Joey MArton, or anyone else that has
>NO BUSINESS CONNECTION to US whatsoever, except Mike Shannon and Joey
>MArton are competitors, and BJ NASH is a CON MAN, THIEF, then DO NOT
>SEND US ANYTHING!!!

> There are TWO FEDERAL LAWS, they are as follows:

> The ECPA, which makes it ILLEGAL to post false information which causes
>a business to lose income, or post for financial gain....

> The TCPA,, which makes ANY Unsolicited Phone Call, Computer generated
>response, Fax, or other transmission over the phone line to a person who
>has not asked you to contact them, and you are TOLD DO NOT CONTACT
>ANYMORE, for every message you continue to send, it is an automatic,
>MINIMUM $15,000.00 FINE!!!!!

> When you are TOLD to NOT CONTACT AGAIN, you are MANDATED under this LAW,
>to add said name, address, etc., to your DO NOT CONTACT list, and make it
>company/organization wide, and must be kept and maintained
>indefinitely!!!

> I am not going to say this CRAP again!!!!

> NO ONE HAS THE RIGHT TO USE MY NAME< MY BUSINESS NAME, OR ANYTHING ELSE
>without my EX:PRESS WRITTEN PERMISSION!! ANYTHING I TYPE< under Federal
>Copyright Law, belongs to the author, and the ownership of said text
>holds all rights to any derivative, collected, etc., works. Violation
>of said Copyright, which is as follows:

> Quoting any of my messages without my express written permission,
>reprinting, modifying, or making a derivative work (by quoting, etc), is
>a violation of Copyright.

> Recent Copyright Law regarding the INTERNET and any other electronic
>message system, BBS, makes the minimum fine $250,000.00 for violating
>Copyright...

> For all the UNEDUCATED PEOPLE who have NEVER LEARNED ANYTHING IN SCHOOL,
>here is the COPYRIGHT LAW:

> Any work made after January 1, 1976:

> Copyright is SECURED UPON AUTHORSHIP and the first publication in any
>written, printed, mechanical, audio, or electronic form which can be
>read, heard, etc., by another person.

> Registration is NO LONGER needed to secure Copyright!

> Notice of Copyright, or Publication, is NOT REQUIRED, MANDATED, or OTHERWISE needed to be affixed to the original work.

> ONLY copyrights prior to January 1, 1976, MUST display a Copyright
>notice, be registered with the Copyright Office, etc..

> For the RECORD:

> My name is Terry Ortman. I served this country in the United States Air
>Force from July 1977 to MArch 1984!! I am an HONORABLY DISCHARGED
>AMERICAN VETERAN, with a Service connected Disability, and I have NEVER
>BEEN ARRESTED, CHARGED, or EVER CONVICTED IN ANY CRIME, nor have I ever had anything seized, etc., or charged with producing, distributing anything to do with Child Pornography!!

> PICK up a COPY of MARQUIS WHO's WHO IN THE MIDWEST!!!! I AM LISTED IN
>THERE, with all my military service, medals, etc., and this information
>is easily obtained from RELIABLE GOVERNMENT SOURCES!!

> ANYONE who continues to send me ANY EMAIL that calls me a THIEF, a CON
>MAN, a CHILD PORNOGRAPHER or anything else, will be reported to their
>Postmaster, Root, etc., and every step needed to track them down and
>prosecute them will be taken!!!!!

> IT IS ILLEGAL to HARASS BY PHONE, or allow your equipment to be used to
>HARASS BY PHONE!!! The SERVER of the people posting this CRAP is
>allowing their equipment to be used to HARASS ME BY PHONE!!!!!

> AGAIN, these LIARS will NOT SEND ME EMAIL, doing so will identify them
>to their server and get their access CUT!!

> They will not call MY BBS, because CALLER ID will identify them, and
>they will be prosecuted!!!!!

> It has been over 6 MONTHS since this CRAP STARTED!! To this DATE I have
>received NO COMPLAINT from any Better Business Bureau, Postal Inspector,
>Attorney General, etc.. Why? Because you have to provide them with
>PROOF OF the ORDER, PROOF of anything at all!!!!!!

> ONCE AGAIN, I do NOT HAVE INTERNET ACCESS!! I use INTERNET MAIL
>ONLY!!!!!

> If anyone POSTS ANY DEFAMATORY SLANDEROUS< LIBELOUS MESSAGE AGAINST ME,
>this is NOT PROTECTED UNDER the First Amendment, and is a CRIMINAL
>OFFENSE!! Either send the message complete with headers to me, or
>Forward it to the Postmaster of the originating system, the root of the
>originating system, etc..

> NONE of these so-called LIARS has ever sent me proof, contacted me, or
>anything else!!

> Anything they post to a newsgroup is HEARSAY!!

> MY ADS have my NAME, address, and BBS phone number!!!

> Let's see how do I contact these people??? Do they provide you with
>their name address, phone number, etc., and how to contact them???

> NO, because doing so will have the police breaking down their door to
>arrest them!!!!!

> If I had INTERNET ACCESS do you think if I saw these LIES being posted I
>would NOT REPLY TO THEM?????

> I HAVE NEVER POSTED ANY MESSAGE TO ANYWHERE saying that I have ripped
>somebody off!!

> MIKE SHANNON, BJ NASH, etc., who own their own SMTP site and can FORGE
>addresses, ask anyone who's been bombarded with MAILING LIST SPAMS or
>your Postmaster how easy it is to FORGE EMAIL and any other Message on
>the Newsgroups, are the only ones posting these LIES!!!!

> I am guessing they are fabricating all these posts of these so-called
>people that say they were ripped off by me...

> BUT, I am not the ONLY person named Terry Ortman, I have personally seen
>shut down over 17 other places USING MY REGISTERED BUSINESS NAME!!!!

> They are NOW forging EMAIL from me to other people.....

> Look at the ABove example, how to identify FORGED MESSAGES!!

> Return Address: Starfleet.Software@juno.com

> But the originating message is from Serv1.rof.net????

> LOOK at the HEADER on this POST, it is from JUNO, not rof.net!!!!!!

> They can FORGE the ADDRESS but the originating system that sends the
>message also MARKS the message and identifies it with a unique
>number....

> I ONLY POST ADS TO THE NEWSGROUPS!!! I will accept one message form an
>inquirer....

> But NOT anything calling me names, or anything else!!!!!

> ORDERING INSTRUCTIONS are in the ads!! You want o pay by credit card,
>you will CALL the BBS, so the software can verify the number is valid,
>get your electronic signature, etc., and the order is processed that
>very day!!!!

> You REFUSE to call the BBS, then you MUST SEND the ORDER through the
>MAIL, if we do not have SIGNATURE, we will not process the order!!!!!

> MY BBS and the Ordering door is SECURE!! The Internet is NOT
>SECURE!!!!!

> THIS IS MY LAST PUBLIC POST about this harassment!! DO NOT SEND ME ANY
>MAIL unless you are a CUSTOMER or need MORE INFO ONLY!!!!!!

> Gee, I wish I had Internet Access so I could personally reply to every
>post and call the poster all kinds of nice names....

> But unlike these CON MEN, I have a LIFE, I own my own company, I WORK
>for a LIVING!!!!!

1849. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <3230A443.1A78@interport.net>
Source record: 80712

Terry Ortman wrote:
> [major league snip]

Erf.
Is he for real?

--

Glenn B. (Spud)
"`!`!`!

1850. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <3230D074.3B31@pacbell.net>
Source record: 80713

I am relatively new to newsgroups, but I felt the following response
was in order.

What I have seen here in regards to the message I'm replying to has
really perplexed me.

What I have seen is that the said dealer claims that he is being wronged
and is an honest businessman. I have not seen a single posting by any-
one, let alone seen any postings from satisfied customers.

In counter, I have seen numerous postings in how he has failed to produce,
or failed to follow through with orders and has likewise responded in a
negative and actually illegal fashion.

Furthur, it is obvious that his prices are rediculous in nature; obvious
to anyone reading the other postings here.

Under these circumstances and in light of his posting (to which this is a
reply to) I have the following conclusion:

Said person needs to get a life and cease and desist this rediculous waste
of everyones time - no one in thier right mind is going to purchase from
him - so he shouldn't waste his time advertising here.

Furthermore - failure to produce and / or follow through with any type of
contract to purchase is very illegal as is advertising without intent to
follow through or with the intent to fraud.

Thank you for lending your ear.

1851. WTB Action! and Action! Toolkit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <50q8ed$ogu@useneta1.news.prodigy.com>
Source record: 80714

You can still by the Action Cart and toolkits new at B&C Computervisions.

408-986-9960.

1852. XE System Faults

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: 101755.2443@compuserve.com
Message-ID: <50qb0e$jrd@dub-news-svc-5.compuserve.com>
Source record: 80715

[No readable article body recovered]

1853. XE System Faults

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: 101755.2443@compuserve.com
Message-ID: <50qb4n$jrd@dub-news-svc-5.compuserve.com>
Source record: 80716

The XE fault can occur if the keyboard contains a fault ?. Try booting up with the keyboard disconnected.

Regards
Derek Fern
Micro Discount U.K

1854. 8 bit hardware FS, cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: Possum <fnjlh1@aurora.alaska.edu>
Message-ID: <Pine.OSF.3.91.960906123253.25892F-100000@aurora.alaska.edu>
Source record: 80717

I have a 130 XE, an 800 XL and a 1050 disk drive, and an Apeface serial to parallel box, all that need to be out of my wife's sight. Please give these babies a good home.

All or part for shipping plus $10. Reply via email, thanks.

j harris
fnjlh1@aurora.alaska.edu

1855. Norton Space Cadet (was Re: WARNING!! READ THIS IMMEDIATELY!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <50pvs7$16k_001@jf.intel.com>
Source record: 80718

In article <DxBw28.FDL@iglou.com>,
rsg0910@iglou.com (Robert Goodwin) wrote:
>... he yells ... the stuff was thrown to him ... on consignment, and that
>his storage costs are around $1500.

Assuming that's true, the logical conclusion is that he's an idiot. Paying
$1500 storage on something with a market value about one-tenth of the
storage charges demonstrates extreme governmental fiscal tendencies; IOW,
terminal stupidity. Hell, he could /give/ it to any church in the country,
get a signed receipt, and write it off as a charitable donation (full
original retail - the IRS is clueless on the resale value of computers).

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Internet junk mailers should be aware that sending unsolicited commercial messages to recipients who have to pay for those messages is possibly a violation of various laws. Can you afford to be the junk mail test case?

1856. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: brownde@cs.unc.edu
Message-ID: <50q9ic$1ok@eeyore.cs.unc.edu>
Source record: 80719

In article <01bb93e2$55c3ae00$LocalHost@gigabyte>,
Matthias Luedtke <Matthias_Luedtke@public.uni-hamburg.de> wrote:
>Bruce Willard <bwillard@mindspring.com> schrieb im Beitrag
><bwillard.372.000E1507@mindspring.com>...
>> After having tried it on a 130XE and 800, it never occurred to me to try
>> something like a 65XE. After seeing some of these messages yesterday, I
>> tried it. It worked. I've never heard of something that'll work on a 65XE
>> but not on a 130XE before.
>I remember that i had to modify Bounty Bob for use with my upgraded 800XL
>(512K) it had something to do
>with bank selecting (change in $d301) after that it also runs on the 130XE
>of my friend who had also problems
>to run Bounty Bob.

Hate to butt in.... but...
Are you talking about a disk copy or the cartridge?
Just wondering, since my cartridge BBSB works fine on the 130XE.

--
Dennis Brown YET ANOTHER NEW E-MAIL ADDRESS: brownde@cs.unc.edu
Visit the Classic Home Games Museum at http://www.cs.unc.edu/~brownde/museum
Current collection: 582 games (567 carts, 14 CDs, and 1 tape) for 25 systems

1857. Re: atari 8-bit rarity list ?? for carts.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: Ron Pothier <falken@cyberg8t.com>
Message-ID: <32307677.1217@cyberg8t.com>
Source record: 80720

Kirk Prodzinski wrote:
>
> Anyone seen a rarity list for atari 8-bit carts ??
>
> Thanks
> KP

They are ALL getting rare now that Atari Corp is no longer in existence. Watch the Classics like Galaxian and Defender go way up in value in the coming years. I intend to keep my collection now. If you can get your hands on some of the originals like I have, you will be making a good investment for later.

1858. Re: atari 8-bit rarity list ?? for carts.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-06 00:00:00 UTC
From: Ron Pothier <falken@cyberg8t.com>
Message-ID: <32307730.52BC@cyberg8t.com>
Source record: 80721

Kirk Prodzinski wrote:
>
> Anyone seen a rarity list for atari 8-bit carts ??
>
> Thanks
> KP

They are ALL getting rare now that Atari Corp is no longer in existence. Watch the Classics like Galaxian and Defender go up in value in the coming years. I intend to keep my collection now. If you can get your hands on some of the originals like I have, you will be making a good investment for later.

1859. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <50qmg8$smj@agate.berkeley.edu>
Source record: 80722

I just love that guy. Whenever Dogbert says "people are really dumb",
I just have to think of Mr. Ortman.

1860. Atari 65XE (sale)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: sunlord@zot.io.org
Message-ID: <50qttq$5nk@zot.io.org>
Source record: 80723

Hello!

Last week I finally found my old Atari 65XE that I have been looking for. It is in perfect condition, standard 64k RAM. Power supply and an SIO cable. Manual is also in perfect condition. The original box is also there and in one piece (although the BOX does look old). If anyone is interested please e-mail me with a reasonable price.

Thanks allot.

David Bennett

1861. Omnicom baud speed and file transfer, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <50r4re$jtm@kirin.wwa.com>
Source record: 80724

I have been trying to use Omnicom with my recently acquired 800xl,Percom,810,SX212. I can't change the baud to 1200. Everytime I try to change the "Parameters" I can't get past "Backround Color in hex?" The thing kinda seems to lock up. Also, I am having trouble downloading a file from a Unix server. I use the command:

get filename.com and the server says that it transfered it but I don't know how to tell the Atari to receive it.

Are most the files on the "Archives" for emulated or real Ataris?

Any help would be greatly appreciated.

Eric Cron
ericcron@wwa.com
"My other computer is an Atari."

1862. Re: Keyboard modificiatoins?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <50rfpi$pfc@kensie.dorsai.org>
Source record: 80725

asharkis@aol.com (ASharkis) wrote:

>Best Electronics had a kit that stiffened the keyboard of the 130 a bit,
>though not to the same extent as your clicky IBM-type keyboard. I
>installed it in mine, and it turned mush into something a little more
>tolerable (I was spoiled by the great feel of the original 800's keyboard,

Which one? As I recall, Atari used 2 different keyboards during tthe
production run of the Atari 800.......(I think one of them had totally
flat keytops, and the other had slightly concave keytops. I had the
800 with the concave keytops....the feel was better than the 130's but
nowhere near the feel of a Focus keyboard.)

>and my clone's Focus 2001!) The Transkey mod that someone mentioned would
>be a better choice for you, but I don't know who, if anyone, is still
>distributing it.

What I ended up doing was taking apart an old Epson electronic
typewriter I no longer used and using the rubber domes from that in
the 130XE keyboard, but I had to trim some rubber off the domes cos
the Epson ones were a little taller than the ATari ones. The feel is
much better....the Epson domes offer stiff resistace at first, but
when you push it down to a certain point, it collapses down (like a
Keytronic PC keyboard) and makes the connection.

But my inverse video key on the 130xe doesn't work.....does anybody
know where I can get a replacement mylar sheet for it (I'd prefer to
buy that separately if possible insteda of getting an entirely new
keyboard)?

1863. Re: xl-it Atari emulator for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: John Thornburgh <72337.2672@compuserve.com>
Message-ID: <3231CD34.B22@compuserve.com>
Source record: 80726

Dr Grieve wrote:
> > Has anyone been able to download the 'xl-it' atari emulator from the
> > the following url?
> > www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
> > I have tried several times with a couple different browsers and have been
> > unable to access this page. If you have the emulator, and you feel it is a
> > good one, please either send me a copy via email or let me know if there is
> > an alternative site where this program is available. Thanks in advance.
> > Tom
>

That page crashes my Netscape 2.02 too. But you can access it if you turn off autoload inline images. Unfortunately, it will still crash Netscape if you try to download the software. However, it lists 3 mirrors, which work fine. John

1864. Krieg's Klassic Karts Auction Update 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <50rur0$oh8@earth.alpha.net>
Source record: 80727
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit,comp.sys.cbm,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

```
Welcome to my first Classic System Auction!

This auction contains carts for the following systems:
Atari 2600 80
Atari 5200 6
Atari 7800 3
Atari 8-bit 3
C64 6
Intellivision 3
Hardware 3
2600 docs 6

Minimum bid = .50

Minimum bid increments
.50 - 5.00 .50
5.00 & up 1.00

Shipping is extra (generally $2 - $5, hardware may be more).

Trades are also welcome. I collect anything Atari. Trades may cause some
items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

This auction will close September 20th, 1996.

2600 - Atari
------------
C Adventure (text label)
U Air-Sea Battle
C Asteroids (sealed box, but box is a bit squished and worn)
U Backgammon (text label)
R Basic Programming (text label)
C Basketball (text label)
U Battlezone
C Berzerk
U Brain Games (text label) .50 helmuelt
U Canyon Bomber (text label)
U Casino
C Circus Atari (text label, w/ docs)
C Combat (text label, free w/ order to 1st person who asks)
C Combat (text label, w/ box and docs)
C Defender
R Donkey Kong Junior
```

U Hangman
C Haunted House
U Maze Craze
U Moon Patrol
C Phoenix
U RealSports Baseball
U Sky Diver
U Space War
C Swordquest: Earthworld
U Video Pinball (upper case letters label)
U Warlords

2600 - Activision (most have some acti-plaque)

U Barnstorming (white background label)
U Chopper Command
U Chopper Command
R Decathalon
R Dolphin .50 helmuelt
U Dragster
U Freeway
U Freeway
U Ice Hockey
U Kaboom!
U Kaboom!
U Keystone Kapers
U Keystone Kapers
C Pitfall (nice!, very little acti-plaque, w/ docs)
C Pitfall
R Pitfall II: Lost Caverns (w/ box, no docs) .50 helmuelt
R Pressure Cooker (heavy acti-plaque) .50 helmuelt
U River Raid (nice!, very little acti-plaque)
U River Raid
U River Raid
R Robot Tank
R Robot Tank
R Seaquest .50 maverick
R Seaquest .50 maverick
R Sky Jinks
C Tennis .50 maverick
C Tennis (missing end label)

2600 - Coleco

R Front Line (w/ box, no docs) 1.50 helmuelt
1.00 jvmatthe
U Mouse Trap

2600 - Data Age

C Journey Escape (missing end label)

C Journey Escape

2600 - Imagic

C Star Voyager
R Trick Shot .50 helmuelt

2600 - M Network

U Adventures of Tron .50 helmuelt
U Frogs and Flies (shrinkwrapped, mint in box) .50 maverick
C Space Attack

2600 - Parker Bros.

C Frogger
C Q*bert
U Reactor
R Spider-Man
C Star Wars: The Empire Strikes Back (missing end label)
C Star Wars: The Empire Strikes Back (bubbling label)

2600 - Sears

C Breakaway IV
ER Checkers 1.00 slapdash
.50 jvmatthe
U Outer Space (picture label) .50 jvmatthe
U Speedway II
U Speedway II (picture label) .50 jvmatthe
C Maze (picture label) .50 jvmatthe
C Target Fun
R Video Chess .50 jvmatthe

2600 - 20th Century Fox

R Mega Force .50 helmuelt

2600 - Vidtec/US Games

R Sneak'n Peek
U Word Zapper

2600 - paper goods (.25 minimum)

Frogger docs .25 martino
Jungle Hunt docs .25 martino
Yars' Revenge docs .25 martino
Activision catalog AG-040-11 (1983) .25 martino
Atari catalog CO16725-Rev. D (1981) .25 martino
Atari catalog CO16725-Rev. E (1982) .25 martino

5200 - Atari

C Centipede
C Defender
C Dig Dug
C Pac-Man

5200 - Parker Bros.

C Frogger (missing end label)

5200 - CBS

R Wizard of Wor 1.50 maverick
.50 jvmatthe

7800 - Atari

U Dark Chambers .50 maverick
R Donkey Kong Junior
C Pole Position II

Atari 8-bit

U K-star Patrol (CBS) 2.00 cmoore
U Kids on Keys (Spinnaker)
ER Powerstar (Pandora, mint in box, trades only!)

C64

Delta Drawing (Spinnaker)
Fraction Fever (Spinnaker)
Linking Logic (Fisher-Price)
Logic Levels (Fisher-Price)
Memory Manor (Fisher-Price)
Mr. Cool (Sierra On-Line) .50 helmuelt

Intellivision - Sears

Astrosmash (w/ box, docs & overlays)
Poker and Blackjack (w/ box, docs & overlays)
Sea Battle (w/ box, docs & overlays)

Hardware

Avatex 1200 Baud Modem ($2 minimum bid)
Star Gemini Printer (w/ dust cover, Digital Devices
printer interface (to Atari
8-bits) and desktop stand) ($5 minimum bid)
Wico Command Control Joystick .50 maverick
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =

```
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
```

1865. Re: Omnicom baud speed and file transfer, HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DxD6pn.Ktz@iglou.com>
Source record: 80728

In article <50r4re$jtm@kirin.wwa.com>, Eric Cron wrote:
>I have been trying to use Omnicom with my recently acquired
>800xl,Percom,810,SX212. I can't change the baud to 1200. Everytime I
>try to change the "Parameters" I can't get past "Backround Color in
>hex?" The thing kinda seems to lock up. Also, I am having trouble
>downloading a file from a Unix server. I use the command:
>
Maybe your copy of Omnicom has been corrupted. If you press Return at the
"Background color in hex" prompt, it should go on to the next question,
"Character color in hex".

>get filename.com and the server says that it transfered it but I don't
>know how to tell the Atari to receive it.
>
If you are using ftp on a shell account, the "get" command transfers a
file to your directory on the Unix server. You have to download it to
your computer using Xmodem (sx filename) or Kermit. I haven't tried
Kermit between Omnicom and a Unix server, but I think you would type
"server" at the C-Kermit> prompt, then go to the Omnicom File-Xfer menu
and press (R)eceive.

>Are most the files on the "Archives" for emulated or real Ataris?
>
Most of the files at umich.edu are for real Ataris. Other archives may be
mostly for emulators.

>Any help would be greatly appreciated.
>
>Eric Cron
>ericcron@wwa.com
>"My other computer is an Atari."
>

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

1866. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.381.00330ED9@mindspring.com>
Source record: 80729

In article <50q9ic$1ok@eeyore.cs.unc.edu> brownde@cs.unc.edu (Dennis Brown) writes:
>From: brownde@cs.unc.edu (Dennis Brown)
>Subject: Re: Bounty Bob: Question
>Date: 6 Sep 1996 18:45:32 -0400

>In article <01bb93e2$55c3ae00$LocalHost@gigabyte>,
>Matthias Luedtke <Matthias_Luedtke@public.uni-hamburg.de> wrote:
>>Bruce Willard <bwillard@mindspring.com> schrieb im Beitrag
>><bwillard.372.000E1507@mindspring.com>...
>>> After having tried it on a 130XE and 800, it never occurred to me to try
>>> something like a 65XE. After seeing some of these messages yesterday, I
>>> tried it. It worked. I've never heard of something that'll work on a 65XE
>>> but not on a 130XE before.
>>I remember that i had to modify Bounty Bob for use with my upgraded 800XL
>>(512K) it had something to do
>>with bank selecting (change in $d301) after that it also runs on the 130XE
>>of my friend who had also problems
>>to run Bounty Bob.

>Hate to butt in.... but...
>Are you talking about a disk copy or the cartridge?
>Just wondering, since my cartridge BBSB works fine on the 130XE.
>

This particular message is getting spaghetti-like, but for my portion
of it, I was talking about the disk version from Yogi's FTP site. If
your cartridge works good on your 130XE, you're very lucky. Because
of the way the cartridge hangs from the back of the computer, BBSB
has a tendency to lock up a 130XE. I originally bought BBSB for about
$50 when it was released, but at the time all I had was a 130XE. I
would play it for about 2-3 levels and it would lock up or go
berserk. I returned it several times but eventually gave up and got
my money back.

By the way, the disk version works on my 1200XL too. Weird.
Bruce Willard bwillard@mindspring.com

1867. Re: WARNING!! READ THIS IMMEDIATELY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <50sf57$9cj@nntp.crl.com>
Source record: 80730

In article <Pine.HPP.3.95.960906103631.10921B-100000@pathogen.ecst.csuchico.edu>, Barry Gordon wrote:

: On Fri, 6 Sep 1996 darkknight@netvista.net wrote:

: > Wow! He sure yells a lot......
: >
: > Pardon me, but why does this newsgroup need to suffer through yet
: > another round of this childish flame war?

: Because thats what Terry Ortman does. He childishly rants and raves about
: how the world is out to get him; how everybody is slandering him; how
: everybody is stealing his name and business; how he is suing everybody.

: The best thing you can do is ignore him. I've had to put up with him on
: the networks for years now.

Try killfiling him. Kill files are Good Things which allow you to not see articles generated by certain people or articles in a thread with a certain name. If you've seen someone use the term "plonk" before, that's the sound of someone being killfiled. If you have a good killfile, it's possible to filter out a large percentage of spams, 1-900 ads, and MMF schemes, as well as people who make lots of noise.

-Kyle R. Hofmann

1868. Re: FS:River Raid, WTB: lots.. se list

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960907160954.26265H-100000@ns1.ptd.net>
Source record: 80731

On 6 Sep 1996, Reinard R.J. van Loo wrote:

> For sale: River Raid cartridge.
>
> WTB: Following cartridges:
[snip]
> Defender (CXL 4025)

I have a Defender cart I'm willing to give up. How much did you want for
River Raid or can we do a trade?

Eric Noss
a.k.a
Mr. Maddog

1869. Hard Drive Options For 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: bmg95960@pegasus.cc.ucf.edu
Message-ID: <50sov1$15b@news.cc.ucf.edu>
Source record: 80732

Hello,

I was wondering what my options were for adding a hard drive to my Atari 800XL. I am newbie with the Atari scene so I could use some assistance in deciding what to do. Where can I get a good interface and how much will it cost. I have inherited a 105 MB IDE drive and am considering using it.

Thanks,

Brian

1870. Re: Keyboard modificiatoins?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <50sof0$st4@newsbf02.news.aol.com>
Source record: 80733

In article <50rfpi$pfc@kensie.dorsai.org>, Sapphire@innonyc.com (Janice in NYC) writes:

>But my inverse video key on the 130xe doesn't work.....does anybody
>know where I can get a replacement mylar sheet for it (I'd prefer to
>buy that separately if possible insteda of getting an entirely new
>keyboard)?

If it's only that one key, I'd look at the traces to that one contact carefully. If any of the metallic paint looks worn, go to an electronics supply outfit, get a bottle of Nickel Print, shake it very well, and paint over the suspect trace with a fine brush. Let it dry thoroughly, and then reassemble the keyboard. Best Electronics still sells the mylars, but there are at least two different types. Check with them before ordering.

I agree that the the 800's keyboard is somewhat short of the Focus, but compared to a 130XE, it's heaven. I know that some 1200XL owners will start a response thread to this, but just remember that keyboard feel is a matter of individual preference.

1871. FS: Atari 800XL and 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-07 00:00:00 UTC
From: crs@rmci.net
Message-ID: <3231beb1.621256@news.rmci.net>
Source record: 80734

Atari 800XL and power supply $18 + 5 shipping

1050 Disk drive, Power supply, SIO cable $20 +5 shipping

both are working fine and in good condition.

thanks!
crs@rmci.net

1872. 20meg MFM hard drives only $12 each!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: griggle@adgrafix.com
Message-ID: <50ta0t$sqi@news6.erols.com>
Source record: 80735

I have 20meg MFM hard drives for $12 each and 40meg MFM hard drives for only $16 each. All prices include shipping. If interested contact me at blues@erols.com.

1873. Re: Norton Space Cadet (was Re: WARNING!! READ THIS IMMEDIATELY!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <50tbs7$3r3@madeline.INS.CWRU.Edu>
Source record: 80736

(Re: Mr. Ortman)
The thread went he's (Mr. O) a idiot for paying $1500 storage
fees. I suspect not. I suspect some poor slob is out
all the A8 stuff, gave 'on consignment' several years ago
and if he wants it back, Mr. O wants $1500 for storage.
Thus the person who gave the stuff 'on consignment' can
either kiss it goodbye or let Mr. O continue to try to sell
it. I'm POSITIVE Mr. O hasn't paid a nickle for storage.

1874. Re: Norton Space Cadet (was Re: WARNING!! READ THIS IMMEDIATELY!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <50tc1s$508@madeline.INS.CWRU.Edu>
Source record: 80737

(Following up on my previous opinion about Mr. O's $1500 'storage'
fees. This is a crime called 'conversion' in my state.

1875. Re: Unix files to ATR and/or XFD

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: crow@coos.dartmouth.edu
Message-ID: <50tahi$r9c@dartvax.dartmouth.edu>
Source record: 80738

karaiw@uni-paderborn.de (Evstratios Karaiwasoglou) writes:

>I am looking for a utility that can insert unix files in an .XFD,.ATR or .DCM
>disk image file. I guess such a thing exists for MS-DOS so if anyone has
>the source I would appreciate it if she/he can send them to me.

> PS. I came across unix2atr.c but it seems that the code is the same as
> in atr2unix.c which is the opposite of what I want.

unix2atr.c is a separate program, but the site you looked at may be
messed up. Unfortunately, there are some bugs in the program (well,
unimplemented details, really): The free sector bitmap isn't created,
and the boot sectors aren't generated.

So if you create a disk image with unix2atr, you'll need to create a
blank formatted disk image and copy everything over, or at least be
very careful not to write to the disk image.

You can find the latest source for unix2atr at:

http://www.cs.dartmouth.edu/~crow/atari/

I probably won't do any more work on the program other than manage
updates provided by others.

--PC
--
"Everything is permissible"--but not everything is beneficial.
"Everything is permissible"--but not everything is constructive.
--I Corinthians 10:23

1876. Re: Norton Space Cadet (was Re: WARNING!! READ THIS IMMEDIATELY!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DxE94H.Fx5@iglou.com>
Source record: 80739

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (Following up on my previous opinion about Mr. O's $1500 'storage'
: fees. This is a crime called 'conversion' in my state.

Is he *STILL* quoting that damned $1500 fee? I would have thought by now he would have upped it after a bit of time. Guess not. Where in heck does he even get that price? If I'm figuring right, someone would be paying around $3,000 for stuff that's worth about 5% of that. He's gone on before about consignment and so on. Once I even got helpful and suggested some places to sell them, like hamfests, fleamarkets, and that sort of thing. Then he goes right off on me.

Tell me, what must one do to be charged with the conversion crime?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1877. Looking for ftp's/url's disk images

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: dnathan@shore.net
Message-ID: <50tpo9$m7l@northshore.shore.net>
Source record: 80740

Hiya,
I just downloaded xlit! and so now i'm looking for cool sites for images.
I know yogi's site is great and huge. Are there any others? BTW, only
about 50% of the stuff i've d/l'd from yogi's site actually runs for me.
Bad luck? I guess so.
Specifically, I'm looking for game images. Any help is greatly
appreciated.

dnathan@shore.net

1878. Re: Norton Space Cadet (was Re: WARNING!! READ THIS IMMEDIATELY!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DxEJFu.4J5@iglou.com>
Source record: 80741

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: The thread went he's (Mr. O) a idiot for paying $1500 storage
: fees. I suspect not. I suspect some poor slob is out
: all the A8 stuff, gave 'on consignment' several years ago
: and if he wants it back, Mr. O wants $1500 for storage.
: Thus the person who gave the stuff 'on consignment' can
: either kiss it goodbye or let Mr. O continue to try to sell
: it. I'm POSITIVE Mr. O hasn't paid a nickle for storage.

I'd like to see what he says on this. This 'several years ago' thing kinda corresponds to a little math I did... He said some time ago his storage fees were $25 a month. Divide that by $1500. You get 60. 5 years.

So, that means he wants us to pay him for the storage fees, plus his asking prices for the A8 hardware. My real question is if most of that stuff still works, after going through all those temperature changes through the seasons and years. I also have some A8 stuff that still works, even after years of being used, like most of us.

If the guy wants his stuff back from Ortman, then one of two things will happen. Ortman will put up such a fuss about storage fees and so on, that he'll have to pay O them. Or, O will just hand it to him. Personally, from all the messages I've seen, O will fuss, and *FUSS* he will!

In all, I don't think he even has them with him, much less has had them on consignment or anything. Ortman, if you're reading this, prove it to us. Don't rant and rave. *PROOOVE IT!*

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1879. Pokey Version 0.61 released! Now with new Sound Support!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: mhill@one.net
Message-ID: <32327b97.8117480@news.one.net>
Source record: 80742
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

Everyone,

Pokey version 0.61 has been released and is up on my web page below.

Whats been added since version 0.60?

More games run. Ripoff (Analog Magazine) now runs!

Better 5200 joystick support.

And the main feature that was just added was Sound support when using the Pokey printer port sound card. This is a card you can build for about $18-$25 US dollars (or less) that puts the Pokey sound chip used in your Atari 800 on a small cicuit board with a few other chips. It bascially gives you 100 percent accurate sound emulation of a real Atari 8-bit.

It has some major pluses. Some of the obvious being that the sound is dead nuts on the original. The emulation is very easy to code, there is very little CPU overhead involved. You can plug the output of the Pokey card right into your Sound Cards Line in.

The Pokey web page contains the latest version of the Pokey emulator and an archive with a schematic for the Pokey printer card, part listings, test program, and programming documentation for other emulator authors to include in their emulators. I have been in touch with other 8-bit Atari emulator authors and almost all seem very interested in supporting the pokey sound card.

I also have plans to possibly build an internal PC card version that wont waste your printer slot and will work better with a slower PC. If you are electronics shy, or would rather have a PC card version, drop me an email letting me know, and how much you would be willing to pay for a real etched (no wires) PC board version. If there is enough support I will have some made and send out tested Pokey sound cards. I plan on releasing info for this version to developers also.

So grab the latest copy of Pokey off my page (its free and will always be free!). While your there check out the Pokey Sound Card stuff two. Download those schematics and build yourself a card! Im having a ball playing Mule and Archon with actual Atari sound!

Mike Hill
mhill@one.net
http://w3.one.net/~mhill/pokey/pokey.html

1880. Atari 8 bit sound expansion

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: 101755.2443@compuserve.com
Message-ID: <50u6l7$fk5@hil-news-svc-6.compuserve.com>
Source record: 80743

Help Required ?
Can anyone help with my project to interface a PC sound blaster card to my 8 bit.
At the moment I can use via a midi interface the Midi Blaster sound unit, this gives
me true 16 bit Stereo replay of all my midi samples through my external amplifier.
But the system is expensive, interface cost £40 and the midi blaster cost £130.
If the equipment can be reduced to a more reasonable cost may be we can all
get better quality sound from our 8 bit machines.
(1). Has anyone tried to produce a interface to use a PC sound card.
(2). Can it be done, are all the signal available.
(3). If it can be done, how about software. If sound blaster can be controlled via
the SIO line can existing Midi Software be used to address the card.
(4). Can you access wave table modules ?
The range of applications is great, imagine some of our great 8 bit games with enhanced
16 bit stereo sound.

So come on 8 bitters let me have your comments and any technical help with regards
to signal lines PC or 8 bit. In fact any information would help with the development of
this
project.

Regards
Derek Fern

1881. Re: using ATRs with real Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960908044123140155@mutl-d22.bctel.net>
Source record: 80744

John Thornburgh <72337.2672@CompuServe.COM> wrote:

> Can someone help me with how to use ATR files on a real Atari?
> I've surfed the Web for a couple of hours and can't find an
> explanation, other than to use the PC as a hard disk with APE.
>
> Is there a way to do it with just the Atari -- e.g., after
> copying the file onto a floppy and putting it into an Atari
> drive?
>
> thank you! John

I was having the exact same problem.. There is no DIRECT way to use ATR on a real 8-bit, however, there is now a Windows 95 program (IMAGIC '95) that allows you to convert between ATR<->DCM<->XFD<->SCP and it works great! Just drag an ATR over to a DCM and its useable on the real comp... I know, I wish that extra step wasnt involved (especially on another platform!) But its the only way that I know of right now..

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

1882. Atari Banner

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <3232F2C8.1038@cdsnet.net>
Source record: 80745

I have one of the ATARI silk type banners

The size is about 56 wide by 30 high, in the full
color, and it is from the Warner communications.

Alittle dusty but in good shape!! My wife bought
it for my birthday back in 86. $00.00 make offers

Hi-Res Issue #1 Premiere, complete but well worn $00.00 make offers

omnimon and omniview XL with Ramrod XL $25.00

RamBo XL with 256k ram and doc's $25.00

Prices DO NOT include Shipping, I use Priority mail
most Items are $3.00 for 3 days.

Mike LaRue
830 W 2nd Street
Medford, Or 97501

541-772-7830

1883. WTB: Dead 1050's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: cdyson@sog.com
Message-ID: <32333f6b.966729@news.redshift.com>
Source record: 80746

Anyone have any DEAD 1050 drives they want to part with?
I really just need the mechanisms but will take complete
units. Let me know what you have and we'll work out a
price.

Thanks.

Reply via e-mail.

cdyson@sog.com

1884. SOUND UP-GRADE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: 101755.2443@compuserve.com
Message-ID: <50veoo$c6j@dub-news-svc-5.compuserve.com>
Source record: 80747

CAN ANY ONE HELP ME WITH THE CONSTRUCTION OF A INTERFACE I CAN
USE TO ATTACH A PC TYPE SOUND CARD TO THE 8 BIT ?

ANY TECHNICAL WOULD BE VERY HELPFULL

REGARDS

DEREK FERN
MICRO DISCOUNT UK

1885. Re: Norton Space Cadet (was Re: WARNING!! READ THIS IMMEDIATELY!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <50vgo3$mvt@madeline.INS.CWRU.Edu>
Source record: 80748

(R. Goodwin asks how to prosecute for 'conversion'.)
I'm sorry, 'conversion' is a tort, I guess, not a crime. It is
The recourse against it is to hire a lawyer and sue. Or, like
I did once, take the case to small claims court, if the amount
is below, like $1000, all you have to do is file the complaint
in the Small Claims Court in the jurisdiction where the offense
took place or the defendant's place of business or residence.
Conversion is misuse of your property. I like thinking of it
as like when somebody basically gets something of yours 'by
trick'. If Mr. O. has verbally agreed to sell the person's
400 and other stuff, but hasn't sold it for years and
won't return it, that is conversion.
(I won my Small Claim. I haven't figured out how to get the
papers and take them to the sheriff's offffice and get the
sheriff to collect for me, so all I have is:
1. I put the loss on my income tax.
2. I know this person has a court judgement against him.
Sooner or later it will show up in his credit records
and other records where people can be forewarned before
dealing with him.

1886. ATARI Equipment, MUST SELL!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: Terry Ortman <starfleet1@juno.com>
Message-ID: <19960908.210413.5071.3.starfleet1@juno.com>
Source record: 80749

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61, you're getting 2 for the price of one.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package. These are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

ATARI RELATED MAGAZINES, Found this unopened box that I had boxed up for a person, but then he never sent the order in:

ATARI EXPLORER, February 1985, Cover Price $3.00
ATARI EXPLORER, April/May 1985, Cover Price $3.00
ATARI EXPLORER, Summer 1995, Cover Price $3.00, $3.95 Canadian
ATARI EXPLORER, Winter 1986, Cover Price $3/$3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Sept/Oct 1986, Cover Price $2.95 $3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Nov/Dec 1986, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Spring 1987, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Summer 1986, Cover Price $2.95 $3.95 In Canada

The Above Magazines are in good/fair confition. They are from the same collection the above 1027, 1050, are from, the previous owner suffered a stroke and asked me to dispose of these for him, as he has moved, and I am asking FAIR MARKET VALUE, as can be seen from the prices sent to me by Video 61, who seem to use the Internet and stocks and sells Atari equipment, Video 61 may send me an offer on these then, as I need the cash.

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive. MAKE OFFERS!!

1887. Krieg's Klassic Karts Auction Update #3

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <51048b$4tn@earth.alpha.net>
Source record: 80750
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.cbm,alt.atari.2600,alt.atari.2600vcs,alt.atari.2600.vcs

```
Welcome to my first Classic System Auction!

This auction contains carts for the following systems:
Atari 2600 80
Atari 5200 6
Atari 7800 3
Atari 8-bit 3
C64 6
Intellivision 3
Hardware 4
2600 docs 6

Minimum bid = .50

Minimum bid increments
.50 - 5.00 .50
5.00 & up 1.00

Shipping is extra (generally $2 - $5, hardware may be more).

Trades are also welcome. I collect anything Atari. Trades may cause some
items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

This auction will close September 20th, 1996.

2600 - Atari
------------
C Adventure (text label)
U Air-Sea Battle
C Asteroids (sealed box, but box is a bit squished and worn)
U Backgammon (text label)
R Basic Programming (text label) .50 XmX
C Basketball (text label)
U Battlezone
C Berzerk
U Brain Games (text label) .50 helmuelt
U Canyon Bomber (text label)
U Casino
C Circus Atari (text label, w/ docs)
C Combat (text label, free w/ order to 1st person who asks)
C Combat (text label, w/ box and docs)
C Defender
R Donkey Kong Junior .50 XmX
```

U Hangman
C Haunted House
U Maze Craze
U Moon Patrol
C Phoenix
U RealSports Baseball
U Sky Diver
U Space War
C Swordquest: Earthworld
U Video Pinball (upper case letters label)
U Warlords

2600 - Activision (most have some acti-plaque)

U Barnstorming (white background label)
U Chopper Command
U Chopper Command
R Decathalon
R Dolphin .50 helmuelt
U Dragster
U Freeway
U Freeway
U Ice Hockey
U Kaboom!
U Kaboom!
U Keystone Kapers
U Keystone Kapers
C Pitfall (nice!, very little acti-plaque, w/ docs) .50 XmX
C Pitfall
R Pitfall II: Lost Caverns (w/ box, no docs) 1.00 XmX
.50 helmuelt
R Pressure Cooker (heavy acti-plaque) .50 helmuelt
U River Raid (nice!, very little acti-plaque) .50 XmX
U River Raid
U River Raid
R Robot Tank
R Robot Tank
R Seaquest .50 maverick
R Seaquest .50 maverick
R Sky Jinks
C Tennis .50 maverick
C Tennis (missing end label)

2600 - Coleco

R Front Line (w/ box, no docs) 2.50 jvmatthe
1.50 helmuelt
U Mouse Trap

2600 - Data Age

C Journey Escape (missing end label)
C Journey Escape

2600 - Imagic

C Star Voyager
R Trick Shot .50 helmuelt

2600 - M Network

U Adventures of Tron .50 helmuelt
U Frogs and Flies (shrinkwrapped, mint in box) .50 maverick
C Space Attack

2600 - Parker Bros.

C Frogger
C Q*bert
U Reactor
R Spider-Man
C Star Wars: The Empire Strikes Back (missing end label)
C Star Wars: The Empire Strikes Back (bubbling label)

2600 - Sears

C Breakaway IV
ER Checkers 2.00 jvmatthe
1.00 slapdash
U Outer Space (picture label) .50 jvmatthe
U Speedway II
U Speedway II (picture label) .50 jvmatthe
C Maze (picture label) .50 jvmatthe
C Target Fun
R Video Chess .50 jvmatthe

2600 - 20th Century Fox

R Mega Force .50 helmuelt

2600 - Vidtec/US Games

R Sneak'n Peek
U Word Zapper

2600 - paper goods (.25 minimum)

Frogger docs .25 martino
Jungle Hunt docs .25 martino
Yars' Revenge docs .25 martino
Activision catalog AG-040-11 (1983) .25 martino
Atari catalog CO16725-Rev. D (1981) .25 martino
Atari catalog CO16725-Rev. E (1982) .25 martino

5200 - Atari

C Centipede
C Defender
C Dig Dug
C Pac-Man

5200 - Parker Bros.

C Frogger (missing end label)

5200 - CBS

R Wizard of Wor 2.50 jvmatthe
1.50 maverick

7800 - Atari

U Dark Chambers 1.00 cmoore
.50 maverick
R Donkey Kong Junior .50 cmoore
C Pole Position II .50 cmoore

Atari 8-bit

U K-star Patrol (CBS) 2.00 cmoore
U Kids on Keys (Spinnaker)
ER Powerstar (Pandora, mint in box, trades only!)

C64

Delta Drawing (Spinnaker)
Fraction Fever (Spinnaker)
Linking Logic (Fisher-Price)
Logic Levels (Fisher-Price)
Memory Manor (Fisher-Price)
Mr. Cool (Sierra On-Line) 1.00 bfhom
.50 helmuelt

Intellivision - Sears

Astrosmash (w/ box, docs & overlays)
Poker and Blackjack (w/ box, docs & overlays)
Sea Battle (w/ box, docs & overlays)

Hardware

7800 joystick (fire button sticks)
Avatex 1200 Baud Modem ($2 minimum bid)
Star Gemini Printer (w/ dust cover, Digital Devices
printer interface (to Atari
8-bits) and desktop stand) 5.00 rsg0910
Wico Command Control Joystick 1.00 XmX

.50 maverick
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1888. Info on old game (Rescue on Fractalus) wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-08 00:00:00 UTC
From: pepper@dashi.dell.com
Message-ID: <5106ko$sri@dashi.dell.com>
Source record: 80751
Cross-posted to: comp.sys.ibm.pc.games.action,comp.sys.atari.8bit,rec.games.video.atari

Hello,

I am looking for info where I could buy a copy of the old game for the
Atari computers called Rescue on Fractalus. Specifically I want the manual so
I can use the models in it to construct a 3d model of the plane in the game.
If someone has these and can scan in the pictures of the plane and email them
to me I would be most appreciative.

Thanks in advance,

Ron.
--
===--- Ronald Pepper - pepper@dashi.us.dell.com ---===
Office: Braker F Server Group
Phone: (512) 728-7638 Dell Computer Corporation
All opinions are mine alone. Windows NT & UNIX Product Support

1889. Re: atari 8-bit rarity list ?? for carts.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960909213615920454@mutl-d7.bctel.net>
Source record: 80619

Ron Pothier <falken@cyberg8t.com> wrote:

> They are ALL getting rare now that Atari Corp is no longer in existence.
> Watch the Classics like Galaxian and Defender go up in value in the
> coming years. I intend to keep my collection now. If you can get your
> hands on some of the originals like I have, you will be making a good
> investment for later.

Hmm, I used to have Galaxian on TAPE! Agh, It's Been a while since
those days! ;-)

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Pro! Node #244 (604) 460-1195

1890. Another dead 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: Masstorage@closer2.brisnet.org.au
Message-ID: <d11_9609161458@softtech.brisnet.org.au>
Source record: 80620

-
iv> When I switch it on the head moves about 1/2 inch towards
iv> the centre of the disk and stops. So I switch it off and
iv> on again and it moves another 1/2 inch towards the centre.
iv> I never actaully studied it when it worked but I guess a
iv> working one should move the head all the way to the centre
iv> of the disk and back again.

Yep. The track zero sencer has stopped working.
Easy to fix, but a little more diffacult to line up again.
you could try to replace the led or the light sencitve transistor
indvudally like i have done or just replace the whole bit.

... Documentation - The worst part of programming.

1891. Re: xl-it Atari emulator for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <50vo47$6sv@oolong.memphis.edu>
Source record: 80752

You can get it from:

http://www.people.memphis.edu/~uglmiller/home.htm

tomr@cybergate.com wrote:

>Hi all...
> Has anyone been able to download the 'xl-it' atari emulator from the
>the following url?
>www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
>I have tried several times with a couple different browsers and have been
>unable to access this page. If you have the emulator, and you feel it is a
>good one, please either send me a copy via email or let me know if there is
>an alternative site where this program is available. Thanks in advance.
>Tom
>-- http://www.cybergate.com/~tomr/
>"Among other evils which being unarmed brings you,
> it causes you to be despised."
>
> -Niccolo Machiavelli

>I may not agree with what you say but I will defend to the
>death your right to say it." --Voltaire

>`[1;36;44mNet-Tamer V 1.06 Beta - Registered

1892. SX212 term programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <50vopr$elc@news.calweb.com>
Source record: 80753

Does anyone out there have any term programs they would be willing to
send me that will work with the Atari SX212 modem -- or at least
direct me someplace that I could get one.

Thanks

Joe Blenkle
jblenkle@calweb.com

1893. Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19960909011257.aaaa0028n@babyblue.cs.yale.edu>
Source record: 80754

ATARI POSTREMUS

Well everyone, it's official.

Atari Corporation is no more. It has ceased to exist as a legal corporate entity.

On Thursday, August 1, 1996, Atari Corporation was de-listed from the American Stock Exchange. It was replaced by a new issue, JTS Corporation. JTS bought out Atari last February. JTS is an OEM supplier of disk drives to the computer industry. The new stock ended its first day of trading at $5.56 per share.

Atari Corporation's last official day of trading was Wednesday, July 31, 1996. The common stock closed unchanged on the American Exchange at a value of $5.19 per share.

From its founding in 1972 by entrepreneur Nolan Bushnell to its end in 1996 under the reign of Jack Tramiel, Atari lasted 24 years. Rather a youthful age as people go. But truly ancient in the fast-moving world of desktop computing. It had a good run.

Requiem aeternam dona Atari.

- Ben Poehland

1894. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <510fha$cnu@newsbf02.news.aol.com>
Source record: 80755

It's certainly a sad day in computing history -- especially those of us who grew up with Atari from its conception. I still remember the very first time I put my hands on a computer in 1980, on an Atari 400. That one incident has made me the computer junkie I am today. Even though I eventually switched platforms full-time in 1991, I never forgot my roots. :^/

1895. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <510f5k$722@oolong.memphis.edu>
Source record: 80756
Body handling: HTML body converted to readable text

Well, it doesn't exist under the name "Atari" anyway. Remember that
the Atari ownership now owns the majority of the new JTS.

wrote:

> ATARI POSTREMUS

> Well everyone, it's official.

> Atari Corporation is no more. It has ceased to exist as a legal
>corporate entity.

> On Thursday, August 1, 1996, Atari Corporation was de-listed from the
>American Stock Exchange. It was replaced by a new issue, JTS Corporation.
>JTS bought out Atari last February. JTS is an OEM supplier of disk drives to
>the computer industry. The new stock ended its first day of trading at
>$5.56 per share.

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>1996. The common stock closed unchanged on the American Exchange at a value
>of $5.19 per share.

> From its founding in 1972 by entrepreneur Nolan Bushnell to its end
>in 1996 under the reign of Jack Tramiel, Atari lasted 24 years. Rather a
>youthful age as people go. But truly ancient in the fast-moving world of
>desktop computing. It had a good run.

> Requiem aeternam dona Atari.

> - Ben Poehland

1896. Re: Norton Space Cadet (was Re: WARNING!! READ THIS IMMEDIATELY!!!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DxGGrp.JrD@iglou.com>
Source record: 80757

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: I'm sorry, 'conversion' is a tort, I guess, not a crime. It is

I've heard reports of people being arrested for this, but I don't have sources about arrests and court cases of this. We need a lawyer in the house, that is, a resident lawyer. However, I do know someone on my ISP who is one, but I don't remember his username. [sigh]

: The recourse against it is to hire a lawyer and sue. Or, like
: I did once, take the case to small claims court, if the amount
: is below, like $1000, all you have to do is file the complaint
: in the Small Claims Court in the jurisdiction where the offense
: took place or the defendant's place of business or residence.

From what I've heard, you can do it in your own city/town. Sometimes the hard part is the proof, unless you got some reliable witnesses.

: Conversion is misuse of your property. I like thinking of it
: as like when somebody basically gets something of yours 'by
: trick'. If Mr. O. has verbally agreed to sell the person's
: 400 and other stuff, but hasn't sold it for years and
: won't return it, that is conversion.

Now, here's a possible conversion tort/crime going on. I say possible, as I'm not sure *YET*. Mr. O has yet to sell the stuff to anyone, because of the overpricedness of what he's selling. Judging from the recent message he's posted, and seeing that the person he is selling it for had a stroke, well, I'm not sure what to think at the moment. Did the person give it to him? Did O buy it from him? Is he taking advantage of the person's disabled physical state?

If the original owner asks for it back, and he refuses to give it back, citing storage fees and so on, then the original owner has a most excellent case against O.

Again, I want to hear from a lawyer about this.

: 2. I know this person has a court judgement against him.
: Sooner or later it will show up in his credit records
: and other records where people can be forewarned before
: dealing with him.

Does O have any court judgements against him at all, that can be used against him in this case? I need to hear from these people.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1897. ATR8000 & Lots of Stuff $125 CDN

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960909023839449869@mutl-d18.bctel.net>
Source record: 80758

I have the following Package for Sale:

- ATR8000 Interface for Atari 8-Bits
- Tandon Dual-Drive Double-Sided-Double Density Drive Mech for ATR8000
- Percom SSDD Floppy Drive (works independant of ATR8000 on SIO)
- Caseless 5.25" DSDD Floppy Drive, works as extra drive for ATR8000 or Percom
- About 50 Disks with Case of disks for ATR8000 and CP/M
- Manuals for ATR8000, and a few Binders and Books about CP/M

It works great with SpartaDOS and MyDos! You can even use a 720K or 1.44 meg PC drive and get 720K Disks on the 8-bit! (I'll throw in all cables i hacked together to make that work!)

I am looking for $125 Canadian for this (Hey, if your in the states that means its a bunch cheaper! ;-)

Send me a message if your interested!! (send a copy via email, just in case)

Ryan.

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Pro! Node #244 (604) 460-1195

1898. Re: using ATRs with real Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0909961357090001@194.125.100.1>
Source record: 80759

In article <19960908044123140155@mutl-d22.bctel.net>,
ryang@computerhelp.ca (Ryan Goolevitch) wrote:

> I was having the exact same problem.. There is no DIRECT way to use ATR
> on a real 8-bit, however, there is now a Windows 95 program (IMAGIC '95)
> that allows you to convert between ATR<->DCM<->XFD<->SCP and it works
> great! Just drag an ATR over to a DCM and its useable on the real
> comp... I know, I wish that extra step wasnt involved (especially on
> another platform!) But its the only way that I know of right now..

Does the documentation mention anywhere what the different formats are?

Maury

1899. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32344BD0.7413@ncweb.com>
Source record: 80760

There is ONE good thing about this ...

AT LEAST ATARI OUTLASTED COMMODORE, the P.O.S. C64 and Amiga!

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

1900. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <511tfd$ovh@newsbf02.news.aol.com>
Source record: 80761

> AT LEAST ATARI OUTLASTED COMMODORE, the P.O.S. C64 and Amiga!

Atari was also fortunate to have survived through so much turmoil and yet stay intact. Look at what happened to Apple and Commodore; both companies outsted their founders (Jobs and Tramiel)!

1901. Re: Keyboard modificiatoins?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <511t7q$gk_001@jf.intel.com>
Source record: 80762

In article <50rfpi$pfc@kensie.dorsai.org>,
Sapphire@innonyc.com (Janice in NYC) wrote:
>
>... my inverse video key on the 130xe doesn't work.....does anybody
>know where I can get a replacement mylar sheet for it ...

Get some PC board repair paint instead, if the mylar itself isn't damaged.
This is paint with a very high metallic silver content; it can be used to
repair PC boards, including the mylar sheet in your keyboard, rear-window
defroster grids in your car, and numerous other flat-surface-conductor
uses. Any decent electronics supply hosue should have it; a 1 or 2 ounce
bottle will last for years (unless you just can't stand the thought of
letting it sit on the shelf <G>).

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Internet junk mailers: be aware that sending unsolicited commercial
messages to recipients who have to pay for those messages is a
possible violation of various laws. Can you afford to be the
junk mail test case?

1902. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <512aq9$9rd@madeline.INS.CWRU.Edu>
Source record: 80763

(B. Poehland requiem's Atari. (Something like that)).
I remember Batteries Included. Made 'Paper Clip', and a bunch
of other top notch software for Ataris. They 'sold' to another
company. That 'company' simply put all Batteries Included
assets in the bank (their pockets). Sold all rights to the
software. Simply stripped Batteries Included of all it's assets
and dumped it.
I Mr. Shugart and Mr. Tandon do something like this, they would
put Atari 15 million or so in their bank (pocket), give the
Tramiels about 3 or 4 million for their services. Then
comes the neat part. They will dump Atari patents and
rights to somebody, probably relativly(sp) cheap. That
could be fun. Maybe some Deutsch company will purchase these
rights and we'll see some future to Atari's innovations.
Just conjecture. But I was really appalled at what happened
to Batteries Included and am never ceasing to be amazed what
corporations do. Like take retirement funds, stick them in
their pocket, go bankrupt and tell the retirees 'uh oh
your retirement is gone. Tough cookies'. Or here in Ohio
Blue Cross/Blue Shield 'took a vote' and sold to Columbia.
The executives of BC/BS get huge (whaddaya call 'em besides
payoffs?) bonuses for their brilliance. That vote.
I have BC/BS insurance and I never saw a ballot in my
mailbox.

1903. Re: MPP driver cable help

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960909205355.8624C-100000@linet01>
Source record: 80764

On Mon, 2 Sep 1996, Mr. Maddog wrote:

> Can someone tell me how to get a null modem cable to work with the MPP
> modem driver. It's the one where you can use a modem in a joystick
> port. I don't know if I can just 'plug' in a null modem cable without
> any modification. I really appriciate any help on this, thanx :)
>
> Eric Noss
> a.k.a
> Mr. Maddog
>
>
>
>

The last time i looked inside my MPP modem the ribbon cable that plugs in the joystick port used most of the ports pins. I would think that that would try to transfer the data in nybbles (1/2 byte at a time) since its available. If this is the case then using the MPP modem driver simply won't work since the true serial data is a bit at a time. You would still have to use a level converter like the 1489 or the Max232 since the signals from the joystick ports are still TTL.

1) Build the SIO2PC, connect its rs232 side to a null modem adapter (or swap TX and RX yourself at the RS232 side). and plug into the second system with a telcom program and use Bobterm at the Atari end...

2) Get a serial adapter like the Rverter or the PR: connection or the 850 interface, or the MIO and connect via a null modem...

3) find a Happy drive and format a 180k 5 1/4 disk and tranfer using the 7.1 revision IBM transfer software (this is probabally valid only for text files sind I have never tried other files...)

1904. Re: Newbie question concerning cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960909213513.8624E-100000@linet01>
Source record: 80765

On 6 Sep 1996, Robert Smith Ely wrote:

> In <50js18$l0f@pandora.cs.utwente.nl> rvanloo@cs.utwente.nl (Reinard
> R.J. van Loo) writes:
> >
> >Hi!
> >
> >Since I'm new to the machine (the 600XL) I a question concerning the
> cartidge port and the
> >cartridges it accepts:
> >
> >The problem is that I want to get some game-cartridges for the 600XL,
> and buying new ones
> >seems the way to go. My question is: Do games lately introduced for
> the re-introduced atari
> >game-console run on the 600XL? This would make my search for games
> rather easy: just a visit
> >to the next-door store would suffice then.
> >
> >
> >
> >---Reinard
> Which Atari game console? If you are referring to the XE-GS, then
> yes. It is almost the same machine. The XE-gs is about equivalent to a
> 65XE. Carts, as long as they haven't been zapped are good regardless of
> whether they are new or used. There are loads for sale within this news
> group. They are also available from various vendors, such as B&C
> Computervisions (Ca) and Toad Computers (Md).
>
> rely@ix.netcom.com -or- rsely@dhs.state.nj.us
>
>
>
A number of the newer XEGS carts (Food Fight for example) require 64K to
run and the 600XL only has 16K. Some of these will not run. Food fight
wont run on a 48K 800 at all...

1905. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960909215552.8624F-100000@linet01>
Source record: 80766

On 9 Sep 1996 b.poehland@genie.com wrote:

> ATARI POSTREMUS
>
> Well everyone, it's official.
>
> Atari Corporation is no more. It has ceased to exist as a legal
> corporate entity.
>
> On Thursday, August 1, 1996, Atari Corporation was de-listed from the
> American Stock Exchange. It was replaced by a new issue, JTS Corporation.
> JTS bought out Atari last February. JTS is an OEM supplier of disk drives to
> the computer industry. The new stock ended its first day of trading at
> $5.56 per share.
>
> Atari Corporation's last official day of trading was Wednesday, July 31,
> 1996. The common stock closed unchanged on the American Exchange at a value
> of $5.19 per share.
>
> From its founding in 1972 by entrepreneur Nolan Bushnell to its end
> in 1996 under the reign of Jack Tramiel, Atari lasted 24 years. Rather a
> youthful age as people go. But truly ancient in the fast-moving world of
> desktop computing. It had a good run.
>
> Requiem aeternam dona Atari.
>
> - Ben Poehland
>
>
>
>

Hi Ben, Long time no hear. Is "Atari" really dead? One could say it died when Nolan Bushnell left. Or when it was transmorfed by Warner and was 500 million in the hole. Or when the Tramiels carved it to the bone and expected it to again take the world by storm by becoming a computer only company or then a game only company. It also could have been back when the offices in Sunnyvale were vacated. JTS still hold the rights to the Atari name, and its still an uncertainty if they intend to do something with it. I think that more time will have to go by before saying that the loss of the Atari name from the stock market is the definitive end. Atari was more than its corporate walls and its name. Atari is also the users who cherish the ideas formed. Those that continue to build and develop keep the spark alive. So what if the Atari name no longer stands in Sunnyvale or on the stock market. It will finally die when the last of the

diehards stop meeting at user groups, and the memory of what was, is no longer.

Patrick J. Mulvey L.I.A.U.G.-

1906. Re: xl-it Atari emulator for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <511t7r$gk_002@jf.intel.com>
Source record: 80767

In article <3231CD34.B22@compuserve.com>,
John Thornburgh <72337.2672@compuserve.com> wrote:
>
>Dr Grieve wrote:
>> > Has anyone been able to download the 'xl-it' atari emulator from the
>> > the following url?
>> > www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
>
>That page crashes my Netscape 2.02 too.

FWIW, I have no problems with it here (Win95, P100 CPU, 32 megs RAM, 10 Mbps Ethernet w/o modem). Got both version 0.14 and 0.15 from there.

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*
Internet junk mailers: be aware that sending unsolicited commercial
messages to recipients who have to pay for those messages is a
possible violation of various laws. Can you afford to be the
junk mail test case?

1907. Re: using ATRs with real Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-09 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960909213612920288@mutl-d7.bctel.net>
Source record: 80768

Maury Markowitz <maury@softarc.com> wrote:

> In article <19960908044123140155@mutl-d22.bctel.net>,
> ryang@computerhelp.ca (Ryan Goolevitch) wrote:
>
> > I was having the exact same problem.. There is no DIRECT way to use ATR
> > on a real 8-bit, however, there is now a Windows 95 program (IMAGIC '95)
> > that allows you to convert between ATR<->DCM<->XFD<->SCP and it works
> > great! Just drag an ATR over to a DCM and its useable on the real
> > comp... I know, I wish that extra step wasnt involved (especially on
> > another platform!) But its the only way that I know of right now..
>
> Does the documentation mention anywhere what the different formats are?

Hi Maury, do you mean does it mention the layout of each type of format,
or just what they are for? The former I don't think it does, but the
latter is fairly common knowledge:

ATR: Disk Image used by APE and Most Atari Emulators
DCM: Disk Communicator 3, a Disk Image Making tool that Runs on the
8-Bit, this is the preferred format for a Disk Image if your
actually going to use it on a Real 8-Bit
XFD Disk Image used by the Original ST X-Former Emulator, and possibly
the PC-Xformer (Not sure)
SCP SCOPY Disk Image for SpartaDOS's Disk Image Tool.

Hope this helps!

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Pro! Node #244 (604) 460-1195

1908. FS: Misc Stuff at $5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3235171B.4AA2@total.net>
Source record: 80621

Misc Stuff for Sale

How it works: Every item is $5 OR three for $10, plus s/h.
Any known problems are listed. Items will be sold to the
first person to reply. I try to check my email daily; I'll
let you know whether the items you want are still available ASAP.

Hardware

Atari 850 x2 (need repairs). Incl p/s, manual and 2 SIO cables.
CX-85 keypad. No manual. Driver disk included.
ICD P:R: Connection. Manual, printer cable incl. R1: flaky; R2: works
fine.
Accex 9600 external modem. Incl manual, 850/PRC cable.

Books

Atari DOS 3. Complete manual set with Master Disk.
Atari SX212 manual.
Awesome Games for your Atari Computer.
Advanced Programming Techniques for your Atari.
Compute's 1st book of Atari Graphics.
101 Programming surprises for your Atari Computer.

Software

All are originals and include manuals. On disk.

Epyx: Summer Games
Synapse: Blue Max
Synapse: Shamus: Case II
Batteries Included: PaperClip (with dongle)
Level 9: Silicon Dreams
Atari: Silent Butler
ScreenPlay: Dunzhin: Warriors of RAS (with cassette)
SSI: Wargame Construction Set

1909. Krieg's Klassic Karts Auction Update #4 (5 new carts)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: krieg@allmalt.cs.uwm.edu
Message-ID: <512q8o$dmi@uwm.edu>
Source record: 80622
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,comp.sys.cbm

```
Welcome to my first Classic System Auction!

*****************************************************************
* 5 rare carts added Sept. 9th! *
* 2600: Ghostbusters, Fire Fighter, No Escape, California Games *
* 7800: Galaga *
*****************************************************************

This auction contains carts for the following systems:
Atari 2600 84
Atari 5200 6
Atari 7800 4
Atari 8-bit 3
C64 6
Intellivision 3
Hardware 4
2600 docs 6

Minimum bid = .50

Minimum bid increments
.50 - 5.00 .50
5.00 & up 1.00

Shipping is extra (generally $2 - $5, hardware may be more).

Trades are also welcome. I collect anything Atari. Trades may cause some
items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

This auction will close September 20th, 1996.

2600 - Atari
------------
C Adventure (text label)
U Air-Sea Battle
C Asteroids (sealed box, but box is a bit squished and worn)
U Backgammon (text label)
R Basic Programming (text label) 1.00 helmuelt
.50 XmX
C Basketball (text label)
U Battlezone
C Berzerk
U Brain Games (text label) .50 helmuelt
U Canyon Bomber (text label)
```

U Casino .50 georgeb
C Circus Atari (text label, w/ docs)
C Combat (text label, free to 1st person who asks) .00 martino
C Combat (text label, w/ box and docs)
C Defender
R Donkey Kong Junior 1.00 helmuelt
.50 XmX
U Hangman
C Haunted House
U Maze Craze
U Moon Patrol .50 georgeb
C Phoenix
U RealSports Baseball
U Sky Diver
U Space War .50 martino
C Swordquest: Earthworld
U Video Pinball (upper case letters label)
U Warlords

2600 - Activision (most have some acti-plaque)

U Barnstorming (white background label) .50 georgeb
U Chopper Command
U Chopper Command
R Decathalon
R Dolphin 1.50 georgeb
.50 helmuelt
U Dragster .50 georgeb
U Freeway
U Freeway
R Ghostbusters (blue label)
U Ice Hockey
U Kaboom!
U Kaboom!
U Keystone Kapers
U Keystone Kapers
C Pitfall (nice!, very little acti-plaque, w/ docs) .50 XmX
C Pitfall
R Pitfall II: Lost Caverns (w/ box, no docs) 1.50 helmuelt
1.00 XmX
R Pressure Cooker (heavy acti-plaque) 1.50 georgeb
.50 helmuelt
U River Raid (nice!, very little acti-plaque) .50 XmX
U River Raid
U River Raid
R Robot Tank
R Robot Tank
R Seaquest .50 maverick
R Seaquest .50 maverick
R Sky Jinks

C Tennis .50 maverick
C Tennis (missing end label)

2600 - Coleco

R Front Line (w/ box, no docs) 3.00 helmuelt
2.50 jvmatthe
U Mouse Trap

2600 - Data Age

C Journey Escape (missing end label)
C Journey Escape

2600 - Epyx

R California Games

2600 - Imagic

R Fire Fighter
R No Escape!
C Star Voyager .50 georgeb
R Trick Shot .50 helmuelt

2600 - M Network

U Adventures of Tron .50 helmuelt
U Frogs and Flies (shrinkwrapped, mint in box) 1.00 helmuelt
.50 maverick
C Space Attack

2600 - Parker Bros.

C Frogger
C Q*bert
U Reactor 1.00 georgeb
R Spider-Man 1.00 georgeb
C Star Wars: The Empire Strikes Back (missing end label)
C Star Wars: The Empire Strikes Back (bubbling label)

2600 - Sears

C Breakaway IV
ER Checkers 2.50 slapdash
2.00 jvmatthe
U Outer Space (picture label) .50 jvmatthe
U Speedway II
U Speedway II (picture label) .50 jvmatthe
C Maze (picture label) .50 jvmatthe
C Target Fun
R Video Chess 1.00 helmuelt

.50 jvmatthe

2600 - 20th Century Fox

R Mega Force .50 helmuelt

2600 - Vidtec/US Games

R Sneak'n Peek .50 georgeb
U Word Zapper

2600 - paper goods (.25 minimum)

Frogger docs .25 martino
Jungle Hunt docs .25 martino
Yars' Revenge docs .25 martino
Activision catalog AG-040-11 (1983) .25 martino
Atari catalog CO16725-Rev. D (1981) .25 martino
Atari catalog CO16725-Rev. E (1982) .25 martino

5200 - Atari

C Centipede
C Defender
C Dig Dug
C Pac-Man

5200 - Parker Bros.

C Frogger (missing end label)

5200 - CBS

R Wizard of Wor 3.00 maverick
2.50 jvmatthe

7800 - Atari

U Dark Chambers 1.50 maverick
1.00 cmoore
R Donkey Kong Junior .50 cmoore
R Galaga (screw holes in label)
C Pole Position II .50 cmoore

Atari 8-bit

U K-star Patrol (CBS) 2.00 cmoore
U Kids on Keys (Spinnaker)
ER Powerstar (Pandora, mint in box, trades only!)

C64

Delta Drawing (Spinnaker)

Fraction Fever (Spinnaker) .50 martino
Linking Logic (Fisher-Price)
Logic Levels (Fisher-Price)
Memory Manor (Fisher-Price)
Mr. Cool (Sierra On-Line) 1.50 helmuelt
1.00 bfhom

Intellivision - Sears

Astrosmash (w/ box, docs & overlays)
Poker and Blackjack (w/ box, docs & overlays)
Sea Battle (w/ box, docs & overlays)

Hardware

7800 joystick (fire button sticks) .50 maverick
Avatex 1200 Baud Modem ($2 minimum bid)
Star Gemini Printer (w/ dust cover, Digital Devices
printer interface (to Atari
8-bits) and desktop stand) 5.00 rsg0910
Wico Command Control Joystick 1.00 XmX
.50 maverick
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =

1910. Free Printer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3235179E.4230@total.net>
Source record: 80623

You pay the shipping. Atari 1025 with SIO cable, manual.

Reply to davepat@total.net

1911. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bb9ed4$69159ca0$d8201fce@rorymcma>
Source record: 80624

b.poehland@genie.com wrote in article
<19960909011257.aaaa0028n@babyblue.cs.yale.edu>...
> ATARI POSTREMUS
>
> Well everyone, it's official.
>
> Requiem aeternam dona Atari.
>
> - Ben Poehland
>

Alchemist,

It isn't over until the last one drops!

1912. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <513888$um@nadine.teleport.com>
Source record: 80625
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!
```

1913. Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: dj390@FreeNet.Carleton.CA
Message-ID: <512jql$mkl@freenet-news.carleton.ca>
Source record: 80626

[Article crossposted from comp.sys.atari.st]
[Author was Eric Handbury]
[Posted on 27 Aug 1996 01:56:53 GMT]

Unusual request. My wife is deaf and in the evening we find it difficult to go over the day's happenings. To both of us it becomes very frustrating. I had the idea that if I could get hold of a system that would allow me to link up printed conversation to the television I could use a light keyboard and converse by typing onto the screen so that my wife could read my part of the conversation. Recently I got hold of an 11 year old Atari 130XE which gives me connection to the TV and has a light keyboard. It has, as you will know, built-in BASIC. I can print conversation onto the screen which is fairly readable at least 8 feet from the screen. I would like, however, to increase the font size a little but have no idea if this is possible or if I could get hold of an old word processing program for the cartridge slot or a program recorder with this information that would allow a bigger
font size. There may be games available of an educational character that might give me access to a larger font. I hope I have described my efforts to develop a much needed conversation device using an Atari 130XE. I would much appreciate any input you might have.

Eric Handbury (mariner1@freenet.npiec.on.ca)

1914. Re: Newbie question concerning cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <513j5m$rep@dfw-ixnews8.ix.netcom.com>
Source record: 80627

In <Pine.SUN.3.95.960909213513.8624E-100000@linet01> Patrick Mulvey
<pmulvey@li.net> writes:
>
>
>
>On 6 Sep 1996, Robert Smith Ely wrote:
>
>> In <50js18$l0f@pandora.cs.utwente.nl> rvanloo@cs.utwente.nl (Reinard
>> R.J. van Loo) writes:
>> >
>> >Hi!
>> >
>> >Since I'm new to the machine (the 600XL) I a question concerning
the
>> cartidge port and the
>> >cartridges it accepts:
>> >
>> >The problem is that I want to get some game-cartridges for the
600XL,
>> and buying new ones
>> >seems the way to go. My question is: Do games lately introduced for
>> the re-introduced atari
>> >game-console run on the 600XL? This would make my search for games
>> rather easy: just a visit
>> >to the next-door store would suffice then.
>> >
>> >
>> >
>> >---Reinard
>> Which Atari game console? If you are referring to the XE-GS,
then
>> yes. It is almost the same machine. The XE-gs is about equivalent to
a
>> 65XE. Carts, as long as they haven't been zapped are good regardless
of
>> whether they are new or used. There are loads for sale within this
news
>> group. They are also available from various vendors, such as B&C
>> Computervisions (Ca) and Toad Computers (Md).
>>
>> rely@ix.netcom.com -or- rsely@dhs.state.nj.us
>>
>>
>>

>A number of the newer XEGS carts (Food Fight for example) require 64K
to
>run and the 600XL only has 16K. Some of these will not run. Food fight
>wont run on a 48K 800 at all...
>
>
Yes. this is true. BTW, memory upgrades for the 600XL are
available. On the XE carts and the 800. There were memory allocation
changes from the 800 to the 800XL and later the XE series. Some games
were writtem specifically using these changes and will not run on the
800 even if there was enough RAM. However, Most 800 carts should run on
the XL and XE series computers. If they don't it is sometimes possible
to use the 800 translator (OS). Of course this works best with the disk
versions. Most carts won't let you load from disk first.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

1915. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <513k5q$dgb@sjx-ixn5.ix.netcom.com>
Source record: 80628

In <512jql$mkl@freenet-news.carleton.ca> dj390@FreeNet.Carleton.CA (Bob Bell) writes:
>
>
>
>[Article crossposted from comp.sys.atari.st]
>[Author was Eric Handbury]
>[Posted on 27 Aug 1996 01:56:53 GMT]
>
>Unusual request. My wife is deaf and in the evening we find it difficult
>to go over the day's happenings. To both of us it becomes very
>frustrating. I had the idea that if I could get hold of a system that
>would allow me to link up printed conversation to the television I could
>use a light keyboard and converse by typing onto the screen so that my
>wife could read my part of the conversation. Recently I got hold of an 11
>year old Atari 130XE which gives me connection to the TV and has a light
>keyboard. It has, as you will know, built-in BASIC. I can print
>conversation onto the screen which is fairly readable at least 8 feet
>from the screen. I would like, however, to increase the font size a
>little but have no idea if this is possible or if I could get hold of an
>old word processing program for the cartridge slot or a program recorder
>with this information that would allow a bigger
>font size. There may be games available of an educational character that
>might give me access to a larger font. I hope I have described my efforts
>to develop a much needed conversation device using an Atari 130XE. I would
>much appreciate any input you might have.
>
>Eric Handbury (mariner1@freenet.npiec.on.ca)
>
>
That's an easy one. In BASIC, type the following:
10 DIM TEXT$(80)
20 GR.18
30 ?#6;CHR$(125):I.TEXT$

```
40 ?#6;TEXT$
50 TEXT$="" G.30
```

Now type RUN and you're off to communicating. This will give you characters on the screen that are twice as wide (20 characters/line) and twice as high (12 lines/screen max). For each line to appear on the screen you must enter the entire line then press enter. Ther is a better way, where each character appears as you type, but were getting complex now. If you want the enhanced version, I can build it and e-mail it to you.
I don't have my chart with me at the moment, so I hope I got the clrae screen character number on line 30 (?#6;chr$(125)) correct. It's been a while since I used the value. I can't enter the character with this mail editor and it would look different from the Atari character anyway. I hope this helps.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

1916. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <513jbl$qg0@dfw-ixnews7.ix.netcom.com>
Source record: 80629

```
In <01bb9ed4$69159ca0$d8201fce@rorymcma> "Rory McMahon"
<mcmahon@inil.com> writes:
>
>
>
>b.poehland@genie.com wrote in article
><19960909011257.aaaa0028n@babyblue.cs.yale.edu>...
>> ATARI POSTREMUS
>>
>> Well everyone, it's official.
>>
>> Requiem aeternam dona Atari.
>>
>> - Ben Poehland
>>
>
>Alchemist,
>
> It isn't over until the last one drops!
>
>
Does that include emulators too? Heh...

rely@ix.netcom.com -or- rsely@dhs.state.nj.us
```

1917. Chuck!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960910091556.aaaa001Xv@babyblue.cs.yale.edu>
Source record: 80630

Hi all...

I'm trying to get in touch with Chuck Steinman. Anybody know
his current email address?

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | //////////// M A T H

1918. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1009961626470001@194.125.100.1>
Source record: 80631

In article <511tfd$ovh@newsbf02.news.aol.com>, eplicon@aol.com (Eplicon) wrote:

> > AT LEAST ATARI OUTLASTED COMMODORE, the P.O.S. C64 and Amiga!
>
> Atari was also fortunate to have survived through so much turmoil and yet
> stay intact. Look at what happened to Apple and Commodore; both companies
> outsted their founders (Jobs and Tramiel)!

Yeah but did they really? Commodore was selling Amiga's until the end,
ST's were basically passed over even by their creators as the desperately
searched for the "next big toy" whether that be the colour handheld or the
Jag.

Maury

1919. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DxJ30s.IxD@iglou.com>
Source record: 80632

Bob Bell (dj390@FreeNet.Carleton.CA) wrote:

: Unusual request. My wife is deaf and in the evening we find it difficult
: to go over the day's happenings. To both of us it becomes very
: frustrating. I had the idea that if I could get hold of a system that

As the resident deaf poster (or am I?) on this newsgroup, there's other things you can do rather than type to each other which is quite slow. However, by now, someone's posted a reply, using one of the graphics modes on the various 8bits.

Can she lipread and/or sign? That would do real good. I have a selection on my homepage that has links to sign language, as I use it all the time.

If you go to ftp://ftp.cnam.fr, or gopher to gopher.archive.umich.edu, you will find some good word processors, and many others, to name a few. You may wish to go into my homepage, as well as the homepages of others to see what they have to offer in terms of software.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1920. Re: Bounty Bob: Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: Matthias Luedtke <Matthias_Luedtke@public.uni-hamburg.de>
Message-ID: <01bba002$22eda900$LocalHost@gigabyte>
Source record: 80633

Dennis Brown <brownde@cs.unc.edu> schrieb im Beitrag
<50q9ic$1ok@eeyore.cs.unc.edu>...
> In article <01bb93e2$55c3ae00$LocalHost@gigabyte>,
> Matthias Luedtke <Matthias_Luedtke@public.uni-hamburg.de> wrote:
> >I remember that i had to modify Bounty Bob for use with my upgraded
800XL
> >(512K) it had something to do
> >with bank selecting (change in $d301) after that it also runs on the
130XE
> >of my friend who had also problems
> >to run Bounty Bob.
>
> Hate to butt in.... but...
> Are you talking about a disk copy or the cartridge?
> Just wondering, since my cartridge BBSB works fine on the 130XE.

Lucky Guy ;-)
I talked about a file version.

Bye,
Matthias

1921. I'm back on the INETRNET...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: beco@worldaccess.nl
Message-ID: <776.6827T1074T2864@worldaccess.nl>
Source record: 80634

Hello ALL,

I'm back on the INTERNET again......
So, hello again...
I'm Bernard Kok and Sysop of BECO TEL bbs in the netherlands, what is running
with PRO BBS 5.0b
If every think is oke your can send me E-mail at : beco@worldaccess.nl
and also I'm busy to make a little BHome Page for the ATARI XL/XE/XEGS...
And ofcouse some great links to other home pages...

Greetinx from Bernard Kok (Sysop of BECO TEL)

Bernard Kok BECO TEL (XL/XE support)
beco@worldaccess.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859
Underconstrucion -> Home Page : http://www.worldaccess.nl/~beco

"Don't mince words, Ruud ... what do you REALLY think?"

1922. WTB : Chips for upgrades ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3235CDFA.2781@ce.fciencias.unam.mx>
Source record: 80635

```
--
Hi !!

I'm Looking for the following chips :

CO21698 Antic PAL chip
CO25953 ??

a 65816 processor

Does anybody knows if there is a retailer who sells these by mail?
TNX
-----------------------------------------
Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/
```

1923. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <514juh$5ts@nnrp1.news.primenet.com>
Source record: 80636

```
In article <513k5q$dgb@sjx-ixn5.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:
>In <512jql$mkl@freenet-news.carleton.ca> dj390@FreeNet.Carleton.CA (Bob
>Bell) writes:
>>
>>
>>
>>[ Article crossposted from comp.sys.atari.st ]
>>[ Author was Eric Handbury ]
>>[ Posted on 27 Aug 1996 01:56:53 GMT ]
>>
>>Unusual request. My wife is deaf and in the evening we find it
>difficult
>>to go over the day's happenings. To both of us it becomes very
>>frustrating. I had the idea that if I could get hold of a system that
>>would allow me to link up printed conversation to the television I
>could
>>use a light keyboard and converse by typing onto the screen so that my
>
>>wife could read my part of the conversation. Recently I got hold of an
>11
> That's an easy one. In BASIC, type the following:
>10 DIM TEXT$(80)
>20 GR.18
>30 ?#6;CHR$(125):I.TEXT$
>40 ?#6;TEXT$
>50 TEXT$="" G.30

Sorry but your method has several flaws in it. In +16 graphics modes an
input command will reset the screen to Graphics 0, and there's no colon
before "Goto 30", which a non-programmer wouldn't catch, especially with
"goto" abbreviated. But on the lighter side the abbreviations are valid
and the clear-screen code is right.

I tried writing one on the fly in here, but testing it I realized it
didn't work. Finally, I came upon this version.

10 DIM T$(80)
15 GRAPHICS 2
20 PRINT #6;T$
30 INPUT T$
40 GOTO 15

I tested this one and it does work. For a cute effect, add this line:

25 POKE 756,226
```

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1924. 512K parallel printer buffer $35.00 OBO

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <514muu$8lg@madeline.INS.CWRU.Edu>
Source record: 80637
Cross-posted to: misc.forsale.computers.printers,comp.sys.atari.8bit

```
Technologic Systems parallel printer buffer.
Has 512K of internal RAM. Two DB-25 connectors,
one in, one out. With power supply.
$35.00 or best offer.

Please respond via e-mail if interested.

--
cd827@cleveland.freenet.edu
"The minstrel boy has gone to war, in the fields of death you'll find him.."
author unknown.
```

1925. FS: Atari 800 system

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: mjr1769@tntech.edu
Message-ID: <1996Sep10.182802@eagle.tntech.edu>
Source record: 80638

All of this goes together,it's a package deal!
For Sale:

Atari 800 w/48K
Atari 410 cassette drive
Atari 1050 disk drive
Commodore 1702 color monitor
Panasonic KX-P1090 printer (80 column,dot matrix,does graphics,
tractor or friction feed)
Ape-Face XLP printer interface (RS-232)

Atari- Atariwriter (cart)
BASIC (cart)
Basketball (cart)
States and Capitals (cass)
Conversational Spanish (cass)
Sublogic- Flight Simulator II (disk)
Koala- Micro Illustrator (disk)
WITH Koalapad touch tablet
Antic(APX Classics)- RAMbrandt ver. 2.0 (Compatible with touch
tablet or joystick, converts MicroIllustrator
files. Also prints files.
All of the above are in original boxes with documentation,
except the 800 and 410, which don't have the original box.
All of this equipment is in good shape. Of course, all cables and power
supplies are included.

You pay shipping. Make me an offer on this system!

MJR1769@gemini.tntech.edu

1926. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <5157dh$4si@newsbf02.news.aol.com>
Source record: 80639

In article <Pine.SUN.3.95.960909215552.8624F-100000@linet01>, Patrick Mulvey <pmulvey@li.net> writes:

>Atari is also the users
>who cherish the ideas formed. Those that continue to build and develop
>keep the spark alive. So what if the Atari name no longer stands in
>Sunnyvale or on the stock market. It will finally die when the last of
the
>diehards stop meeting at user groups, and the memory of what was, is no
>longer.

I couldn't agree more, Pat.

1927. 810 Archiver Drive FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <514e57$ctf@freenet-news.carleton.ca>
Source record: 80640

Atari 810 drive w/ Archiver enhancment, software, and
cables. All for $60 + shipping.

Steve

1928. Re: xl-it Atari emulator for the pc

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3235CCBB.3948@htw.uni-sb.de>
Source record: 80641

Rich Tietjens wrote:

> >> > www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
> >
> >That page crashes my Netscape 2.02 too.
> FWIW, I have no problems with it here (Win95, P100 CPU, 32 megs RAM, 10
> Mbps Ethernet w/o modem). Got both version 0.14 and 0.15 from there.
I used Netscape 2.02 to write this page (I mean to check how it
looks....). But I had this problem with other pages, as well.
I think you should update to a 3.x Netscape. For me this
solved those problems.
I haven't used any special things on my page that could cause
this crash.
It's just another Netscape bug...

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis Emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

1929. Spread Sheets

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-10 00:00:00 UTC
From: Trevor Haddrell <haggis@argonet.co.uk>
Message-ID: <na.b3a378470b.a50110haggis@argonet.co.uk>
Source record: 80642

A friend of mine has asked me to see if I can locate anyone out there with a data base/spreadsheet programme for an Atari MEGA 1.

If you do have a cheap programme available I'd like to hear from you. Its for a Youth Club which is why it must be cheap.

Any offers.

Regards

Trevor

1930. Re: easy Atari 8-bit question..anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <517jk0$1j6@ornews.intel.com>
Source record: 80569

In article <3237486D.1F69@ncweb.com>,
Bill Somrak <cooncat@ncweb.com> wrote:

> IF and WHEN you get a response from the
> author (D. Mihoka), it just might be full of profanity and
> ridicule, as he did when he last e-mailed me ...

Since I registered ST Xformer, lo, these many years ago, I've gotten exactly two response from Mr. Mihocka. Well, actually, one was a response, in email, rather sarcastic and somewhat off-center regarding the topic (I had posted a comment in c.s.a.s. about not being able to get support - he never answered any of my letters or feedback left at his Web page). The other bit of email received was, of all things, an advertisement.

Why in the world would anyone who has as much as told me he doesn't want my business and doesn't appreciate my commenting on his products email me an ad? I've been publishing hardware and software reviews since 1978, it's not like it's a secret...

Ah, well. With /real/ 8-bits as cheap as they are now, who cares? I'll build another shelf under my server desk...

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

1931. Apple Atari TI Commodo

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C824B5.10C1000ABE.uuout@compudata.com>
Source record: 80570

```
Apple Items for Sale plus shipping

Apple Software with box and or docs

Ancient Art of War at Sea for IIe/IIc/IIgs, box/docs $12
Bank Street Writer for Apple IIe/IIc/IIgs, box/docs $12
Trio Plus for Apple II series with docs $12

Following for Apple, diskettes only, $4.50 each, 5 for $19

Applied Engineering Super Appleworks desktop expander 5.3.1
Apple Presents the IIc an Introduction
Apple Presents the IIc Exploring Apple Logo
Apple Presents the IIc Getting Down to Basic
Apple Presents the IIc The Apple at Work
Apple Presents Apple II Instant Pascal
Apple Presents the IIe an Introduction
Apple II Diskware DOS 3.3 for II/II+/IIe System Master
Apple II Instant Pascal Master Program
Apple II Access II Training Disk
Apple II Access II Program Disk
Easy Working Writer for Apple
Graphics Sampler for the Apricord IIc
Great Games and Chess Problems Apple DOS 3.3
The Writer from Hayden for IIplus/IIe
The Writer from Spinnaker for IIc/IIe
The Filer from Spinnaker for IIe/IIc
The Planner from Spinnaker for IIe/IIc
The Apple Paint Drawing Program
Wheel of Fortune for Apple

Apple Manuals - $8 each (four for $25)

Apple Mouse IIc Users Manual
Apple II Monitor II Users Manual
Apple II Access II Reference Manual
Apple II 80-Column Text Card Manual for IIe only
Apple IIc Owners Manual
Animation Magic with your Apple IIe/IIc
Apple II Disk II Installation Manual
Grappler Printer Interface Users Guide
Setting Up Your Apple IIc
Z-Ram II Users Manual

Macintosh 512 with keyboard and mouse..... $99
WICO Power Grip Joystick 50-2020 (2)..... $13 each
```

Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....
Cables $5 each (5 for $20) (8 for $30)
Black IBM type computer power cable..... $5
White IBM type computer power cable..... $5
White cable - round 5 pin to oblong 9 pin both male. $5
9 pin cable white, male and female..... $5
Apple round printer cable - 2 by 13 on other end.... $5
Apple flat printer cable 2 by 14 on other end..... $5
Apple flat ribbon cable 2x12 & male 25 pin..... $5

Microlyics Inside Information for the MAC..... $9

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10
.....

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $33
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $10
WICO Power Grip Joystick 50-2020 (2)..... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
Peripheral Cable for Atari computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $ 9
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

.....

Commodore Items for Sale plus shipping

Commodore 64 Computer with power supply $39
Commodore 64C Computer with power supply $39
Commodore 1541 Disk Drive ..... $29 each
Commodore Dataset Tape drive..... $19
WICO Power Grip Joystick 50-2020 (2)..... $13 each
Cardco Printer Interface Serial/Parallel..... $22
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $39
Cable to attach C64 to Commodore Color Monitor..... $14
Commodore 64 Basic Manual ..... $ 4
Okidata 120 Printer Manual for Commodore Computers.. $ 2
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
26 single sided double density disks..... $10
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
VIC 20 Power Supply..... $10
Commodore 64 Users Guide..... $ 8
Commodore 64c Quick Connect Guide..... $ 6
Commodore 64C Introductory Guide..... $ 6
Commodore 64C Systems Guide..... $ 8
.....
Commodore Software
.....
Agent USA with diskette only..... $ 4
America's Cup with docs ..... $ 6
Archon with box, diskette & box..... $12
Bank Street Writer box/docs ..... $ 6
Bank Street Writer diskette only..... $ 4
Beach Head with docs ..... $ 5
Commodore 64c GEOS with diskettes & docs..... $18
Commodore Vic-1541 Test Demo diskette..... $ 4
Database Manager with Report Generator with diskette & doc.... $12
Dynatec Codewriter with diskettes, box & doc..... $14
Double Dragon in Box with diskette..... $ 6
Easy Working Writer diskette only..... $ 4
Ghost Manor & Spikes Peak diskette only..... $ 4
Ghostbusters diskette only..... $ 4
Indiana Jones Temple of Doom..... $ 5
Introduction to Commodore Basic Part 1 (2 tapes, box & doc).. $12
L.A. Crackdown diskette only..... $ 4
Learning Company Moptown Parade, Box, Doc & diskette..... $12
Learning Company Addition Magician, Box, Doc & diskette..... $12
O'Dell Lake with docs & diskette..... $ 7
Okimate 20 Demo Color Screen Print diskette only..... $ 4
Pocket Rockets box w/diskette..... $ 6
Sesame Street - Astro-Grover diskette only..... $ 4
Solo Flight diskette only..... $ 4

Streetsurfer & Hollywood or Bust diskette only..... $ 4
Swat for C/64 Atari XL/130 XE diskette only..... $ 4
The Last V8diskette only..... $ 4
Typing Tutor - Word Invaders diskette only..... $ 4
WordPro 3 Plus/64 box/docs ..... $ 8
Wordprocessor Professional with docs & diskette..... $12
Wheel of Fortune diskette only..... $ 4
.....
C64 Tapes - $3 each (4 for $10)

PET Emulator
Science Package III PET
Educational Package II PETFrogger
Basic Tools

VIC 20 Tapes - $3 each (4 for $10)

Intruder/Scrambler
Public Domain SW Collection #3B
Public Domain SW Collection #V7B
Public Domain SW Collection #V0A
Rerun
Nufekop
Snakman
Kosmic Kamikaze
VIC 20 Personal Loan Analyzer

18 Tapes with keyed in magazine programs $2 each

8-1/2x11 Plastic VIC Programmers Aid Card $4

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

.....

Texas Instruments Items for Sale plus shipping

TI 99/4a original metal case with all packing
materials, cover, power supply etc..... $49
TI Program Recorder original box with all packing
materials..... $25
TI Speech Synthesizer PHP1500 in original box..... $39
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
WICO Power Grip Joystick 50-2020 (2)..... $13 each
.....

TI 99/4A Cartridges $9 each (3 for $25)
.....
Reading On (no box) from TI.....
Early Learning Fun (doc) from TI.....

```
Early Learning Fun (box & doc) from Ti.............
Addition & Subtraction 1 (box & doc) from TI........
Munchman (box & doc) from TI.......................
Beginning Grammar (box & doc) from TI..............
Hunt The Wumpus (box & doc) from TI................
Donkey Kong from Atarisoft (doc & box).............
Centipede from Atarisoft (doc & box)...............
Defender from Atarisoft (doc & box)................
.....................................................

TI 99/4A Manuals
................
Read This First.................................. $ 5
Users Reference Guide............................. $10
Beginners Basic................................... $ 8
Learning Basic for TI Compact Computer 40.......... $ 8
Basic Primer...................................... $ 5
.....................................................
DVE Printer Power Supply Model DV-2412A............. $10
Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks................ $ 6
10 Nashua single sided double density disks......... $ 6
19 Single sided single density disks for............ $ 5
14 Double side double density disks for............. $ 5
.............................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com

---
```
• OLXWin 1.00b • ONE TEQUILA, TWO TEQUILA, THREE TEQUILA , FLOOR.

1932. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <32375D49.6961@Asymetrix.com>
Source record: 80571

```
Robert Smith Ely wrote:
>
> 10 GR.2:C.1
> 20 OPEN#1,4,0,"K:"
> 30 GET#1,A:PUT#6,A
> 40 IF A=155 THEN ?#6,CHR$(125)
> 50 G.30
>
```

This looks to me to be the shortest and best so far.

The only thing I don't like is using "RETURN" as the
key that you clear the screen with. Since you don't have
word wrap, you might WANT to hit RETURN to start a word
on the next line.

Why not use some other (unlikely) character to clear
the screen? Almost any unusual character would do; perhaps
">" or some such? Or some control character, of course.

I don't have any manuals, etc., here with me now, but I
think just changing line 40 to
40 IF A=62 THEN PUT#6,125
would change it to test for ">". Others might suggest
better alternatives.

p.s.: Okay, Robert Ely, you got rid of the strings
everybody was using for PRINT#6 by using PUT#6.
So how'd you miss PUT#6,125 instead of ?#6 CHR$(125).

p.s.s.: Just teasing a little. Nice to know I haven't lost
ALL of what I remembered once upon a time.

1933. Re: antic '85 mags with PBI articles...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <32375E2C.F52@Asymetrix.com>
Source record: 80572

```
hobo wrote:
>
> Is there a site that has the ANTIC Magazine Parallel Bus Interface
> article
> online? There are 4 parts to the article, and I have the first two
> parts.
> I'd like to see the last two parts.
>
> I'd also like to see what other people have hacked up to their PBIs.
> I have a couple 800XLs and a 130xe to work with, just FYI.
>
> Cyrus
>
> cyrus.malek@amd.com
>
> ====== opinions are my own, etc.. ======

I believe that the PBI info is ALSO available in the
Atari Technical Manual, 800XL "updated" version, if
you can find it.

--
"Don't take life so seriously, son.
It ain't nohow permanent."
Porky Pine [Walt Kelly]
```

1934. AliBaba Adventure - Wanted ;)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <32379AD9.456E@ibm.net>
Source record: 80573

ive managed to corrupt my alibaba.atr with a bad cable. can someone point me at a new copy?

thanking you, es-

1935. Re: using ATRs with real Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <32379A13.4AA4@ibm.net>
Source record: 80574

john, ape and sio2pc are both very capable of connecting the pc to the
atari. im biased towards ape, it offers many more features. just set
it up, load an .atr image into the virtual drive bay, turn on atari...
voila.

i dont own a diskdrive for my xl :)

es-

John Thornburgh wrote:
>
> Can someone help me with how to use ATR files on a real Atari?
> I've surfed the Web for a couple of hours and can't find an
> explanation, other than to use the PC as a hard disk with APE.
>
> Is there a way to do it with just the Atari -- e.g., after
> copying the file onto a floppy and putting it into an Atari
> drive?
>
> thank you! John

1936. Krieg's Klassic Karts Auction Update #5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <5180ei$p94@earth.alpha.net>
Source record: 80575
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.cbm,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

```
Welcome to my first Classic System Auction!

*********************************************************************
* 5 rare carts added Sept. 9th! *
* 2600: Ghostbusters, Fire Fighter, No Escape, California Games *
* 7800: Galaga *
*********************************************************************

This auction contains carts for the following systems:
Atari 2600 84
Atari 5200 6
Atari 7800 4
Atari 8-bit 3
C64 6
Intellivision 3
Hardware 4
2600 docs 6

Minimum bid = .50

Minimum bid increments
.50 - 5.00 .50
5.00 & up 1.00

Shipping is extra (generally $2 - $5, hardware may be more).

Trades are also welcome. I collect anything Atari. Trades may cause some
items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

This auction will close September 20th, 1996.

2600 - Atari
------------
C Adventure (text label)
U Air-Sea Battle
C Asteroids (sealed box, but box is a bit squished and worn)
U Backgammon (text label)
R Basic Programming (text label) 1.50 XmX
1.00 helmuelt
C Basketball (text label)
U Battlezone
C Berzerk
U Brain Games (text label) .50 helmuelt
```

U Canyon Bomber (text label)
U Casino .50 georgeb
C Circus Atari (text label, w/ docs)
C Combat (text label, free to 1st person who asks) .00 martino
C Combat (text label, w/ box and docs)
C Defender
R Donkey Kong Junior 1.50 XmX
1.00 helmuelt
U Hangman
C Haunted House .50 kweaver
U Maze Craze
U Moon Patrol .50 georgeb
C Phoenix
U RealSports Baseball
U Sky Diver
U Space War .50 martino
C Swordquest: Earthworld .50 bane
U Video Pinball (upper case letters label) .50 bane
U Warlords

2600 - Activision (most have some acti-plaque)

U Barnstorming (white background label) .50 georgeb
U Chopper Command .50 bane
U Chopper Command
R Decathalon .50 bane
R Dolphin 2.00 rmoore
2.00 helmuelt
U Dragster .50 georgeb
U Freeway .50 bane
U Freeway
R Ghostbusters (blue label) 2.00 helmuelt
U Ice Hockey
U Kaboom! .50 kweaver
U Kaboom!
U Keystone Kapers .50 kweaver
U Keystone Kapers .50 mover
C Pitfall (nice!, very little acti-plaque, w/ docs) 1.00 kweaver
.50 XmX
C Pitfall .50 mover
R Pitfall II: Lost Caverns (w/ box, no docs) 2.00 bane
2.00 XmX
R Pressure Cooker (heavy acti-plaque) 2.00 rmoore
1.50 georgeb
U River Raid (nice!, very little acti-plaque) .50 XmX
U River Raid .50 kweaver
U River Raid
R Robot Tank .50 bane
R Robot Tank
R Seaquest .50 maverick

R Seaquest .50 maverick
R Sky Jinks
C Tennis .50 maverick
C Tennis (missing end label)

2600 - Coleco

R Front Line (w/ box, no docs) 4.00 rmoore
3.00 helmuelt
U Mouse Trap

2600 - Data Age

C Journey Escape (missing end label)
C Journey Escape

2600 - Epyx

R California Games 1.50 kweaver
1.00 helmuelt

2600 - Imagic

R Fire Fighter
R No Escape!
C Star Voyager .50 georgeb
R Trick Shot .50 helmuelt

2600 - M Network

U Adventures of Tron .50 helmuelt
U Frogs and Flies (shrinkwrapped, mint in box) 2.00 kweaver
1.50 maverick
C Space Attack

2600 - Parker Bros.

C Frogger
C Q*bert .50 kweaver
U Reactor 1.00 georgeb
R Spider-Man 1.00 georgeb
C Star Wars: The Empire Strikes Back (missing end label)
C Star Wars: The Empire Strikes Back (bubbling label)

2600 - Sears

C Breakaway IV
ER Checkers 2.50 slapdash
2.00 jvmatthe
U Outer Space (picture label) .50 jvmatthe
U Speedway II
U Speedway II (picture label) .50 jvmatthe

C Maze (picture label) .50 jvmatthe
C Target Fun
R Video Chess 1.00 helmuelt
.50 jvmatthe

2600 - 20th Century Fox

R Mega Force .50 helmuelt

2600 - Vidtec/US Games

R Sneak'n Peek .50 georgeb
.50 helmuelt
U Word Zapper

2600 - paper goods (.25 minimum)

Frogger docs .25 martino
Jungle Hunt docs .25 martino
Yars' Revenge docs .25 martino
Activision catalog AG-040-11 (1983) .25 martino
Atari catalog CO16725-Rev. D (1981) .25 martino
Atari catalog CO16725-Rev. E (1982) .25 martino

5200 - Atari

C Centipede
C Defender
C Dig Dug .50 trappel
C Pac-Man

5200 - Parker Bros.

C Frogger (missing end label)

5200 - CBS

R Wizard of Wor 3.00 maverick
2.50 jvmatthe

7800 - Atari

U Dark Chambers 1.50 maverick
1.00 cmoore
R Donkey Kong Junior .50 cmoore
R Galaga (screw holes in label)
C Pole Position II .50 cmoore

Atari 8-bit

U K-star Patrol (CBS) 2.00 cmoore
U Kids on Keys (Spinnaker)
ER Powerstar (Pandora, mint in box, trades only!)

C64

Delta Drawing (Spinnaker)
Fraction Fever (Spinnaker) .50 martino
Linking Logic (Fisher-Price)
Logic Levels (Fisher-Price)
Memory Manor (Fisher-Price)
Mr. Cool (Sierra On-Line) 1.50 helmuelt
1.00 bfhom

Intellivision - Sears

Astrosmash (w/ box, docs & overlays) .50 bane
Poker and Blackjack (w/ box, docs & overlays) .50 bane
Sea Battle (w/ box, docs & overlays) .50 bane

Hardware

7800 joystick (fire button sticks) .50 maverick
Avatex 1200 Baud Modem ($2 minimum bid)
Star Gemini Printer (w/ dust cover, Digital Devices
printer interface (to Atari
8-bits) and desktop stand) 5.00 rsg0910
Wico Command Control Joystick 1.00 XmX
.50 maverick
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

1937. Re: WTB : Chips for upgrades ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3237001F.412A@total.net>
Source record: 80576

Mariano Dominguez Molina wrote:
>
> --
> Hi !!
>
> I'm Looking for the following chips :
>
> CO21698 Antic PAL chip
> CO25953 ??
>
> a 65816 processor
>
> Does anybody knows if there is a retailer who sells these by mail?
> TNX
> --
> Mariano Dominguez Molina
> Facultad de ciencias.UNAM
>
> http://graf.fciencias.unam.mx:100/~mariano/

Try BEST Electronics - Brad has just about everything salted away somewhere.
The only thing he may not have is the 65816.

1938. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <FqsNyMezGKhY090yn@kenton.com>
Source record: 80577

In article <tseufert-1109960509420001@annex056.ridgecrest.ca.us>,
tseufert@ridgecrest.ca.us (Timothy A. Seufert) wrote:
>I know that during my
>Atari ST fanatic years, when Amiga was evil, I always laughed when I saw a
>local cable channel displaying a Guru Meditation -- Amigas got used a lot
>for video titling because of the NTSC compatible video output, but they
>were not exactly stable enough to just go away and leave for 24+ hours.
>:-)

It's seems that the Prevue channel (I don't know how popular it is
across the US) on my local cable company is running on an Amiga. I live
in a small town, so when my lights go out, that means the cable
companies power went out, so when the power comes back on, I change it
to the Prevue channel, and watch the Amiga boot up. (It's kinda cool,
actually, in a sick and geekish way!!)

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

1939. FS:130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: Micah Lutz <byteme03@sprynet.com>
Message-ID: <01bb9f7d$742794a0$3afaaec7@SPRY01.SPRYNET.COM>
Source record: 80643

I am REALLY desperate to get rid of my old 130XE. It has 128k RAM, 810 dd,
and an old Amdek green-screen mono monitor. (no mon. cable) name yer price.

--
/\/__byteme03@sprynet.com

1940. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5154o5$q3p@madeline.INS.CWRU.Edu>
Source record: 80644

(I'm a bit confused as usual. Mr. Hanbury, from Mr. Bell's
account asks a question about printing big letters using
130xe. Mr. Smith answers with a section of code. I see
problems with Mr. Smith's code, but am encouraged by his
code to say something mydamnself.)
Mr. Smith Dimmed a string to 80 bytes, but didn't have
any input that used this string. I think his code will
just keep clearing the screen, has no place for keyboard
input. Mr. Smith uses graphics 18, which is graphics 2
big letters, without the 'text' area at the bottom of
the screen.)
How about this (I'm hoping someone will correct my
mistakes and thru it all, Mr. Hanbury will get the
idea and write something successful.)

```
10 CLOSE #1
20 OPEN #1,4,0,"K:":REM OPEN THE KEYBOARD FOR INPUT
30 GRAPHICS 18:REM OR GRAPHICS 17 FOR A BIT SMALLER LETTERS
40 GET #1,X
50 ? #6;A$;:REM I FORGOT LINE 2 DIM A$(5)
60 GOTO 40
```

It might work better to close #1:close #2
open #1,4,0,"K:":open #2,8,0,"E:"
(I can't edit this, so I forgot the line,

```
42 a$=chr$(x)
```

Lemme try again

```
10 DIM A$(5)
20 CLOSE #1
30 OPEN #1,4,0,"K:"
40 GRAPHICS 17
50 GET #1,X
60 A$=CHR$(X)
70 ? #6;A$;
80 GOTO 50
```

Russ Gilbert

1941. Re: MPP driver cable help

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-1009962238190001@ts1-8.homenet.ohio-state.edu>
Source record: 80645

In article <Pine.SUN.3.95.960909205355.8624C-100000@linet01>, Patrick Mulvey <pmulvey@li.net> wrote:

> On Mon, 2 Sep 1996, Mr. Maddog wrote:
>
> > Can someone tell me how to get a null modem cable to work with the MPP
> > modem driver. It's the one where you can use a modem in a joystick
> > port. I don't know if I can just 'plug' in a null modem cable without
> > any modification. I really appriciate any help on this, thanx :)
> >

I published the pinouts for this in my user group's newsletter many, many years ago. Unfortunately, I gave all my old A.C.E.C. newsletters to Wayne Arenz. You can try to reach him -- his e-mail address is: rwarenz@freenet.columbus.oh.us

The null cable was employed by users transfering data between the Atari ST and Atari 8-bit, without an 850 interface (primarily to transfer text files when they upgraded to the ST series). The cable works well, save for two drawbacks: (1.) The maximum baud rate is rather low, maybe 600 or 1200 baud. It definitely is below 1200 baud and (2.) There is no support for carrier detection or controlling the DTR pin (so you can't hang up or tell if you are connected). That is a non-issue if you intend to use it for a null modem. Finally, most of the MPP drivers were memory hogs.. They worked using a bunch of interrupts, I forget if they were DLI or VBI, probably VBI. Obviously, all buffering of incoming data had to be performed by the software (since there is no DRAM in the cable), which is probably one reason it couldn't handle higher baud rates. At least with an 850 or P:R:, you had a small buffer in the interface (16 or 32 bytes as I recall).

I definitely recommend the methods in the previous posting, but thought I'd pass this information along anyway.

--
Frank Seipel
fseipel@freenet.columbus.oh.us

1942. Pokey Version 0.62 just released

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: mhill@one.net
Message-ID: <323627c6.11519420@news.one.net>
Source record: 80646
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

All,

I just released version 0.62 of Pokey the Atari 800/XL/5200 Emulator.

Whats new in version 0.62

Limited Keyboard emulation of the Joystick.

Faster emulation. Some games that were a little slow should run
better now.

And just in case you missed last weekends announcment. Pokey supports
sound (as of version 0.61) through the Pokey printer port card.
Specifications, parts lists, and test programs for the project are up
on my Web page listed below.

You can also get the latest version of Pokey from my Web Page below.

You will find screen shots of pokey running various games also. Im
looking at adding some samples of the Pokey card playing some of our
favorites.

If you want to know more about Pokey drop me a line.

Mike
mhill@one.net
http://w3.one.net/~mhill/pokey/pokey.html

1943. Zork,BBS'S,BBS List

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <515bia$9br@kirin.wwa.com>
Source record: 80647

Is Zork I,II,or III availabe for download anywhere? Is there any BBS software available for downlaod anywhere? I have checked the archives and unless I am blind, I can't find it.

Check this out.

While browsing at a local thrift store I came across a color monitor for my Atari for 6 bucks! Got a green one too, both work GREEEAT! I also cam a cross an Atari 800. I open the cover and what do I see? Not the 16+16+16 I expected to see. I saw a 16 plus a RAMPOWER 128 plus a RAMPOWER 32 by Axlon. (Plus Performance Series.) How much did I get that one for you ask?

$4.50. What a deal. I guess I should consider myself lucky.

1944. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: jmcgowan@metric.inch.com
Message-ID: <515tpc$1hc@sleepy.inch.com>
Source record: 80648

Eplicon (eplicon@aol.com) wrote:
> > AT LEAST ATARI OUTLASTED COMMODORE, the P.O.S. C64 and Amiga!

> Atari was also fortunate to have survived through so much turmoil and yet
> stay intact. Look at what happened to Apple and Commodore; both companies
> outsted their founders (Jobs and Tramiel)!

Intact? Bushnell sold it to Time Warner. Around '82-'84 when the Commie, Apple and Atari were working on 16 bit machines (Commie and Apple in house, Atari with Amiga to whom many of the 8 bit programmers transferred) Tramiel took over Atari. Brought over the Commie 16 bit design team (commodore sued atari for stealing their 16 bit machine). Commodore paid off the loan made by atari to amiga (for exclusive rights) to take over the amiga (after all, having brought the commie design team to atari, could amiga expect atari to market the amiga?). Atari sued commodore for stealing *their* machine. Suits settled... atari got the ST and Commodore the Amiga.

If you think of Atari as just the tramiel company with the tramiel philosophy (dropping the US markets, selling off 8 bit products with no support rather than continuing the development with outside partners of perhaps the first GUI for an 8 bit computer, demonstrated by 'VIP Professional' programmers, I believe, along with the Lotus clone for the XE), then, yes... that atari lasted. But the Atari who designed and made my computer (800XL which said on the box that it was the official home computer of the olympics... the 1984 olympics) that surely did not stay intact.

1945. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1109961047130001@194.125.100.1>
Source record: 80649

In article <515tpc$1hc@sleepy.inch.com>, jmcgowan@metric.inch.com (John McGowan) wrote:

> Intact? Bushnell sold it to Time Warner. Around '82-'84 when the Commie,
> Apple and Atari were working on 16 bit machines (Commie and Apple in
> house, Atari with Amiga to whom many of the 8 bit programmers
> transferred) Tramiel took over Atari. Brought over the Commie 16 bit
> design team (commodore sued atari for stealing their 16 bit machine).
> Commodore paid off the loan made by atari to amiga (for exclusive rights)
> to take over the amiga (after all, having brought the commie design team
> to atari, could amiga expect atari to market the amiga?). Atari sued
> commodore for stealing *their* machine. Suits settled... atari got the ST
> and Commodore the Amiga.

Are you sure about all of this? I know the later part about the Amiga originally being an Atari external project, but not the former. It seems Atari lost that one, the Amiga was certainly superior to my ST.

> If you think of Atari as just the tramiel company with the tramiel
> philosophy (dropping the US markets, selling off 8 bit products with no
> support rather than continuing the development with outside partners of
> perhaps the first GUI for an 8 bit computer, demonstrated by 'VIP
> Professional' programmers, I believe, along with the Lotus clone for the
> XE), then, yes... that atari lasted. But the Atari who designed and made
> my computer (800XL which said on the box that it was the official home
> computer of the olympics... the 1984 olympics) that surely did not stay
> intact.

Well put. The 8-bits were certainly the best of the 8-bit machines ever built, not in any one way, but when you look at the whole thing. I'd love to have the SID of the C64 or the slots of the Apple II, but all in all the right parts were in the right places and you ended up with a superior machine. My compliments to Jay Miner. On the other hand my ST was a junker.

Maury

1946. pokey emulation info

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: ce596@torfree.net
Message-ID: <DxK9J2.8B.0.queen@torfree.net>
Source record: 80650

I have been considering the problem of pokey emulation on a pc, I see
there are a number of people working on this problem also. I was
able to work out how the pokey sound works by studying the schematic
diagram in the hardware manual and doing some experiments with the
Atari. I wrote a program to test what i had learned about the sound by
generating it through the pc speaker, and the sounds seemed the same.
What i got to work were pure tones,the poly counters and high pass filter.
If anyone needs this information i will help if i can.

1947. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5167og$an1@dfw-ixnews2.ix.netcom.com>
Source record: 80651

In <512jql$mkl@freenet-news.carleton.ca> dj390@FreeNet.Carleton.CA (Bob Bell) writes:
>
>
>
>[Article crossposted from comp.sys.atari.st]
>[Author was Eric Handbury]
>[Posted on 27 Aug 1996 01:56:53 GMT]
>
>Unusual request. My wife is deaf and in the evening we find it difficult
>to go over the day's happenings. To both of us it becomes very
>frustrating. I had the idea that if I could get hold of a system that
>would allow me to link up printed conversation to the television I could
>use a light keyboard and converse by typing onto the screen so that my
>wife could read my part of the conversation. Recently I got hold of an 11
>year old Atari 130XE which gives me connection to the TV and has a light
>keyboard. It has, as you will know, built-in BASIC. I can print
>conversation onto the screen which is fairly readable at least 8 feet
>from the screen. I would like, however, to increase the font size a
>little but have no idea if this is possible or if I could get hold of an
>old word processing program for the cartridge slot or a program recorder
>with this information that would allow a bigger
>font size. There may be games available of an educational character that
>might give me access to a larger font. I hope I have described my efforts
>to develop a much needed conversation device using an Atari 130XE. I would
>much appreciate any input you might have.
>
>Eric Handbury (mariner1@freenet.npiec.on.ca)
>
>
Let me re-reply. The previous reply had a couple of minor mistakes in the program. I scripted it on the fly. Line 20 should read:
20 GR.2:C.1
Line 50 should read:

```
50 I.TEXT$:G.30
```
This will leave the text on the screen until you press return. The one from yesterday would imediately clear the screen without it even appearing.

Another short version puts each character on the screen until a return is entered. At that time the screen is cleared.

```
10 GR.2:C.1
20 OPEN#1,4,0,"K:"
30 GET#1,A:PUT#6,A
40 IF A=155 THEN ?#6,CHR$(125)
50 G.30
```

This is a definite improvement over the previous program. Word wrap could also be added, but would require saving to disk and loading each time you wanted to use the program. These short ones can be quickly typed in and no drive is necessary.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

1948. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <515am1$n7n@freenet-news.carleton.ca>
Source record: 80652

Maury Markowitz (maury@softarc.com) writes:
> In article <511tfd$ovh@newsbf02.news.aol.com>, eplicon@aol.com (Eplicon) wrote:
>
>> > AT LEAST ATARI OUTLASTED COMMODORE, the P.O.S. C64 and Amiga!
>>
>> Atari was also fortunate to have survived through so much turmoil and yet
>> stay intact. Look at what happened to Apple and Commodore; both companies
>> outsted their founders (Jobs and Tramiel)!

I'd say Tramiel deserved it, but Jobs was a special case. It was basically
political with he disgreeing with whats-his-name. I was sorry to see him
turfed, ya gotta have respect for a number-cruncher-made-good.

--

Tomorrow is the first day of the year 2000 | ai542@FreeNet.Carleton.CA
Do you know where YOUR century bit is? | Ontario, CANADA

1949. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-1109960509420001@annex056.ridgecrest.ca.us>
Source record: 80653

In article <maury-1109961047130001@194.125.100.1>, maury@softarc.com (Maury Markowitz) wrote:

> Well put. The 8-bits were certainly the best of the 8-bit machines ever >built, not in any one way, but when you look at the whole thing. I'd love >to have the SID of the C64 or the slots of the Apple II, but all in all >the right parts were in the right places and you ended up with a superior >machine. My compliments to Jay Miner. On the other hand my ST was a >junker.

I disagree about the ST being a junker. You have to look at it in the context of 1985, when the ST and the Amiga were fresh off the drawing board and just hitting the market. The Amiga had better graphics and sound. It was basically Jay Miner's next generation design, so that's what you would expect of it. The ST, by comparison, was pretty much a matter of bolting together available parts while avoiding too much custom ASIC design, and it was apparently done in an incredibly short time, something like 6 months from concept to product.

But the ST offered most of the Amiga's capability at a *much* lower price. I remember how an Amiga 1000 with 256K of RAM cost quite a bit more than $1000 when it came out, while the 520ST (with 512K) was solidly below $1000 (I think $699, but I'm not sure). Later on, the 1040ST offered 1 MB of RAM for $1000. In that era, the Atari hardware was an incredible deal, and it attracted a lot of buyers who couldn't afford the $1000+ 16-bit machines.

The small memory was really a problem for the Amiga. Both the Amiga and ST were intended to have a ROM OS, but were initially released with disk-loaded operating systems because bug-free ROMs weren't ready, or whatever the excuse was. Loading the OS into either computer used around 200K of RAM (both were slated to have 192K of ROM). The 520ST was left with plenty of RAM for programs, but the Amiga had very, very little. Not many people saw the benefits of multitasking with 60K of free memory.

And the Amiga's OS was, of course, notoriously buggy in those early years. Rather a lot of users saw Guru Meditations much more than they'd have liked. :-) Also, having seen the early Amiga GUI, I'd have to say that the only possible explanation is that somebody hit it and its designers with the Ugly Stick repeatedly. These two things certainly couldn't have made a good impression in the stores. I know that during my Atari ST fanatic years, when Amiga was evil, I always laughed when I saw a local cable channel displaying a Guru Meditation -- Amigas got used a lot for video titling because of the NTSC compatible video output, but they were not exactly stable enough to just go away and leave for 24+ hours. :-)

So I'd say that at first, the ST was anything but a junker, compared to its prime competition and enemy. The Amiga was technically better but a number of flaws brought it down, and it could not compete in price. Later on, the ST definitely did become a junker, because the Tramiels were seemingly even less willing to seriously fund development of new hardware than the Commodore execs.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

1950. RE: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960911085839.aaaa000oj@babyblue.cs.yale.edu>
Source record: 80654

On 9 Sep 1996, eplicon@aol.com (Eplicon) said:

>> AT LEAST ATARI OUTLASTED COMMODORE, the P.O.S. C64 and Amiga!
>
>Atari was also fortunate to have survived through so much turmoil and yet
>stay intact. Look at what happened to Apple and Commodore; both companies
>outsted their founders (Jobs and Tramiel)!

Cough, ahem... does the name Nolan Bushnell ring any bells? His parting
from
Atari Corp. was also somewhat less than voluntary.

BTW, technically JTS didn't buy out Atari. Atari bought "into" JTS. But
the JTS
CEOs are in charge so they might actually stand a snowball's chance of
succeeding.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

1951. HOW TO LOAD AN ATARI 8-BIT PROGRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: clockwrk@ix.netcom.com
Message-ID: <516gjp$d6q@sjx-ixn6.ix.netcom.com>
Source record: 80655

Hopefully this is an easy question. I used to use Atari 800s many years ago, but even the simplest of commands have been long lost in memory.

I am running PC XFORMER (the Atari 8 bit emulator). I have put MULE.EXE and MULE.COM in the same directory as the emulator files. From the READY prompt, I have tried typing LOAD "MULE.EXE" (and I did the same with MULE.COM) and I get "error 130" or something like that. So my question is, how do I load this program? Does this emulator really work or is it a waste of time? I read several different FAQs on this, none of which seem to contain basic OS commands. One of the FAQs suggested that the READY prompt indicates that BASIC is running, and that I need to exit to DOS, using SHIFT-F10. When I press SHFT-F10, I get a letter "L" on the screen. When I type "DOS", I get a screen with diagnostic stuff like memory test, which tells me to press SELECT, START, or RESET etc etc. I don't even know which keys correspond to SELECT, START etc.

Please help if you can. If possible, please forward a copy of your response via e-mail.

Thanks!

1952. Re: 1489 SIO2PC Desgin Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <516hj3$gv7@jobe.shell.portal.com>
Source record: 80656

In article <3230562C.FE8@anest4.anest.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
>I have been looking into building the 1489 SIO2PC cable as described by
>Rick Michael Cortese, and I have a question. The 1489 is an RS232 -
>TTL level RECEIVER whereas the 1488 is a TLL - RS232 line DRIVER.
>Considering that the SIO bus deals with TTL levels (0 - 5V), wouldn't we
>really want to use the line DRIVER (to convert the 8-bit's TTL signals
>to RS232)?
>
>Using only my limited knowledge of actual electronic hardware (hey, I'm
>a a software guy - what can I say?) it seems that Rick's design, which
>accepts the SIO signals as inputs to the 1489, will convert signals that
>are already TTL (the Atari's) back to TTL (the output of the 1489).
>
>I'd appreciate it if anyone could shed some light on this.

Bearing in mind that I have not, and probably wouldn't, built or used
this circuit, but did offer some advice when it was first proposed.

The design is basically only using the 1489 device as a set of four
inverters, bearing in mind that the inputs are designed to work
properly with both the plus and minus voltages of the RS-232 design
spec.So what this design basically does is buffer and invert the open
collector TTL signals of the Atari SIO bus to drive the RS-232 inputs
of the PC, and line receive and buffer and invert the bi-polarity
voltages of the RS-232 outputs of the PC, giving a TTL level signal
which is isolated for the open collector SIO bus with the diode.
in terms of design specs and compromises, this is certainly perfectly
adequate going from an output on the PC to the SIO bus if the diode is
chosen to have a low forward voltage drop (since the SIO bus only
really expects to see a saturated transistor collector, and here you
have a series combination of a transistor collector and the diode)
such as a Schottky or Germanium diode. It is a little more marginal
the other direction, going from the SIO output to the RS-232 inputs,
being unable to generate a negative voltage level which the RS-232
spec calls for (specifically, a receiving device can meet the spec if
it's threshold is -1.49 volts), relying on the real world reality that
most receivers are based on the 1489 type devices, and have a
windows centered at of either +.9 volts or +1.2 volts or so (the
difference between the 1489 and the 1489A being the hysterisus, and
hence the thresholds). On the plus side, it will only put out +5
volts, which should be ok. So there will be less noise immunity than with
a true RS-232 spec signal, but normally would work just fine,
especially at the relatively slow SIO bus speeds.

I believe he had another design as well, using a CMOS inverting gate package. Same basic principle, but replacing the bipolar transistor saturation limits with the CMOS transistor resistance limits (a output looking basically something like a 300 ohm resistor to ground or B+). A little less noise immunity, and less drive capability on the SIO bus side.

Bottom line is, it works in most environments with reasonable cable lengths without many problems reported. I have had some PCs that required more than the +5v maximum this second circuit will generate though (judging from my Model 100, whose RS-232 circuit only puts out about +/- 5 volts with CMOS inverters) with its higher output impedence.

--
Richard Dell

1953. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1109961536550001@194.125.100.1>
Source record: 80657

In article <tseufert-1109960509420001@annex056.ridgecrest.ca.us>,
tseufert@ridgecrest.ca.us (Timothy A. Seufert) wrote:

> I disagree about the ST being a junker. You have to look at it in the
> context of 1985, when the ST and the Amiga were fresh off the drawing
> board and just hitting the market. The Amiga had better graphics and
> sound. It was basically Jay Miner's next generation design, so that's
> what you would expect of it. The ST, by comparison, was pretty much a
> matter of bolting together available parts while avoiding too much custom
> ASIC design, and it was apparently done in an incredibly short time,
> something like 6 months from concept to product.
>
> But the ST offered most of the Amiga's capability at a *much* lower
> price. I remember how an Amiga 1000 with 256K of RAM cost quite a bit
> more than $1000 when it came out, while the 520ST (with 512K) was solidly
> below $1000 (I think $699, but I'm not sure). Later on, the 1040ST
> offered 1 MB of RAM for $1000. In that era, the Atari hardware was an
> incredible deal, and it attracted a lot of buyers who couldn't afford the
> $1000+ 16-bit machines.

Yes, but...

a) the machine was poorly build, it just felt cheap
b) it was a 1970's design, with the floppy outside like it was an
"option". When later added to the 1040's it was equally odd design
c) horrible quality control. To keep mine working I hard to hold it on
both ends and twist it so the RF shield inside would stop pressing the ROM
pins. This had the side effect of slowly working them loose from the
sockets, so I had to open it up and reseat them every few months.

My 400 was certainly better built and the 800 was a tank. The ST I had
was cheap, notably the horrid excuse for a keyboard, and only the ignored
Mega's were substantial (and nicely designed too!).

> So I'd say that at first, the ST was anything but a junker, compared to
> its prime competition and enemy.

Although Commodore and Atari went at it head to head I don't know if
that's a fair comparison. The home market dried up in the recession and
the only people buying computers in quantity were businesses. Neither had
a compelling story to tell there, even Apple didn't really seem to figure
it out.

Maury

1954. Re: using ATRs with real Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <3236E222.41C6@ce.fciencias.unam.mx>
Source record: 80658

John Thornburgh wrote:
>
> Can someone help me with how to use ATR files on a real Atari?
> I've surfed the Web for a couple of hours and can't find an
> explanation, other than to use the PC as a hard disk with APE.
>
> Is there a way to do it with just the Atari -- e.g., after
> copying the file onto a floppy and putting it into an Atari
> drive?
>
hi ! I wrote an utility to make Bootable disks from ATR or XFD files ,
I'll put in my page in the next two days.

--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

1955. FS: Atari ST520 System

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: reberly@cris.com
Message-ID: <3236EF38.2F1@cris.com>
Source record: 80659

```
For Sale:
Atari ST520
Color Monitor
Modem
Lots of software
asking 200.00
please reply:reberly@concentric.net
```

1956. FS: The Chip manual & SW - $10

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <3236008d.5015333@netnews.netaxs.com>
Source record: 80660

The drive is long gone with "The Chip" which is a Disk
Backup/Developement System designed for the Atari 810 Disk Drive.

But I still have the manual for "The Chip" by Spartan Software of
Minnesota in its original case with the Archiver/Editor Program Disk.

Any Interest? Looking for $10 + SH($3). Email me

****
Go ERNIE #28
http://www.intserv.com/~jayski
http://www.intserv.com/~jayski/ernie/irvan.html
http://www.intserv.com/~jayski/silly.html
http://www.intserv.com/~jayski/lniks/links.html

1957. Monitor Cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: bmg95960@pegasus.cc.ucf.edu
Message-ID: <5179gn$a16@news.cc.ucf.edu>
Source record: 80661

Hi,

I picked up an Atari 800XL recently and I want to get a monitor cable for it. I have a cool Commodore Composite Monitor I can use. Is there a company that sells cables for the good old ataris?

-Brian Gajewski
bmg95960@pegasus.cc.ucf.edu

1958. antic '85 mags with PBI articles...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: hobo <hobo@mad.com>
Message-ID: <32372A71.5390@mad.com>
Source record: 80662

Is there a site that has the ANTIC Magazine Parallel Bus Interface
article
online? There are 4 parts to the article, and I have the first two
parts.
I'd like to see the last two parts.

I'd also like to see what other people have hacked up to their PBIs.
I have a couple 800XLs and a 130xe to work with, just FYI.

Cyrus

cyrus.malek@amd.com

====== opinions are my own, etc.. ======

1959. Skewed sectors ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <32373077.41C6@ce.fciencias.unam.mx>
Source record: 80663

```
--
Hi !
I'm testing SuperDos 5.1 and it works better than MyDos in the XF551.
Superdos allows me to format My DD diks in "Skew" sectors and my disks
Really speed up.

But My dos slow down the reading of these disks>
What exactly are skewed sectors?
TNX.
-------------------------------------------
Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/
```

1960. Pokey the NEW Atari 800/800XL/5200 emulator released

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: mhill@one.net
Message-ID: <32289f74.6635666@news.one.net>
Source record: 80664
Cross-posted to:
comp.sys.atari.8bit,comp.emulators.announce,comp.emulators.cbm,comp.emulators.msic,comp.emulators.games-consoles

Everyone,

8/31/1996

Pokey version 0.60 has officially been released to the masses!

Pokey is a FREEWARE Atari 800/800XL/5200 emulator for MSDOS systems.
I recommend a Pentium for decent emulation. Pokey has alot of great
features. Here is just a highlight. Check out my web page for more
detailed info.

* Runs on MSDOS Systems (Pentium Peferred)
* 800/800 XL emulation
* 5200 game console emulation
* Run 8K/16K/OSS Super Carts
* 320 X 200 screen (adjustable) or Mode X (320 X 240 or 360 X 240)
* Supports up to two PC joysticks (swapple on the fly or upon loading)
* DLI and VBI supported.
* All antic modes
* Player Missle Graphics with collision detection
* GTIA graphics
* Reads XFD and ATR disk images
* Supports loading disk images on the fly in slots D1-D8 (menu driven)
* Horizontal and vertical fine scrolling
* System Monitor
* FREEWARE!!!!!! If you like it drop me a line, send me a postcard,
heck Ill take money too!

Im working right now on the following

* Sound Support (Soundblaster Compatibles)
* 4 Joystick Support (using printer port joystick interface)
* Faster Emulation (right now it seems like you need a fast pentium
for decent emulation. Ill know more when you guys start testing!)
* Support for converting MSDOS files to Atari disk images on the fly
* Paddle support
* 5200 keyboard support. Since the 5200 doesn't have any console keys
and uses the keys on the joysticks to start I can't currently start my
only 5200 rom image (frogger).
* 5200 Joystick Support. Might be there now but since I only have
a 5200 Frogger cartridge image I can't start....Not sure if it works
yet.

Im looking for assistance on the following areas.

* 5200 rom images. A friend gave me his 5200 game console and about 15 cartridges. I don't have a way to transfer them to file so they are useless right now. Any help here would be appreciated.

*5200 technical information. I have the Analog article on 5200 hardware but hope there is more.

My web page contains more information on Pokey and some links to other 8-bit sites/emulators, along with alot of credit to those who helped me on the way! You will need to get the rom images from Xformer or some other source as they are not included in the archive. I do have a link for this on my page also.

So whats the url for the web paget? Read on! So go out now and grab your copy of Pokey and drop me an email with some feedback!

mhill@one.net
http://w3.one.net/~mhill

1961. easy Atari 8-bit question..anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: clockwrk@ix.netcom.com
Message-ID: <517eos$jo1@dfw-ixnews3.ix.netcom.com>
Source record: 80665

Hopefully this is an easy question. I used to use Atari 800s many years ago, but even the simplest of commands have been long lost in memory.

I am running PC XFORMER (the Atari 8 bit emulator). I have put MULE.EXE and MULE.COM in the same directory as the emulator files. From the READY prompt, I have tried typing LOAD "MULE.EXE" (and I did the same with MULE.COM) and I get "error 130" or something like that. So my question is, how do I load this program? Does this emulator really work or is it a waste of time? I read several different FAQs on this, none of which seem to contain basic OS commands. One of the FAQs suggested that the READY prompt indicates that BASIC is running, and that I need to exit to DOS, using SHIFT-F10. When I press SHFT-F10, I get a letter "L" on the screen. When I type "DOS", I get a screen with diagnostic stuff like memory test, which tells me to press SELECT, START, or RESET etc etc. I don't even know which keys correspond to SELECT, START etc.

Please help if you can. If possible, please forward a copy of your response via e-mail.

Thanks!

1962. FS: Monitor Cables for Atari 8-bit Computers

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <517g91$19s@nadine.teleport.com>
Source record: 80666

I have have seen many requests for Atari Monitor Cables on this
newsgroup, so I am making my services available to custom build
them for those interested.

6' 5-pin din to 2-RCA Cable - $9 (Composite Video & Audio)
6' 5-pin din to 4-RCA Cable - $12 (Composite Video/Chroma/Lum/Audio)

These are made from high-quality cables, and I will guarantee
against DOA. Price includes shipping.
I will take orders during the next 2 weeks (9-10 through 9-25).
Cables will be sent out sometime around October 1st.

Please send Check or Money Orders to:

David P. Loewen
2315 Park Ave NE
Salem, Or 97303
(503) 399-8546

Be sure to include name, address, ph# in case of difficulties.
If you have any questions, please send them by e-mail.

--
David P. Loewen
Salem, Or USA
produnl2@teleport.com

1963. Re: easy Atari 8-bit question..anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3237486D.1F69@ncweb.com>
Source record: 80667

ACO wrote:

> I am running PC XFORMER (the Atari 8 bit emulator).

Uh ohhh ... you're in trouble now ... you'd be better off running a
real Atari ... Or wait until RAINBOW 95 (another emulator) is
finished.

> Does this emulator really work or is it a waste of time?

It works ... after after a fashion. I've found that it will run about
5 percent of Atari software flawlessly ... about 45 percent of Atari
software will run in a very buggy fashion (but you might still be able
to suffer through the experience), and the rest just won't run at all.
(system crashes, lockups, etc)

I am guessing that you are using the DEMO version (hope you didn't
waste
your money on the complete version, as I DID!). God help you if you
need
any kind of customer support. IF and WHEN you get a response from the
author (D. Mihoka), it just might be full of profanity and ridicule,
as he
did when he last e-mailed me ... that is, before he took me off his
"official registered" customer list, so that I can no longer upgrade
his
P.O.S. software. I've been told by many others that this sort of
shabby
treatment has been experienced by more than just myself. Sooooo, I
guess
the bottom line is "let the buyer beware".

I am only telling you this to hopefully save you from what might
become a
very bad sitution, full of aggravation and turmoil.

Good luck ...

Bill
(16 yr. Atari 8bit veteran)
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *

```
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
**********************************************************************
```

1964. Rainbow v1.3

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-11 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1109962315070001@cisjx91.demon.co.uk>
Source record: 80668

Hi all,

Rainbow v1.3 (the Atari 8-bit emulator) is now ready for the Apple Macintosh.

New features include 100% speed capping, better 5200 controller emulation,
preference settings, faster virtual disk accessing and some new icons!

See

http://www.cityscape.co.uk/users/jx91/emulators.html

for more.

Registered users need only e-mail me with their registration number and
password for their free update.

Regards,

Chris Lam
Rainbow Keeper.

1965. Re: Monitor Cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <517tpb$edi@kirin.wwa.com>
Source record: 80578

In article <5179gn$a16@news.cc.ucf.edu>, bmg95960@pegasus.cc.ucf.edu says...
>
>Hi,
>
> I picked up an Atari 800XL recently and I want to get a monitor
>cable for it. I have a cool Commodore Composite Monitor I can use. Is
>there a company that sells cables for the good old ataris?
>
>-Brian Gajewski
>bmg95960@pegasus.cc.ucf.edu

I would look in a thrift store first. If they a bunch of electronic stuff, (t.v.'s,vcr's and old computers) chances are you will find one. Or, if you a "Trading Times" or some kind of For Sale classified newspaper, I'll bet you can find one in there (But you might have to pick up a complete system for 50 bucks or less to get it.)

1966. Re: Skewed sectors ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <517la8$hrm@freenet-news.carleton.ca>
Source record: 80579

Mariano Dominguez Molina (mariano@ce.fciencias.unam.mx) writes:
> --
> Hi !
> I'm testing SuperDos 5.1 and it works better than MyDos in the XF551.
> Superdos allows me to format My DD diks in "Skew" sectors and my disks
> Really speed up.
>
> But My dos slow down the reading of these disks>
> What exactly are skewed sectors?

A normal, unmodified 1050 might format a track like this:

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

A high speed drive takes advantage not only of a higher data rate, but
it also knows that when the above disk drive reads sector one, it
has to wait for the disk to spin all the way around before sector
two comes under the read head. Therefore it formats its tracks
with a higher interleave, or skew, like this:

1 6 11 16 2 7 12 17 3 8 13 18 ....

When it reads and transmits sector one, sector two comes under the
read head just in time for the next request. This big decrease in
physical access time, combined with the high speed i/o makes
for a much faster drive.

MyDos is slower reading these disks because it takes longer to read
a sector from the disk, and therefore ends up not only waiting
for the sector to come under the head again, it is sometimes
farther than it would normally be in the standard 1050 format.

Steve

1967. Looking for info about the Ultima series

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: blm@worldnet.att.net
Message-ID: <5186v8$7bf@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 80580

Hi all.

Can anyone provide me with a short history of the releases of the Ultima series of CRPGs for the Atari 8-bits? I know at least one was released by Sierra Online and at least two were released by Origin Systems, and that this all took place sometime in the 80's. I need this information for an ongoing debate in another newsgroup. Thanks in advance for any help that anyone can provide...

Barry L. Moore

blm@worldnet.att.net
==========
Law of Probable Dispersal:
Whatever hits the fan will not be evenly distributed.

1968. Harddrives for MIO

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: Vidar Olavesen <videoflm@online.no>
Message-ID: <518oab$8th@o.online.no>
Source record: 80581

I would like to attach a Harddrive to my MIO interface. Does anybody know how and what and where to get it?

1969. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <3237E70F.7016@undine.physik.uni-erlangen.de>
Source record: 80582

Maury Markowitz wrote:

> Yes, but...
>
> a) the machine was poorly build, it just felt cheap

I don't think so! When I first saw the wonderful flicker free 70Hz
monochrome monitor of the ST (after having seen Amiga, PCs, XL, C64 an
so on) I
really was amazed by the "professionality" of that computer. Just like
many, many people in the early ST years in Germany.

> c) horrible quality control. To keep mine working I hard to hold it on
> both ends and twist it so the RF shield inside would stop pressing the ROM

The only ATARI computer, that ever went out of order, was my 600XL.
All others worked without problems through all the years. Have you EVER
bought a PC that worked completely? No! The German magazin c't bought
about
15 different PCs and one Macintosh. Two of them worked (Apple and HP),
the rest had missing drivers, hardware bugs and so on!

Harald

1970. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <518u6e$i2c@sjx-ixn3.ix.netcom.com>
Source record: 80583

```
In <32375D49.6961@Asymetrix.com> Bill Wilkinson <BillW@Asymetrix.com>
writes:
>
>Robert Smith Ely wrote:
>>
>> 10 GR.2:C.1
>> 20 OPEN#1,4,0,"K:"
>> 30 GET#1,A:PUT#6,A
>> 40 IF A=155 THEN ?#6,CHR$(125)
>> 50 G.30
>>
>
>This looks to me to be the shortest and best so far.
>
>The only thing I don't like is using "RETURN" as the
>key that you clear the screen with. Since you don't have
>word wrap, you might WANT to hit RETURN to start a word
>on the next line.
>
>Why not use some other (unlikely) character to clear
>the screen? Almost any unusual character would do; perhaps
>">" or some such? Or some control character, of course.
>
>I don't have any manuals, etc., here with me now, but I
>think just changing line 40 to
> 40 IF A=62 THEN PUT#6,125
>would change it to test for ">". Others might suggest
>better alternatives.
>
>p.s.: Okay, Robert Ely, you got rid of the strings
> everybody was using for PRINT#6 by using PUT#6.
> So how'd you miss PUT#6,125 instead of ?#6 CHR$(125).
>
>p.s.s.: Just teasing a little. Nice to know I haven't lost
> ALL of what I remembered once upon a time.
You know, I just didn't think of it. Ov course that would work.
None-the-less, it does work. Thanx for the comment. I'm sure any info
is worthwhile and can only make things work better.

rely@ix.netcom.com -or-rsely@dhs.state.nj.us
```

1971. Krieg's Klassic Karts Auction Update #5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <5195v3$11f@uwm.edu>
Source record: 80584
Cross-posted to: rec.games.video.marketplace,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.cbm

```
Welcome to my first Classic System Auction!

*****************************************************************
* 5 rare carts added Sept. 9th! *
* 2600: Ghostbusters, Fire Fighter, No Escape, California Games *
* 7800: Galaga *
*****************************************************************

This auction contains carts for the following systems:
Atari 2600 84
Atari 5200 6
Atari 7800 4
Atari 8-bit 3
C64 6
Intellivision 3
Hardware 4
2600 docs 6

Minimum bid = .50

Minimum bid increments
.50 - 5.00 .50
5.00 & up 1.00

Shipping is extra (generally $2 - $5, hardware may be more).

Trades are also welcome. I collect anything Atari. Trades may cause some
items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

This auction will close September 20th, 1996.

2600 - Atari
------------
C Adventure (text label)
U Air-Sea Battle
C Asteroids (sealed box, but box is a bit squished and worn)
U Backgammon (text label)
R Basic Programming (text label) 1.50 XmX
1.00 helmuelt
C Basketball (text label)
U Battlezone
C Berzerk
U Brain Games (text label) .50 helmuelt
U Canyon Bomber (text label)
```

U Casino .50 georgeb
C Circus Atari (text label, w/ docs)
C Combat (text label, free to 1st person who asks) .00 martino
C Combat (text label, w/ box and docs)
C Defender
R Donkey Kong Junior 1.50 XmX
1.00 helmuelt
U Hangman
C Haunted House .50 kweaver
U Maze Craze
U Moon Patrol .50 georgeb
C Phoenix
U RealSports Baseball
U Sky Diver
U Space War .50 martino
C Swordquest: Earthworld .50 bane
U Video Pinball (upper case letters label) .50 bane
U Warlords

2600 - Activision (most have some acti-plaque)

U Barnstorming (white background label) .50 georgeb
U Chopper Command .50 bane
U Chopper Command
R Decathalon .50 bane
R Dolphin 3.00 rmoore
2.00 helmuelt
U Dragster .50 georgeb
U Freeway .50 bane
U Freeway
R Ghostbusters (blue label) 2.00 helmuelt
U Ice Hockey
U Kaboom! .50 kweaver
U Kaboom!
U Keystone Kapers .50 kweaver
U Keystone Kapers .50 mover
C Pitfall (nice!, very little acti-plaque, w/ docs) 1.00 kweaver
.50 XmX
C Pitfall .50 mover
R Pitfall II: Lost Caverns (w/ box, no docs) 2.50 helmuelt
2.00 bane
R Pressure Cooker (heavy acti-plaque) 2.00 rmoore
1.50 georgeb
U River Raid (nice!, very little acti-plaque) .50 XmX
U River Raid .50 kweaver
U River Raid
R Robot Tank .50 bane
R Robot Tank
R Seaquest .50 maverick
R Seaquest .50 maverick

R Sky Jinks
C Tennis .50 maverick
C Tennis (missing end label)

2600 - Coleco

R Front Line (w/ box, no docs) 4.00 rmoore
3.00 helmuelt
U Mouse Trap

2600 - Data Age

C Journey Escape (missing end label)
C Journey Escape

2600 - Epyx

R California Games 2.00 helmuelt
1.50 kweaver

2600 - Imagic

R Fire Fighter
R No Escape! 2.00 rmoore
C Star Voyager .50 georgeb
R Trick Shot .50 helmuelt

2600 - M Network

U Adventures of Tron .50 helmuelt
U Frogs and Flies (shrinkwrapped, mint in box) 2.00 kweaver
1.50 maverick
C Space Attack

2600 - Parker Bros.

C Frogger
C Q*bert .50 kweaver
U Reactor 1.00 georgeb
R Spider-Man 1.00 georgeb
C Star Wars: The Empire Strikes Back (missing end label)
C Star Wars: The Empire Strikes Back (bubbling label)

2600 - Sears

C Breakaway IV
ER Checkers 2.50 slapdash
2.00 jvmatthe
U Outer Space (picture label) .50 jvmatthe
U Speedway II
U Speedway II (picture label) .50 jvmatthe
C Maze (picture label) .50 jvmatthe

```
C Target Fun
R Video Chess 1.00 helmuelt
.50 jvmatthe

2600 - 20th Century Fox
-----------------------
R Mega Force .50 helmuelt

2600 - Vidtec/US Games
----------------------
R Sneak'n Peek .50 georgeb
.50 helmuelt
U Word Zapper

2600 - paper goods (.25 minimum)
------------------
Frogger docs .25 martino
Jungle Hunt docs .25 martino
Yars' Revenge docs .25 martino
Activision catalog AG-040-11 (1983) .25 martino
Atari catalog CO16725-Rev. D (1981) .25 martino
Atari catalog CO16725-Rev. E (1982) .25 martino

5200 - Atari
------------
C Centipede
C Defender
C Dig Dug .50 trappel
C Pac-Man

5200 - Parker Bros.
-------------------
C Frogger (missing end label)

5200 - CBS
----------
R Wizard of Wor 3.00 maverick
2.50 jvmatthe

7800 - Atari
------------
U Dark Chambers 1.50 maverick
1.00 cmoore
R Donkey Kong Junior 2.00 rmoore
.50 cmoore
R Galaga (screw holes in label)
C Pole Position II .50 cmoore

Atari 8-bit
-----------
U K-star Patrol (CBS) 2.00 cmoore
U Kids on Keys (Spinnaker)
ER Powerstar (Pandora, mint in box, trades only!)
```

C64

Delta Drawing (Spinnaker)
Fraction Fever (Spinnaker) .50 martino
Linking Logic (Fisher-Price)
Logic Levels (Fisher-Price)
Memory Manor (Fisher-Price)
Mr. Cool (Sierra On-Line) 1.50 helmuelt
1.00 bfhom

Intellivision - Sears

Astrosmash (w/ box, docs & overlays) .50 bane
Poker and Blackjack (w/ box, docs & overlays) .50 bane
Sea Battle (w/ box, docs & overlays) .50 bane

Hardware

7800 joystick (fire button sticks) .50 maverick
Avatex 1200 Baud Modem ($2 minimum bid)
Star Gemini Printer (w/ dust cover, Digital Devices
printer interface (to Atari
8-bits) and desktop stand) 5.00 rsg0910
Wico Command Control Joystick 1.00 XmX
.50 maverick
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =

1972. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1209961527440001@194.125.100.1>
Source record: 80585

In article <3237E70F.7016@undine.physik.uni-erlangen.de>,
hs@undine.physik.uni-erlangen.de wrote:

> > a) the machine was poorly build, it just felt cheap
>
> I don't think so! When I first saw the wonderful flicker free 70Hz
> monochrome monitor of the ST (after having seen Amiga, PCs, XL, C64 an
> so on) I
> really was amazed by the "professionality" of that computer. Just like
> many, many people in the early ST years in Germany.

Me too, and yes the price was right, but it still looked poor. Sorry,
the case keyboard etc. of the Amiga 100 WAS better, and I considered the
500 to be a major step backwards.

> The only ATARI computer, that ever went out of order, was my 600XL.
> All others worked without problems through all the years. Have you EVER
> bought a PC that worked completely? No! The German magazin c't bought
> about

I own Macs now. They work. Regardless ST's were cheaply made, you can
grab the case, squeeze, and it bends. Try that on a PC.

Maury

1973. Re: antic '85 mags with PBI articles...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: hobo <hobo@mad.com>
Message-ID: <3238236C.5263@mad.com>
Source record: 80586

Bill Wilkinson wrote:
>
> > Is there a site that has the ANTIC Magazine Parallel Bus Interface
> > article
> > online? There are 4 parts to the article, and I have the first two
> > parts.
> > I'd like to see the last two parts.
> > I'd also like to see what other people have hacked up to their PBIs.
> > I have a couple 800XLs and a 130xe to work with, just FYI.
> > Cyrus
> >
> > cyrus.malek@amd.com

> I believe that the PBI info is ALSO available in the
> Atari Technical Manual, 800XL "updated" version, if
> you can find it.

Anyone out there with this updated manual? I have the OS manual
and the Hardware Tech Reference for the 400/800, but nothing
for the xl/xe series. Would the 800xl updated version of the
above manual suffice for the 130xe also? I would think
there would be some differences...

I have this feeling deep down, that there is other, perhaps
unpublished information on this topic - I could be wrong, but
I'd love to be right!

Cyrus

cyrus.malek@amd.com

1974. Re: Find $50,000!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: (unknown)
Message-ID: <5197tl$pd5@lantana.singnet.com.sg>
Source record: 80587

>
> Taking 5 minutes to read what follows could be one of the best
> decisions you have ever made.
>
> READ THIS!!!!
> I saw an article in an internet newsgroup telling me
> I could make $50,000 within a month for an investment of only $5.
>
> I thought it was a huge joke. I spoke to my attorney, friends and family
> about it, and they all agreed it was some kind of scam. I
> can't stand scams, because usually someone gets burned, and I didn't
> want it to be me. After rejecting the idea at first, I realized all I
> had to lose was the $5 in my wallet, and not much else. So, needing
> more than just $5, I figured what the heck, and gave it a shot.
>
> Two weeks later, I began recieving money in the mail! I could not
> believe it! Soon, hundreds, and then thousands of dollars began to
> roll in. Within 4 weeks, I had recieved a total of $32,445! It came
> from everywhere in the world.
>
> If you follow the three steps below, there is no reason why the same
> shouldn't happen to you! This is a legitimate investment opportunity.
> You invest $5, and you recieve a return on your investment. So does
> the next investor. NOT ILLEGAL, NOT A CHAIN LETTER- PERFECTLY
> LEGITIMATE.
>

> If you are not interested, then don't participate, but please print
> this article and pass it on to someone who may be interested, so they
> can take advantage.
>
> The procedure is simple:
> 1) Write your name and address of 5 sheets of paper. Below that,
> write the words, "Please add me to your mailing list." Fold $1 note in
> each
> piece of paper and mail them to the
> following 5 addresses.:
>
>
> 1. Michael Boykins
> 813 E. Bloomingdale Ave, Apt#137
> Brandon, FL 33511 USA
>
> 2. Joao Lima
> Rua da Gandra, 26 - 1 Esq. Frente
> 4445 Ermesinde, Portugal
>
> 3. Tim Cassedy-Blum
> 8012 Westover Road
> Bethesda, MD 20814 USA
>
> 4. Stephanie Newsome
> 3037 Crystal Springs #914
> Beyford, TX 76021
>
> 5. Nelson Cheong
> Blk 916, #10-71, Tampines St 91
> Singapore 520916

>

> 2) Now remove the top name from the list, and move the other four

> names up. In other words, #5 becomes #4 and so on. Put your name as

> the fifth one on the list. You can do this by simply retyping the

> article or reposting it to other newsgroups with the

> edited addresses.

>

> 3) Post the article to at least 200 newsgroups. There are 17,000, so

> it shouldn't be hard to find that many.

>

> You are now in the mail order investment business, and should start

> seeing returns within a week or two. Of course, the more newsgroups

> you post to, the greater your return will be. If you wish to remain

> anonymous, you may use a psuedonym, but make sure your address is

> correct.

>

> Now, here is why the system works:

>

> Of every 200 posts I made, I recieved 5 responses. Yes, only 5. You

> make $5 for every 200 posts with your name at #5.

>

> Each person who sent you $1 now also makes 200 additional postings

> with your name at #4. ie. 1000 postings. On average therefore, 50

> people will send you $1 with your name at #4. $50.

>

> Your 50 new agents make 200 postings each with your name at #3 or

> 10,000 postings. Average return 500 people= $500. They make 200

> postings each with your name at #2=100,000 postings=5000 return at $1

> each=$5000.

>

> Finally, 5,000 people make 200 postings with your name at #1 and you

> get a return of $50,000 before your name drops off the list. AND THATS
> IF EVERYONE DOWN THE LINE MAKES 200 POSTINGS! Total income in one
> cycle=$55,000.
>
> From time to time, when you see your name no longer on the list, you
> take the latest posting that appears in the newsgroups, and send out
> another $5, and put your name at #5, and start posting again.
> Remember, 200 postings is only a guideline. the more you post, the
> greater the return.
>
> Lets review why you should do this. THE ONLY COST IS $5, AND 5 STAMPS,
> AND 5 ENVELOPES. Anyone can afford $5 for such an effortless
> investment with such SPECTACULAR RETURNS.
>
> Some people have said to me, "what happens if the scheme is played out
> and no one sends me any money?" Big Deal, so you lose $5-but what are
> the chances of that happening??
>
> There are millions of internet users, and millions of new net surfers
> every month.
>
> Remember- read the instructions carefully, and play fairly. Thats the
> only way this will work. Get a printout so you can refer back to this
> article easily.
>
> Try to keep a list of everyone that sends you money and always keep
> an eye on the postings to make sure everyone is playing fairly. You
> know where your name should be.
>
> REMEMBER-HONESTY IS THE BEST POLICY.
> WHAT ARE 5 DOLLARS TO YOU ?

> YOU DO NOT NEED TO CHEAT THIS IDEA TO MAKE MONEY!!!

>

> This is the easiest way that you can make a buck. Think how excited

> you'll be to open up your mailbox day after day! Will it be $49?

> $122? Start making your plans, because it can happen to you.

1975. Running .exe's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: Jean-Yves Mailloux <jymail@qbc.clic.net>
Message-ID: <3238532E.AF5@qbc.clic.net>
Source record: 80588

How does one run .exe files on an emulator ?

There a quite a few files of this type at Yogi's site and I'm unable to use them :-(

Can someone help ...

1976. Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: bjhille@iastate.edu
Message-ID: <bjhille.842544400@pv0811.vincent.iastate.edu>
Source record: 80589

I heard that there is an emulator for the atari 2600 for the IBM. Is
this ture? If so, I would like to get a copy if possible. I appreciate
you help. Thanks.

-Brian

--
Brian Jeffrey Hille | DATING: There's no flowchart, no man pages or docs,
M.I.S | no install disks, and everything is proprietary.
bjhille@iastate.edu |
****** This message was written with 100% recycled electrons *****

1977. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-1209961249390001@annex052.ridgecrest.ca.us>
Source record: 80590

In article <maury-1209961527440001@194.125.100.1>, maury@softarc.com
(Maury Markowitz) wrote:

> Me too, and yes the price was right, but it still looked poor. Sorry,
>the case keyboard etc. of the Amiga 100 WAS better, and I considered the
>500 to be a major step backwards.

I agree on that. I never thought the keyboard/computer in one case idea
should have been carried on past the 8-bit machines. The ST's original
case design was badly flawed (that damn shielding was obviously cheap and
made it a bitch to work on the machine).

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

1978. Re: Spread Sheets

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: *RichardX_Tietjens@ccm.jf.intel.com*
Message-ID: <519mlc$78f@ornews.intel.com>
Source record: 80591

In article <na.b3a378470b.a50110haggis@argonet.co.uk>,
Trevor Haddrell <haggis@argonet.co.uk> wrote:
>
>A friend of mine has asked me to see if I can locate anyone out there with a
>data base/spreadsheet programme for an Atari MEGA 1.
>
>If you do have a cheap programme available I'd like to hear from you. Its
>for a Youth Club which is why it must be cheap.

Trev:

You should have asked in comp.sys.atari.st, but that's not important right
now.

There are a number of spreadsheets for the ST; all of them work in 1 meg or
RAM (one or two even work in 512k). Other than Atari Works, I'm drawing a
mental blank right now; I'll cross-post this to c.s.a.s and hoepfully someone
will email you the right answers.

Followup driected to c.s.a.s

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

1979. Re: Harddrives for MIO

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <519rt8$6n1@news.tcd.net>
Source record: 80592

What don't you know about attaching a hard drive to the MIO?

You need a Scsi hard drive or a Scsi interface to convert MFM
type drives to Scsi. These are either Adaptec 4000, 4000A, 5500
or Xebec type and there is also an Omti interface that will work.

bob

1980. Atari DOS disk needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <51a3gj$6ht@madeline.INS.CWRU.Edu>
Source record: 80593

I recently purchased an Atari 800XL and 1050 drive without any
software. I later purchased an SIO2PC cable so I could dl
some software from the net. I thought I could create a disk
for my 1050 by using the cable, but everytime I try to format
one (although the drive clkicks and whirls like it's formatting)
I get an Error 173 message. Do I need an original DOS disk to
boot the 1050 with, can one be created throught the SIO2PC cable,
or is my drive probably not functional? Any suggestions would be appreciated.

Thanks.

Thomas Main
em129@cleveland.freenet.edu

1981. Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: em129@cleveland.Freenet.Edu
Message-ID: <51a389$641@madeline.INS.CWRU.Edu>
Source record: 80594

Does anyone know where I can obtain a copy of Atari Pilot or Logo online? Do any of the software arech☐☐ archives have either? What is the difference between the trwo languages?

Thanks for the info.

Thomas Main
em129@cleveland.freenet.edu

1982. 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960912190042.2900C-100000@ns1.ptd.net>
Source record: 80595

I heard that CSS offers an upgrade to have the XF551 be able to use 3.5 inch 720K DOS floppies. Is there any more information on this, such as how much it actually cost? Also, is there an e-mail address or web site I can go to that CSS has? Thanx

Eric Noss
a.k.a
Mr. Maddog

1983. 1050 Power Supply Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: John & Robin Whitcore <retrotek@phoenixat.com>
Message-ID: <32385CE0.1488@phoenixat.com>
Source record: 80596

Hi Everyone!

Could one of you tell me which power supply goes with the 1050 Floppy?
I have so many power supplies that I forget which one it is. It's not
listed in any of the FAQs that I have.

Also, if any of you are interested: there are two Atari computer books
I have in our auction in rec.games.video.classic. They are "Inside Atari
Basic" and "Atari Games and Recreations".

Thanks!

Robin

1984. Re: Looking for info about the Ultima series

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <3238A487.5690@pacbell.net>
Source record: 80597

Barry L. Moore wrote:

> Can anyone provide me with a short history of the releases of the
> Ultima series of CRPGs for the Atari 8-bits? I know at least one was
> released by Sierra Online and at least two were released by Origin
> Systems, and that this all took place sometime in the 80's. I need
> this information for an ongoing debate in another newsgroup. Thanks
> in advance for any help that anyone can provide...
> I can't speak for Ultima 1 - I don't have it.

Ultima 2 was released by Sierra On-Line in 1983.

3 & 4 were Origin Systems released in 83 and 85.

1985. Re: Looking for info about the Ultima series

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <3238A4C9.44F@pacbell.net>
Source record: 80598

Barry L. Moore wrote:

> Can anyone provide me with a short history of the releases of the
> Ultima series of CRPGs for the Atari 8-bits? I know at least one was
> released by Sierra Online and at least two were released by Origin
> Systems, and that this all took place sometime in the 80's. I need
> this information for an ongoing debate in another newsgroup. Thanks
> in advance for any help that anyone can provide...
> I can't speak for Ultima 1 - I don't have it.

Ultima 2 was released by Sierra On-Line in 1983.

3 & 4 were Origin Systems released in 83 and 85.

1986. Re: Looking for info about the Ultima series

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: Kenneth Rempfer <kennyr@pacbell.net>
Message-ID: <3238A508.5270@pacbell.net>
Source record: 80599

Barry L. Moore wrote:

> Can anyone provide me with a short history of the releases of the
> Ultima series of CRPGs for the Atari 8-bits? I know at least one was
> released by Sierra Online and at least two were released by Origin
> Systems, and that this all took place sometime in the 80's. I need
> this information for an ongoing debate in another newsgroup. Thanks
> in advance for any help that anyone can provide...
> I can't speak for Ultima 1 - I don't have it.

Ultima 2 was released by Sierra On-Line in 1983.

3 & 4 were Origin Systems released in 83 and 85.

1987. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3238B69E.51B5@ncweb.com>
Source record: 80600

Yes, it is true ... they have 2 versions ... one converts the 5 1/4 to
a 3 1/2 ... the other makes it a dual floppy system, keeping the 5 1/4
and ADDING a 3.5" ... I have the latter one ... have had it for YEARS ..
it is GREAT!

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

1988. 410 Tape Recorder seeking good home! ;-)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: chase@muon.rutgers.edu
Message-ID: <51alag$j53@muon.rutgers.edu>
Source record: 80601

I have an old Atari 410 Tape Recorder I'd like to find a good
home for. I could ship it, but it would cost more than it's
worth I suspect. But if you live in the NJ area or along the
route from Central NJ to Boston, MA I can probably drop it
off. Email me if you can help keep this piece of history from a
landfill.

--Kevin

P.S. The reason I need to get rid of it is simple. I store a great
deal of my stuff at my parent's home and they asked me to go through
it and reorganize it while I was last visiting. It was a thinly
veiled hint. I had unfortunately become a bit too much of a pack
rat at their expense, so I decided to turn over a new leaf and
clear out some of the more useless items. The program recorder is
essentially useless, as I have no old tapes anymore, and don't expect
to pick up any. But I hate throwing stuff out, and so here I am.

BTW, if anyone has copies of Antic v.3 #2 (May/Jun 84?), v.5 #12 (Apr.87)
I would love to buy them from you. Those two are the only ones I'm missing
except for volume one, which I suspect is rather rare.

--
__O | Kevin Chase | O__
_+\<+_ | chase@physics.rutgers.edu | _+>/+_
( )/ ( ) | http://www.physics.rutgers.edu/~chase/ | ( ) \( )

1989. Re: Monitor Cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-12 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3238FB6C.321D@total.net>
Source record: 80602

Brian M Gajewski wrote:
>
> Hi,
>
> I picked up an Atari 800XL recently and I want to get a monitor
> cable for it. I have a cool Commodore Composite Monitor I can use. Is
> there a company that sells cables for the good old ataris?
>
> -Brian Gajewski
> bmg95960@pegasus.cc.ucf.edu

Radio Shack used to have some patch cables that give four RCA female
plugs from an Atari Monitor-type plug. They were about $3 or $4.

Dave

1990. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <51c9mt$rjd@madeline.INS.CWRU.Edu>
Source record: 80519

(B. Wilkinson gives the prize to R. Ely for best quickie BASIC
prg. to type graphics 2 or 3 letters to the screen.)
I agree that the one quoted is shortest and best. I couldn't
remember if a PUT to screen after a GET from keyboard would
print the ATASCII char or the other code, the ones that you
have to use to POKE values directly into screen mem to get
a certain char.
I prefer no clear screen with each letter typed, or a 'special'
code to clear the screen. Just keep scrolling the text up, with
no word wrap or anything.

1991. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DxoqxH.D4q@iglou.com>
Source record: 80520

Mr. Maddog (mrmaddog@prolog.net) wrote:

: I heard that CSS offers an upgrade to have the XF551 be able to use 3.5
: inch 720K DOS floppies. Is there any more information on this, such as
: how much it actually cost? Also, is there an e-mail address or web site
: I can go to that CSS has? Thanx

I believe Bob Puff of CSS has it, so ask him. I don't know his address or anything, as the last time I was on his BBS was a couple years ago. We used to keep in contact when I was in Rochester, NY, for college.

His email address is 76702.1076@compuserve.com. That's current as of May, when I last wrote him. I don't know about a webpage, though.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

1992. Speed on XLit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: Brian Sturk <bsturk@ultranet.com>
Message-ID: <3239CEA6.2232@ultranet.com>
Source record: 80521

Is there any way to slow XLit down, there doesn't seem to be a switch besides modex that can alter the speed, and it's still too fast with modex.

1993. Atari 8-Bit Hard drive system

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cp4v$hd4@news.tcd.net>
Source record: 80522

Have one here collecting dust...make reasonable offer..here is
what it consist of...:

Interface to PBI..New
Seagate 225N Mech...new...Yea I know..I paid $250.00 for this and
put it away...not worth anynear that today..
Shoebox power supply..(clean and in excellant conditon)

Is formatted out and ready to plug in and boot up on an 800xl. If
you have a 130XE then it requires an adaptor which is $15.00 plus
postage..

Bob

1994. Atari 8-Bit MUX

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cpbe$hd4@news.tcd.net>
Source record: 80523

I ordered a MUX system from B. Puff..this is a new unit..paid $140.00 for it the Customer backed out 2 years ago..Just dug it out of a dusty corner..Its up for grabs..Make reasonable offer..shipping on it is plus $3.00. Comes with manual, and enough equipment to set up 2 slaves...ALL NEW AND ORIGINAL.

Not sure what Puff is selling them for now but someone may as well have it to use..

Bob

1995. Re: Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <51coke$3am@nnrp1.news.primenet.com>
Source record: 80524

In article <32397B06.2EF7@amd.com>, Cyrus Malek <cyrus.malek@amd.com> wrote:
>OK now, there is an input pin on the SIO connector labeled 'AUDIO IN'
>that connects directly to the AUD pin on the POKEY chip. I haven't seen
>any written description of this input. Does anyone know what it is for?
>Can it be used for sampling? Hmmm...

Dude, get a tape drive and put in your favorite tape, and press PLAY,
and type POKE 54018,60 (I hope I got that right, I don't have a tape
drive anymore so I cant test it).

Other devices have been known to use the audio line, such as hardware
speech synthesizers, and modems.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

1996. Microsoft Basic II*

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cpri$hd4@news.tcd.net>
Source record: 80525

Have complet unit..box, software cart and manual..Make offer
postage is $3.00 on this unit..

Bob

1997. Atari 8-Bit Software..Peach Tree Accounting

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cq4a$hd4@news.tcd.net>
Source record: 80526

Postage on this item is $5.00

It is Peachtree Back To Basics Accounting System
Includes
General Ledger
Accounts Receivable
Accounts Payable
For use with 800, 800xl, 1200xl..works on 130xe also

PeachTree doesn't even have this available..lost the software!

Make reasonable offer if interested.

Bob

1998. Atari Software Syncalc

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cq7b$hd4@news.tcd.net>
Source record: 80527

I think I can ship this for $4.00

Good for up to the 130XE..
Come with Original disks, box manual ect..

Make Reasonable offer..

Bob

1999. Hard Drive Mechs MFM ect

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cpnq$hd4@news.tcd.net>
Source record: 80528

For the Die Hard, Atari 8-bit user..I have Hard Drive Mechs from 20 mg through Maxtor XT1140 which is suppose to be a 140mg hard drive mech...Doesn't format out that much on our systems..But... If you are in need of a drive from 20mg up..will consider any reasonalble offer for what you want..Shipping for the mech is $5.00 either UPS or USPS (Snail Mail)

What you can expect is a drive that is Formatted out to Atari Specs, on a MIO...I don't have a BlackBbox! But do have a Supra/KPI HD Interface. The drive will have a Dos on it and will boot up..I will format in the specs you want..Mydos/Sparta and park the drive then ship it. Will Gurantee them for 30days..Good Bad Indifferent..

Bob

2000. Atari 8-Bit Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51codl$h6t@news.tcd.net>
Source record: 80529

Dug out some old dusty Carts for the 800 and up..

Donkey Kong Junior,
Telelink II
Educational System Master Cartridge Atari CXL4001
GridRunner
Packman 2 ea
Donkey Kong
Delux Invaders
Microsoft Basic II Atari RX8035

Will take offers on all or part..Postage extra..

Bob

2001. Atari 800 + Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cou3$hd4@news.tcd.net>
Source record: 80530

Dug out some old dusty working carts..

Packman...2ea
Educational Systems Master Cartridge Atari CXL4001
Donkey Kong
Microsoft Basic II*
Delux Invaders...(space invaders upgrade?)
Telelink II
Donkey Kong Jr
Gridrunner

Maker offer on one or all..postage extra.

Bob.

2002. Aari Software Timewise

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cpu5$hd4@news.tcd.net>
Source record: 80531

Have complete unit 3 disks Orig box and manual.Postage $3.00
Make offer..

Bob

2003. Re-Inking Service

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cqif$hd4@news.tcd.net>
Source record: 80532

I know most of you are on here with PC's..But everyone doesn't upgrade their printer? Will Re-Ink old printer cloth/nylon type for $2.00 ea plus postage..will for 6 or more pay return postage.

Now we can do your Bubble Jet, and Desk Jet Carts for less than you would go out and get them..IE:

HP 41A Color Carts...$19.00 ea plus postage..send 2 or 3 will pay return postage.??

HP 45A Black Carts $18.00 ea..Send 2 or more will pay return postage..

If interested see me in e-mail..will give you address and inst..
Can Accept Master Card/Visa..but not on the Net! NOT SECURE..

Bob

2004. Visicalc Atari 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cqlv$hd4@news.tcd.net>
Source record: 80533

Postage on this is $5.00

Heavy sucker..

Original box disk docs ect...Make Reasonable offer..

Bob..

2005. Atari Software...Syfile +

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51cqq5$hd4@news.tcd.net>
Source record: 80534

Postage on this $4.00

Original box, docs disks ect...

Make reasonable offer..

Now I have located a bunch of stuff collecting dust..if you have somehting you really want..?? Tell me and I will dig a little further and see if I have it??

Bob

2006. Re: Harddrives for MIO

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <323A265C.771D@total.net>
Source record: 80535

Vidar Olavesen wrote:
>
> Thanks for the information Bob, but I knew about the Adaptec
> interface, but not where to get it. I also need to buy a
> Harddisk.

Anyone looking for cheap hardware in North America can do worse than
checking out http://www.onsale.com

They run online auctions; I've seen 80 meg SCSI drives for $15, along
with lots of PClone stuff.

2007. atari OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: Ronnie Biggs <gkichline@silo.com>
Message-ID: <323A2A50.6D53@silo.com>
Source record: 80536

can someone e-mail me the os for the atari 800 or 800xl so i can run my emulator!!!

2008. Atari advice!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: sunlord@zot.io.org
Message-ID: <51d5bs$4qn@zot.io.org>
Source record: 80537

Hello!

Very sorry to bother you. My name is David Bennett, and as usual I
am seeking advice in regards to my Atari 8-bit computer.

I currently have APE, a 1050 and an XF551. I have all the different
DOS's on disk. I am wondering what other programs I need to run a
succesful system. I have seen many notes regarding something called
a 'Boot menu loader' and programs such as this. Can anyone suggest
programs that could be useful to the everyday operation of my atari?

(Which DOS should I use? How do I run bootable programs without
turning on and off the cpu while holding option? SpartaDOS reads
MYDOS, But mydos doesnt read Sparta.. does that make it better? etc
etc.)
If you have any suggestions, or comments on programs you use, I
would be greatly appreciative. Thanks!

dave
sunlord@io.org

2009. Re: XE Game System -- Repair Hints??

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: brownde@cs.unc.edu
Message-ID: <51daha$1dk@eeyore.cs.unc.edu>
Source record: 80538

In article <50eta5$1hk_002@news.skypoint.com>,
Scott Butler <sydtech@skypoint.com> wrote:
>In article <50df5e$qr1@dfw-ixnews3.ix.netcom.com>, revrandy@ix.netcom.com (Randy Clark)
wrote:
>>does BASIC. But if I power on with one of the game cartridges in the slot, it
>>either fires-up with the screen blank or it kicks into the diagnostic. Any
>>suggestions? What am I doing wrong, or what may be wrong with the box??
>I've got an XE with exactly the same problem. Attempting to clean the
>cartridge slot didn't help in the slightest. This is a big drag, as I don't
>often come across XE systems....
>
>I'd also love to find out if there's some way of getting this thing back in
>shape....

When I got an XE system which exhibited the same behavior, I did this:
1) Cleaned the cartridge slot--this helped a little. That is,
some cartridges would work, only if I held them "just right"
in the slot. So, I opened the thing up, removed the piece of
plastic around the slot, and...
2) Bent all of the pins in the slot so that they would make
better contact with the cartridges.
3) Then I cleaned everything some more.

Now it works. If the system works fine without cartridges, and
you inspect the system board and see that no traces are cut/broken/etc,
then the probability is 99% that you just need to play with the
cartridge slot before everything will work.

--
Dennis Brown YET ANOTHER NEW E-MAIL ADDRESS: brownde@cs.unc.edu
Visit the Classic Home Games Museum at http://www.cs.unc.edu/~brownde/museum
Current collection: 587 games (572 carts, 14 CDs, and 1 tape) for 26 systems

2010. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-1309962229320001@annex081.ridgecrest.ca.us>
Source record: 80539

In article <19960911085839.aaaa000oj@babyblue.cs.yale.edu>, Halliwell E
Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> wrote:

>On 9 Sep 1996, eplicon@aol.com (Eplicon) said:
>
>>> AT LEAST ATARI OUTLASTED COMMODORE, the P.O.S. C64 and Amiga!
>>
>>Atari was also fortunate to have survived through so much turmoil and yet
>>stay intact. Look at what happened to Apple and Commodore; both companies
>>outsted their founders (Jobs and Tramiel)!
>
>Cough, ahem... does the name Nolan Bushnell ring any bells? His parting
>from
>Atari Corp. was also somewhat less than voluntary.

Actually, Bushnell's departure from Atari was totally voluntary. He made
the decision to sell the company to Warner. He was kept on as CEO. He
was later fired, but it was a voluntary kind of firing. There was a
clause in his contract that he would get $100,000 per year for four years
if they fired him, but nothing if he quit. So when he decided to leave he
just stopped showing up at work. Apparently after about a year of that
Atari finally canned him. :-)

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

2011. Help! My Atari 400 DIED!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: Ray Johannsson <rpj@klg.com>
Message-ID: <3239A9A6.2221@klg.com>
Source record: 80540

After years of faithful service, my poor little Atari 400 died.

Whenever I turn the power on, all I get is a black screen.
Does anyone have a diagnostic manual or any clues how I
can bring him back to life?

Please email me, I'll post the replys.

Many thanks in advance!
- Ray

2012. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: Cliff Anderson <cliff@gridpoint.com>
Message-ID: <01bb9f9a$9dac10e0$LocalHost@joseph>
Source record: 80541
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

C. Alex. North-Keys <erlkonig@magrathea.origin.ea.com> wrote in article
<87ohpmr7fe.fsf@magrathea.origin.ea.com>...
> | And then there is the problem that gcc does not only take much memory
> | for its code but also for data - it's notorious as a memory tester for
> | PCs because of its huge working set. :-) Any 6502-based VM systems out
> | there?
>
> None of these problems should affect a cross-compiler to the 6502, just
> native compilers.

I think you missed his point. He was not saying that gcc takes too much
memory to run, he was saying that programs compiled w/ gcc take up too much
memory, and I believe he's right. I know a simple hello world using printf
rather than write takes up about 100k or so. Way too big to be very
useful.

2013. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: Cliff Anderson <cliff@gridpoint.com>
Message-ID: <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph>
Source record: 80542
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

C. Alex. North-Keys <erlkonig@magrathea.origin.ea.com> wrote in article
<87ohpmr7fe.fsf@magrathea.origin.ea.com>...
> | And then there is the problem that gcc does not only take much memory
> | for its code but also for data - it's notorious as a memory tester for
> | PCs because of its huge working set. :-) Any 6502-based VM systems out
> | there?
>
> None of these problems should affect a cross-compiler to the 6502, just
> native compilers.

I think you missed his point. He was not saying that gcc takes too much
memory to run, he was saying that programs compiled w/ gcc take up too much
memory, and I believe he's right. I know a simple hello world using printf
rather than write takes up about 100k or so. Way too big to be very
useful.

2014. Re: Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <51aahl$7o7@news.aros.net>
Source record: 80603

Brian Jeffrey Hille (bjhille@iastate.edu) wrote:
: I heard that there is an emulator for the atari 2600 for the IBM. Is
: this ture? If so, I would like to get a copy if possible. I appreciate
: you help. Thanks.

There are several, I think. The one I've used is Stella 0.4, which runs quite a few games very well. It doesn't yet have sound support, but I'm sure that's in its future.

I don't have the website available, but you should be able to find it by doing, say, an Altavista search using the keywords "stella atari."

2015. Re: Running .exe's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <51aab7$7o7@news.aros.net>
Source record: 80604

Jean-Yves Mailloux (jymail@qbc.clic.net) wrote:
: How does one run .exe files on an emulator ?

: There a quite a few files of this type at Yogi's site and I'm unable to
: use them :-(

: Can someone help ...

For many of the emulators, the files have to be placed into a disk image (an ATR or XFD file). There's a program called Imageman that'll do this for you. (You can find a link to it off of Yogi's "Jellystone" web site. Try one of the search engines and I'm sure you'll find one or the other.)

2016. Re: Zork,BBS'S,BBS List

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3238b287.403062@news.superlink.net>
Source record: 80605

On 11 Sep 1996 03:27:06 GMT, ericcron@wwa.com (Eric Cron) wrote:

-Is Zork I,II,or III availabe for download anywhere? Is there any BBS

-software available for downlaod anywhere? I have checked the
archives
-and unless I am blind, I can't find it.
-
Zork I through 3 are in the archive.
Dont use browsers to access it - sometimes they cut out when a certain
amount of filenames have been received.

2017. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3238b359.613132@news.superlink.net>
Source record: 80606

On 12 Sep 1996 22:35:52 GMT, em129@cleveland.Freenet.Edu (Thomas Main)
wrote:

-
-Does anyone know where I can obtain a copy of Atari Pilot or
-Logo online? Do any of the software arech□□ archives have
-either? What is the difference between the trwo languages?
-
-Thanks for the info.
-
-Thomas Main
-em129@cleveland.freenet.edu

Pilot is logo like but not logo. Logo is logo.
Both languages are easily copyable off of Carts, if someone has the
carts available.
I dont, ergo they are not in the archive, and I have not replaced ALL
the software I lost in the 80's yet.
yogi

2018. Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <51aivj$h1g@charm.magnus.acs.ohio-state.edu>
Source record: 80607

Found a neat little (well shown actually) article about Atari in the
October 1996 issue of Wired magazine. It basically goes through a brief
history of Atari when it started "From $500 to $452 Million and back again."
Gives some bios of people we adore (Jeff Minter with a snippet of info on his
current project) to people some of us loath and detest (No, not Peter, but
Jack Tramiel).

Though it does tell us that Atari itself has withered away, it shows us what
Atari has done for the Computing Industry. One way that it shows this is by
a four page wide graphic tracing the paths of the major people who worked
there, what they did and what they are currently doing.

This article is extremely well done, and I thought I'd share it with the Atari
Community who probably wouldn't be inclined on the whole to purchase this
magazine. Also want to publicly thank the author who gleaned all this
information, Nick Montfort, for doing a superb job in its creation.

If you want to see what Atari has done, and what its people are doing right now
all condensed in a usefull and easy to follow timeline, this is the article for
you.

Michael Steve jr.
The Sequel

^~^

And I return to the silence whence I came...

2019. Re: Harddrives for MIO

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: Vidar Olavesen <videoflm@online.no>
Message-ID: <51b1eb$mbg@o.online.no>
Source record: 80608

Thanks for the information Bob, but I knew about the Adaptec interface, but not where to get it. I also need to buy a Harddisk.

2020. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1309961058240001@194.125.100.1>
Source record: 80609

In article <tseufert-1209961249390001@annex052.ridgecrest.ca.us>,
tseufert@ridgecrest.ca.us (Timothy A. Seufert) wrote:

> I agree on that. I never thought the keyboard/computer in one case idea
> should have been carried on past the 8-bit machines.

Yeah, with the 8-bit it wasn't too bad because it was small and
typically only had an SIO, power and TV cables out the back. The ST was
roughly twice as large, had cables all over the place, every time you
moved it you had to drag everything with it.

> The ST's original
> case design was badly flawed (that damn shielding was obviously cheap and
> made it a bitch to work on the machine).

My serial number was under 1000!

Maury

2021. Re: Harddrives for MIO

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51bfiu$dcm@news.tcd.net>
Source record: 80610

There is a place in Texas, called Timeline, don't have their number but the interface can be obtained from them. Look in a Computer Shopper you will find both items listed there..

You also need a power supply to power the hard drive don't get anything smaller than at least a 65 watt power supply for a single drive mech.

2022. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <32394AB5.7EE7@undine.physik.uni-erlangen.de>
Source record: 80611

Maury Markowitz wrote:

> I own Macs now. They work. Regardless ST's were cheaply made, you can
> grab the case, squeeze, and it bends. Try that on a PC.

No problem to bend PC keyboards these days...

2023. Re: Atari DOS disk needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <51bpbq$19ba@useneta1.news.prodigy.com>
Source record: 80612

If you boot DOS from the PC using the SIO2PC cable and APE or the SIO2PC software and can get to a DOS menu, you should be able to format the disk in the 1050 drive.

2024. Re: easy Atari 8-bit question..anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <51bpkp$1tpe@useneta1.news.prodigy.com>
Source record: 80613

Why not register Xformer and get the Docs on how to use it?

2025. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <51bpgl$211k@useneta1.news.prodigy.com>
Source record: 80614

You can get both pretty cheap (with all the manuals!) from B&C
Computervisions at 408-986-9960.

2026. Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: Cyrus Malek <cyrus.malek@amd.com>
Message-ID: <32397B06.2EF7@amd.com>
Source record: 80615

OK now, there is an input pin on the SIO connector labeled 'AUDIO IN'
that connects directly to the AUD pin on the POKEY chip. I haven't seen
any written description of this input. Does anyone know what it is for?
Can it be used for sampling? Hmmm...
--
Cyrus Malek
Advanced Micro Devices
Austin, TX, USA
*** Opinions are my own, definitely not my employer's ***

2027. FS: ATARI 520, 2 DRIVES

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: ldickey@aztec.asu.edu
Message-ID: <51bu91$or4@news.asu.edu>
Source record: 80616

FOR SALE

ATARI 520 ST, 512k, MOUSE, PS, no manuals
TWO SF 314 DRIVES, CABLES, PS, no manuals

I have some software, but it's mostly free/shareware.

$60 plus shipping. Offers are welcome.

All the above equipment is in working condition. The only thing that is
wrong with it is that one of the drives formatting is a little off,
but it operates just fine while performing other tasks.

I would prefer to ship within the US, but I will consider foreign offers.

Please e-mail if you are interested.

--
########
| o o | Hey...how'd I get in here?
(^) Loren Dickey
\ o / ldickey@aztec.asu.edu

2028. Re: easy Atari 8-bit question..anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32398B34.73AD@ncweb.com>
Source record: 80617

Robert Stone wrote:
>
> Why not register Xformer and get the Docs on how to use it?

Uhhh ... why not stick your hand into a boiling pot of oil??

In either case, you are going to get burned!
(imho)
--
```
*********************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
*********************************************************************
```

2029. Re: Atari DOS disk needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-13 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <51c98j$r4c@madeline.INS.CWRU.Edu>
Source record: 80618

(Tom has problems creating DOS disk. Using sio2pc and 1050.)
Ah Ha! I found error 173 in a Indus book. It means you're using
a pre-used disk or a old disk or something. It means the
drive found a bad sector, and, unlike messy dos, the drive
can't 'ignore' it and go ahead. You need a different disk.
I suggest getting some fresh dbl dens (the ones with the
hub ring) disks. I have no idea if sio2pc or APE can
send a format and write DOS command, but apparently they
can or you wouldn't have been able to try it.

2030. Re: 1050 Power Supply Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dxp907.EG1@iglou.com>
Source record: 80543

In article <32385CE0.1488@phoenixat.com>, John & Robin Whitcore wrote:
>Hi Everyone!
>
>Could one of you tell me which power supply goes with the 1050 Floppy?
>I have so many power supplies that I forget which one it is. It's not
>listed in any of the FAQs that I have.
>
The 9 volt AC supply, part number CO17945, also used by the 400, 800, and
1200XL computers.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2031. Re: Atari DOS disk needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dxp9KK.Ety@iglou.com>
Source record: 80544

In article <51a3gj$6ht@madeline.INS.CWRU.Edu>, Thomas Main wrote:
>
>I recently purchased an Atari 800XL and 1050 drive without any
>software. I later purchased an SIO2PC cable so I could dl
>some software from the net. I thought I could create a disk
>for my 1050 by using the cable, but everytime I try to format
>one (although the drive clkicks and whirls like it's formatting)
>I get an Error 173 message. Do I need an original DOS disk to
>boot the 1050 with, can one be created throught the SIO2PC cable,
>or is my drive probably not functional? Any suggestions would be appreciated.
>
If you have the 1050 and the SIO2PC connected to the Atari at the same
time, one of them must be set as drive 2. I don't know how you change the
drive number in SIO2PC, but on the 1050 you move the black drive select
switch to the right to make it drive number 2. If this isn't the problem,
maybe you were trying to use high density disks instead of double density.
Or maybe there is something wrong with the drive. It could be as simple
as the head needing cleaning, or the pressure pad might have come off.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2032. Re: Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: grekel@BIX.com
Message-ID: <grekel.842668401@BIX.com>
Source record: 80545

>Found a neat little (well shown actually) article about Atari in the
>October 1996 issue of Wired magazine.

One person I was surprised didn't make the chart was Chris Crawford.
He did a lot for Atari PR (came to a user group meeting for me
along with Mark Cator) and made some advancements in game
strategies and techniques. What's he up to these days?

Greg Leslie
tulsa

2033. Atari Computer Goods For Sale! More Inventory Added! Free Catalogs To!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <51d7oh$5je@nadine.teleport.com>
Source record: 80546
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. For the last couple of weeks
BSC has received a Half Dozen deliveries of Atari Stock. And in BSC's
Catalogs, you may find something you've been looking. At BSC's Web Page
you'll View, & DownLoad Catalogs or Contact BSC by Web Page! Or Request
Catalogs by E-Mail. Have problems connecting with BSC's web page? Feel
free to Request catalogs through E-Mail. Really, it's no inconvenience.
All I ask is that you specify Atari 8 Bit, Atari ST or both. You should
get a response after the weekend as I take the weekend off. Please
Direct all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

2034. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <51d8db$5rp@nadine.teleport.com>
Source record: 80547
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him
and would like to finish it. If anyone can help... An E-Mail Address, a
Phone Number. Anything could Help. Please Direct all Replies through
E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

2035. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: awillfo@ix.netcom.com
Message-ID: <51d944$bs3@sjx-ixn3.ix.netcom.com>
Source record: 80548

In article <3237E70F.7016@undine.physik.uni-erlangen.de>,
hs@undine.physik.uni-erlangen.de says...

>I don't think so! When I first saw the wonderful flicker free 70Hz
>monochrome monitor of the ST (after having seen Amiga, PCs, XL, C64 an

That was what turned me onto the ST while in college. I loved the mono
display, it was the best "bang for the buck" that I could get. I later on
bought an Amiga and was horrified at the crappy 1084 monitor, 640x200 res or
the blinding interlaced displays <g>.

2036. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <51db6e$3qr@lastactionhero.rs.itd.umich.edu>
Source record: 80549
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 91 Sep 13 21:45 ./8bit/Demos/Mega/awesome.blurb
-rw-r--r-- kendric 29 Sep 13 21:45 ./8bit/Demos/Mega/back.blurb
-rw-r--r-- kendric 155 Sep 13 21:46 ./8bit/Demos/Mega/big.blurb
-rw-r--r-- kendric 80 Sep 13 21:47 ./8bit/Demos/Mega/muaddib.blurb
-rw-r--r-- kendric 59 Sep 13 21:47 ./8bit/Demos/Mini/bdemo.blurb
-rw-r--r-- kendric 284 Sep 13 21:49 ./8bit/Demos/Mini/chrstree.blurb
-rw-r--r-- kendric 441 Sep 13 21:49 ./8bit/Demos/Mini/fireplac.blurb
-rw-r--r-- kendric 354 Sep 13 21:49 ./8bit/Demos/Mini/moviexms.blurb
-rw-r--r-- kendric 56 Sep 13 21:43 ./8bit/Demos/Halle/halle93.blurb
-rw-r--r-- kendric 52 Sep 13 21:44 ./8bit/Demos/Hobby/hobby89.blurb
-rw-r--r-- kendric 178 Sep 13 19:50 ./8bit/Demos/Audio/knvsfrk2.blurb
-rw-r--r-- kendric 179 Sep 13 21:29 ./8bit/Demos/Audio/wwonder.blurb
-rw-r--r-- kendric 150 Sep 13 21:29 ./8bit/Demos/Audio/starworx.blurb
-rw-r--r-- kendric 75 Sep 13 21:30 ./8bit/Demos/Audio/stimpy.blurb
-rw-r--r-- kendric 115 Sep 13 21:31 ./8bit/Demos/Audio/knvsfrks.blurb
-rw-r--r-- kendric 69 Sep 13 21:31 ./8bit/Demos/Audio/relax.blurb
-rw-r--r-- kendric 241 Sep 13 21:32 ./8bit/Demos/Audio/stereo.blurb
-rw-r--r-- kendric 98 Sep 13 21:33 ./8bit/Demos/Audio/didi7.blurb
-rw-r--r-- kendric 111 Sep 13 21:34 ./8bit/Demos/Audio/dollman.blurb
-rw-r--r-- kendric 62 Sep 13 21:35 ./8bit/Demos/Audio/anticsng.blurb
-rw-r--r-- kendric 32 Sep 13 21:37 ./8bit/Demos/Audio/digidemo.blurb
-rw-r--r-- kendric 22 Sep 13 21:37 ./8bit/Demos/Audio/digidcms.blurb
-rw-r--r-- kendric 105 Sep 13 21:38 ./8bit/Demos/Audio/hpymndys.blurb
-rw-r--r-- kendric 111 Sep 13 21:38 ./8bit/Demos/Audio/jbrown.blurb
-rw-r--r-- kendric 109 Sep 13 21:39 ./8bit/Demos/Audio/mblastxe.blurb
-rw-r--r-- kendric 45 Sep 13 21:40 ./8bit/Demos/Audio/yourbody.blurb
-rw-r--r-- kendric 127 Sep 13 21:52 ./8bit/Demos/Video/vblitz.blurb
-rw-r--r-- kendric 138 Sep 13 21:52 ./8bit/Demos/Video/cbarmake.blurb
-rw-r--r-- kendric 150 Sep 13 21:53 ./8bit/Demos/Video/t1000b.blurb
-rw-r--r-- kendric 315 Sep 13 20:47 ./8bit/Diskutils/0subs.Diskutils
-rw-r--r-- kendric 175 Sep 13 21:57 ./8bit/Diskutils/Transfer/s2pc.blurb
-rw-r--r-- kendric 68 Sep 13 21:54 ./8bit/Diskutils/Fix/vtocfix.blurb
-rw-r--r-- kendric 285 Sep 13 22:14 ./8bit/Graphics/Editors/coloriz1.blurb
-rw-r--r-- kendric 273 Sep 13 22:11 ./8bit/Graphics/Converters/cvsqush2.blurb
-rw-r--r-- kendric 110 Sep 13 22:12 ./8bit/Graphics/Converters/gifncode.blurb
-rw-r--r-- kendric 323 Sep 13 22:18 ./8bit/Graphics/Converters/jview.blurb
-rw-r--r-- kendric 546 Sep 13 22:20 ./8bit/Graphics/Converters/apacvw24.blurb
-rw-r--r-- kendric 375 Sep 13 22:15 ./8bit/Graphics/Screenshots/sr.blurb
-rw-r--r-- kendric 91 Sep 13 22:16 ./8bit/Graphics/Viewers/colrvw25.blurb
-rw-r--r-- kendric 86 Sep 13 22:10 ./8bit/Graphics/Collections/buggirl9.blurb
-rw-r--r-- kendric 2318 Sep 13 22:26 ./8bit/00.CHANGES
-rw-r--r-- kendric 412 Sep 13 20:54 ./8bit/Archivers/0subs.Archivers
-rw-r--r-- kendric 129 Sep 13 21:15 ./8bit/Archivers/Zip/unz113.blurb
```

```
-rw-r--r-- kendric 59 Sep 13 21:26 ./8bit/Archivers/Uuencode/uudecode.blurb
-rw-r--r-- kendric 45 Sep 13 21:27 ./8bit/Archivers/Uuencode/uue.blurb
-rw-r--r-- kendric 92 Sep 13 21:28 ./8bit/Archivers/Uuencode/yau.blurb
-rw-r--r-- kendric 67 Sep 13 21:20 ./8bit/Archivers/Diskimage/diskcomm.blurb
-rw-r--r-- kendric 241 Sep 13 21:21 ./8bit/Archivers/Diskimage/dskcom32.blurb
-rw-r--r-- kendric 46 Sep 13 21:22 ./8bit/Archivers/Other/binhex.blurb
-rw-r--r-- kendric 29 Sep 13 21:26 ./8bit/Archivers/Other/crunch.blurb
-rw-r--r-- kendric 32 Sep 13 22:22 ./8bit/Info/Modifications/atserial.blurb
-rw-r--r-- kendric 48 Sep 13 22:22 ./8bit/Info/Modifications/addmem.blurb
-rw-r--r-- kendric 91 Sep 13 22:22 ./8bit/Info/Modifications/transkey.blurb
-rw-r--r-- kendric 176 Sep 13 22:23 ./8bit/Info/Modifications/gumby.blurb
-rw-r--r-- kendric 43 Sep 13 22:23 ./8bit/Info/Modifications/litesens.blurb
-rw-r--r-- kendric 55 Sep 13 22:24 ./8bit/Info/Routines/hires.blurb
-rw-r--r-- kendric 370 Sep 13 22:25 ./8bit/Info/0subs.Info
-rw-r--r-- kendric 32 Sep 13 22:21 ./8bit/Info/Fileformats/parrot.blurb
-rw-rw-r-- 32766 231 Sep 13 19:46 ./8bit/Emulators/Peripherals/ape106d.blurb
-rw-r--r-- kendric 1812 Sep 13 21:12 ./8bit/00.EXTENSIONS
-rw-r--r-- kendric 559 Sep 13 20:00 ./8bit/00.WHERE.IS.IT
-rw-r--r-- kendric 100 Sep 13 19:58 ./8bit/Faqs/modsfaq.blurb
-rw-r--r-- kendric 199 Sep 13 19:52 ./8bit/Faqs/whoswho.blurb
-rw-r--r-- kendric 102 Sep 13 19:53 ./8bit/Faqs/acvendors.blurb
-rw-r--r-- kendric 56 Sep 13 19:57 ./8bit/Faqs/cartlist.blurb
-rw-r--r-- kendric 56 Sep 13 19:56 ./8bit/Faqs/cartlst2.blurb
-rw-r--r-- kendric 77 Sep 13 19:51 ./8bit/Faqs/usergrouplist.blurb
-rw-r--r-- kendric 253 Sep 13 22:00 ./8bit/Faqs/new_and_emu.blurb
-rw-r--r-- kendric 1081 Sep 13 20:41 ./8bit/0subs
-rw-r--r-- kendric 3650 Sep 13 20:57 ./8bit/00.USING.THIS.SITE
-rw-r--r-- kendric 105 Sep 13 21:41 ./8bit/Languages/Basic/pst.blurb
-rw-r--r-- kendric 105 Sep 13 19:54 ./8bit/Languages/Action/bigst.blurb
-rw-rw-rw- kendric 661 Sep 13 19:37 ./8bit/Games/Misc/critters.blurb
-rw-r--r-- kendric 113 Sep 13 22:07 ./8bit/Games/Tetris/cooltris.blurb
-rw-r--r-- kendric 128 Sep 13 22:08 ./8bit/Games/Tetris/tetris3d.blurb
-rw-r--r-- kendric 33 Sep 13 22:08 ./8bit/Games/Tetris/tetrix.blurb
-rw-r--r-- kendric 126 Sep 13 22:09 ./8bit/Games/Tetris/wall.blurb
-rw-r--r-- kendric 204 Sep 13 22:03 ./8bit/Games/Jumprun/red.blurb
-rw-r--r-- kendric 154 Sep 13 22:04 ./8bit/Games/Jumprun/rubberba.blurb
-rw-r--r-- kendric 273 Sep 13 22:07 ./8bit/Games/Space/gauntlet.blurb
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

2037. 1050 Power Supply Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <323a9d8d@pianosa.demon.co.uk>
Source record: 80550

Whilst reading the usual rubbish I find here, John & Robin Whitcore wrote
something interesting to All about 1050 Power Supply Question:

Hello John,

JRW> Could one of you tell me which power supply goes with the 1050 Floppy?

It's a 9V, 27VA ac one. I can't read the part no on mine, sorry. They're both
buried well inside my computer setup.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... I feel just like a vegetable. - Down On The Farm; U.K. Subs

2038. Apple Atari TI Commodo

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C851C5.10C1000AEB.uuout@compudata.com>
Source record: 80551

```
Apple Items for Sale plus shipping

Apple Software with box and or docs

Ancient Art of War at Sea for IIe/IIc/IIgs, box/docs $12
Bank Street Writer for Apple IIe/IIc/IIgs, box/docs $12
Trio Plus for Apple II series with docs $12

Following for Apple, diskettes only, $4.50 each, 5 for $19

Applied Engineering Super Appleworks desktop expander 5.3.1
Apple Presents the IIc an Introduction
Apple Presents the IIc Exploring Apple Logo
Apple Presents the IIc Getting Down to Basic
Apple Presents the IIc The Apple at Work
Apple Presents Apple II Instant Pascal
Apple Presents the IIe an Introduction
Apple II Diskware DOS 3.3 for II/II+/IIe System Master
Apple II Instant Pascal Master Program
Apple II Access II Training Disk
Apple II Access II Program Disk
Easy Working Writer for Apple
Graphics Sampler for the Apricord IIc
Great Games and Chess Problems Apple DOS 3.3
The Writer from Hayden for IIplus/IIe
The Writer from Spinnaker for IIc/IIe
The Filer from Spinnaker for IIe/IIc
The Planner from Spinnaker for IIe/IIc
The Apple Paint Drawing Program
Wheel of Fortune for Apple

Apple Manuals - $8 each (four for $25)

Apple Mouse IIc Users Manual
Apple II Monitor II Users Manual
Apple II Access II Reference Manual
Apple II 80-Column Text Card Manual for IIe only
Apple IIc Owners Manual
Animation Magic with your Apple IIe/IIc
Apple II Disk II Installation Manual
Grappler Printer Interface Users Guide
Setting Up Your Apple IIc
Z-Ram II Users Manual

Macintosh 512 with keyboard and mouse..... $99
WICO Power Grip Joystick 50-2020 (2)..... $13 each
```

Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....
Cables $5 each (5 for $20) (8 for $30)
Black IBM type computer power cable..... $5
White IBM type computer power cable..... $5
White cable - round 5 pin to oblong 9 pin both male. $5
9 pin cable white, male and female..... $5
Apple round printer cable - 2 by 13 on other end.... $5
Apple flat printer cable 2 by 14 on other end..... $5
Apple flat ribbon cable 2x12 & male 25 pin..... $5

Microlyics Inside Information for the MAC..... $9

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10
.....

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $33
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $10
WICO Power Grip Joystick 50-2020 (2)..... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
Peripheral Cable for Atari computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $ 9
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

.....

Commodore Items for Sale plus shipping

Commodore 64 Computer with power supply $39
Commodore 64C Computer with power supply $39
Commodore 1541 Disk Drive ..... $29 each
Commodore Dataset Tape drive..... $19
WICO Power Grip Joystick 50-2020 (2)..... $13 each
Cardco Printer Interface Serial/Parallel..... $22
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $39
Cable to attach C64 to Commodore Color Monitor..... $14
Commodore 64 Basic Manual ..... $ 4
Okidata 120 Printer Manual for Commodore Computers.. $ 2
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
26 single sided double density disks..... $10
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
VIC 20 Power Supply..... $10
Commodore 64 Users Guide..... $ 8
Commodore 64c Quick Connect Guide..... $ 6
Commodore 64C Introductory Guide..... $ 6
Commodore 64C Systems Guide..... $ 8
.....
Commodore Software
.....
Agent USA with diskette only..... $ 4
America's Cup with docs ..... $ 6
Archon with box, diskette & box..... $12
Bank Street Writer box/docs ..... $ 6
Bank Street Writer diskette only..... $ 4
Beach Head with docs ..... $ 5
Commodore 64c GEOS with diskettes & docs..... $18
Commodore Vic-1541 Test Demo diskette..... $ 4
Database Manager with Report Generator with diskette & doc.... $12
Dynatec Codewriter with diskettes, box & doc..... $14
Double Dragon in Box with diskette..... $ 6
Easy Working Writer diskette only..... $ 4
Ghost Manor & Spikes Peak diskette only..... $ 4
Ghostbusters diskette only..... $ 4
Indiana Jones Temple of Doom..... $ 5
Introduction to Commodore Basic Part 1 (2 tapes, box & doc).. $12
L.A. Crackdown diskette only..... $ 4
Learning Company Moptown Parade, Box, Doc & diskette..... $12
Learning Company Addition Magician, Box, Doc & diskette..... $12
O'Dell Lake with docs & diskette..... $ 7
Okimate 20 Demo Color Screen Print diskette only..... $ 4
Pocket Rockets box w/diskette..... $ 6
Sesame Street - Astro-Grover diskette only..... $ 4
Solo Flight diskette only..... $ 4

Streetsurfer & Hollywood or Bust diskette only..... $ 4
Swat for C/64 Atari XL/130 XE diskette only..... $ 4
The Last V8diskette only..... $ 4
Typing Tutor - Word Invaders diskette only..... $ 4
WordPro 3 Plus/64 box/docs ..... $ 8
Wordprocessor Professional with docs & diskette..... $12
Wheel of Fortune diskette only..... $ 4
.....
C64 Tapes - $3 each (4 for $10)

PET Emulator
Science Package III PET
Educational Package II PETFrogger
Basic Tools

VIC 20 Tapes - $3 each (4 for $10)

Intruder/Scrambler
Public Domain SW Collection #3B
Public Domain SW Collection #V7B
Public Domain SW Collection #V0A
Rerun
Nufekop
Snakman
Kosmic Kamikaze
VIC 20 Personal Loan Analyzer

18 Tapes with keyed in magazine programs $2 each

8-1/2x11 Plastic VIC Programmers Aid Card $4

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

.....

Texas Instruments Items for Sale plus shipping

TI 99/4a original metal case with all packing
materials, cover, power supply etc..... $49
TI Program Recorder original box with all packing
materials..... $25
TI Speech Synthesizer PHP1500 in original box..... $39
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
WICO Power Grip Joystick 50-2020 (2)..... $13 each
.....

TI 99/4A Cartridges $9 each (3 for $25)
.....
Reading On (no box) from TI.....
Early Learning Fun (doc) from TI.....

Early Learning Fun (box & doc) from Ti.....
Addition & Subtraction 1 (box & doc) from TI.....
Munchman (box & doc) from TI.....
Beginning Grammar (box & doc) from TI.....
Hunt The Wumpus (box & doc) from TI.....
Donkey Kong from Atarisoft (doc & box).....
Centipede from Atarisoft (doc & box).....
Defender from Atarisoft (doc & box).....
.....

TI 99/4A Manuals
.....
Read This First..... $ 5
Users Reference Guide..... $10
Beginners Basic..... $ 8
Learning Basic for TI Compact Computer 40..... $ 8
Basic Primer..... $ 5
.....
DVE Printer Power Supply Model DV-2412A..... $10
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com

• OLXWin 1.00b • ONE TEQUILA, TWO TEQUILA, THREE TEQUILA , FLOOR.

2039. Re: Atari DOS disk needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: rdell@shell.portal.com
Message-ID: <51eg9m$ro3@jobe.shell.portal.com>
Source record: 80552

In article <51a3gj$6ht@madeline.INS.CWRU.Edu>,
Thomas Main <em129@cleveland.Freenet.Edu> wrote:
>
>I recently purchased an Atari 800XL and 1050 drive without any
>software. I later purchased an SIO2PC cable so I could dl
>some software from the net. I thought I could create a disk
>for my 1050 by using the cable, but everytime I try to format
>one (although the drive clkicks and whirls like it's formatting)
>I get an Error 173 message. Do I need an original DOS disk to
>boot the 1050 with, can one be created throught the SIO2PC cable,
>or is my drive probably not functional? Any suggestions would be appreciated.
>
>Thanks.
>
>Thomas Main
>em129@cleveland.freenet.edu

Not experienced per se with using the SIO2PC cable, so I can't comment
about checking for addressing conflicts (making sure the disk drive is
addressed to a non-PC accessed drive number), but I would like to
mention that if your SIO2PC cable is one of the type requiring a diode
to isolate the SIO bus devices, make sure that is included in your
cable. Otherwise you can only use the PC on the SIO bus, and no other
SIO peripherals while the PC is hooked up.

--
Richard Dell

2040. Re: Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960914151020.20376B-100000@ns1.ptd.net>
Source record: 80553

On Fri, 13 Sep 1996, Cyrus Malek wrote:

> OK now, there is an input pin on the SIO connector labeled 'AUDIO IN'
> that connects directly to the AUD pin on the POKEY chip. I haven't seen
> any written description of this input. Does anyone know what it is for?
> Can it be used for sampling? Hmmm...

I believe that is use for piping sound through the 8-bit and playing it
out from the TV speaker. So if you attach a 1/8 inch jack in the SIO
cable and plug in a tape player(assume this is mono and not stereo) then
it comes out the TV along with whatever sounds the Atari makes.

Eric Noss
a.k.a
Mr. Maddog

2041. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <51f0bo$nrk@newsbf02.news.aol.com>
Source record: 80554

Logo is a subset of Lisp, and as such, is a language that allows lists of words to be processed easily. It also has Turtle Graphics included, and that's the way in which many young people are introduced to programming. Atari Logo comes on a cartridge, has the ability to program as many as four turtles on the screen at once, and a whole lot of Atari-spcefic bells and whistles, but lacked some of the housekeeping and organizing functions on other platforms. It was the inspiration, so they tell me, for LCSI's LogoWriter, an extendible word-processor that was very popular in elementary schools. LogoWriter, in turn, was sold to the schools to run under several platforms, including Apple][, Commodore, and IBM, but ironically NOT Atari. Programs in Logo are built out of short procedures, which can call themselves recursively and call others. As a result, programs in Logo can be extremely structured. However, the Logo interpreters are all rather slow, so that programming large applications just isn't practical in Logo.

PILOT is a somewhat BASIC-like program that was originally designed as an authoring language with simplified commands for non-programmers to write such things as simple CAI utilities. The Atari version, also on a cartridge, includes a form of Turtle Graphics, but the weakness of it is that the turtle is not visible on the screen and cannot be moved in immediate (real time) mode. I don't think PILOT ever caught on to the same extent as BASIC.

I own both languages, and their manuals, but I'm not willing to part with them at this time. However, I believe that B&C Computervisions, and perhaps Best Electronics may still have them for sale.

Alan

2042. Re: Keyboard modificiatoins?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: "Stephen J. Carden" <SJCarden@southconn.com>
Message-ID: <01bba273$9bed9cc0$1b63bec7@SJCarden.southconn.com>
Source record: 80555

Janice in NYC <Sapphire@innonyc.com> wrote in article
<50o644$vqb@kensie.dorsai.org>...
> How difficulat would it be to make an adapter that would allow a
> standard 101-key PC keyboard to be hooked up to a 130XE? Has anybody
> ever tried this?
>
> I'm used to the clicky feel of my PC keybaord (mechanical switches)
> and prefer it to the mushy feel of the Atari keyboard (and also, the
> inverse video key on it doesn't work).
>
Yes, there is a device called a TransKey that uses an at keyboard. I have
3 of them and they work REAL well. Now for the bad news. They are not
made any more. Bob Woolley and I were thinking of designing a new one and
have not had a chance to.

Inside the 8-bit bbs 706-798-2474 300-19.2k USR Dual Standard.

Stephen J. Carden

2043. Unimage : convert ATR,XFD --> Atari disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <323B1FF5.41C6@ce.fciencias.unam.mx>
Source record: 80556

```
--
Unimage has been uploaded, check my page for the program and docs
-----------------------------------------
Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/atari_eng.html
```

2044. new cyberspy archive items

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <323b29d7.524398@news.superlink.net>
Source record: 80557

```
new files in ATR section of the atari <C> archive
BALLON~1 ATR 92,176 09-06-96 12:51a Ballon_Capers.ATR
BATTAL~1 ATR 92,176 09-06-96 12:39a Battalion_Commander.ATR
BROADSID ATR 92,176 09-06-96 12:55a Broadsides.ATR
COMPUT~1 ATR 92,176 09-06-96 12:09a Computer_Gourmet_A.ATR
COMPUT~2 ATR 92,176 09-06-96 12:11a Computer_Gourmet_B.ATR
REBEL_~1 ATR 92,176 09-06-96 12:22a
Rebel_Charge_At_Chickamauga_A.ATR
REBEL_~2 ATR 92,176 09-06-96 12:24a
Rebel_Charge_At_Chickamauga_B.ATR
CHAMPI~1 ATR 92,176 09-06-96 12:53a
Championship_Lode_Runner.ATR
CONFLI~1 ATR 92,176 09-06-96 12:08a Conflict_In_Vietnam.ATR
COPY_W~1 ATR 92,176 09-06-96 12:06a Copy_Wizard_1pt8.ATR
GENIE ATR 92,176 09-06-96 12:19a Genie.ATR
XTAL ATR 92,176 09-06-96 12:32a Xtal.ATR
XTAL_D~1 ATR 92,176 09-06-96 12:33a Xtal_Documentation.ATR
CAVEMA~1 ATR 92,176 09-07-96 10:42p Caveman_Joe_Microtale.ATR
BELLUM ATR 92,176 09-07-96 10:22p Bellum.ATR
ADVENT~1 ATR 92,176 09-07-96 10:19p
Adventures_of_Dr_Jones_A.ATR
ADVENT~2 ATR 92,176 09-07-96 10:19p
Adventures_of_Dr_Jones_B.ATR
INDIAN~1 ATR 92,176 09-05-96 11:51p
Indiana_Jones_Pyamids_of_Giza.ATR
HAPPY_~1 ATR 92,176 09-07-96 10:10p Happy_1050_to_Chip.ATR
WORLD_~1 ATR 92,176 09-07-96 10:46p World_War_III.ATR
SPIDER ATR 92,176 09-07-96 10:29p Spider.ATR
TIGERS~1 ATR 92,176 09-07-96 10:43p Tigers_in_the_Snow.ATR
MYCHES~1 ATR 92,176 09-07-96 10:31p MyChess_20.ATR
TECHNUS ATR 92,176 09-07-96 11:04p Technus.ATR
PUZZLER ATR 92,176 09-06-96 12:17a Puzzler.ATR
CLIPPER ATR 92,176 09-07-96 10:44p Clipper.ATR
FORGOT~1 ATR 92,176 09-06-96 12:35a Forgotten_Island.ATR
PAPERC~1 ATR 92,176 09-06-96 12:18a Paperclip_10.ATR
EAGLES ATR 92,176 09-08-96 4:22p Eagles.ATR
FANTAS~1 ATR 92,176 09-05-96 11:56p
Fantasyland_1_Congoland.ATR
FANTAS~2 ATR 92,176 09-05-96 11:58p
Fantasyland_2_Arabian_Adventure.ATR
FANTAS~3 ATR 92,176 09-06-96 12:00a
Fantasyland_3_King_Arthur.ATR
FANTAS~4 ATR 92,176 09-06-96 12:02a Fantasyland_4_Olympus.ATR
FANTAS~5 ATR 92,176 09-06-96 12:03a
```

Fantasyland_5_Capt_Nemo.ATR
FANTAS~6 ATR 92,176 09-06-96 12:05a
Fantasyland_6_Dantes_Inferno.ATR
BOWLIN~1 ATR 92,176 09-07-96 10:15p Bowling_version_2.ATR
SHERLO~1 ATR 92,176 09-08-96 4:35p Sherlock_program.ATR
SHERLO~2 ATR 92,176 09-08-96 4:37p Sherlock_Docs.ATR
AFTERP~1 ATR 92,176 09-07-96 10:26p AfterPearl.ATR
ANDROM~1 ATR 92,176 09-07-96 10:28p Andromeda_Conquest.ATR
ARMOR_~1 ATR 92,176 09-07-96 10:28p Armor_Assault.ATR
BATTLE~1 ATR 92,176 09-07-96 10:40p Battle_For_Normandy.ATR
BATTLE~2 ATR 92,176 09-07-96 10:38p Battle_Of_Shiloh.ATR
BENEAT~1 ATR 92,176 09-07-96 10:21p Beneath_the_Pyramids.ATR
BERSER~1 ATR 92,176 09-08-96 4:32p Berserker_Raids.ATR
CHANCELL ATR 92,176 09-07-96 10:36p
Chancellor_of_the_Exchequer.ATR
COLOUR~1 ATR 92,176 09-08-96 4:02p Colourspace_1.ATR
COLOUR~2 ATR 92,176 09-08-96 4:03p Colourspace_2.ATR
COMPUT~3 ATR 92,176 09-07-96 10:34p Computer_Ambush.ATR
COMPUT~4 ATR 92,176 09-08-96 3:51p Computer_Quarterback.ATR
CREATU~1 ATR 92,176 09-08-96 3:55p Creature_Creator.ATR
TOP_DO~1 ATR 92,176 09-08-96 4:14p Top_Dos_1pt5.ATR
INFILT~1 ATR 92,176 09-08-96 4:05p Infiltrator_A.ATR
INFILT~2 ATR 92,176 09-08-96 4:08p Infiltrator_B.ATR
LORDS_~1 ATR 92,176 09-05-96 11:53p Lords_Of_Conquest_A.ATR
LORDS_~2 ATR 92,176 09-05-96 11:54p Lords_Of_Conquest_B.ATR
SPELLI~1 ATR 92,176 09-08-96 3:57p Spelling_Genie.ATR
TIGER_~1 ATR 92,176 09-06-96 12:20a Tiger_Hunter.ATR
SUPER_~1 ATR 92,176 09-06-96 12:37a Super_Stud_Poker.ATR
PROBE_~1 ATR 92,176 09-08-96 4:18p Probe_One.ATR
RESCUE~1 ATR 92,176 09-06-96 12:29a Rescue_at_Rigel.ATR
GERMAN ATR 92,176 09-08-96 4:00p German.ATR
FRENCH ATR 92,176 09-08-96 3:59p French.ATR
STAR_L~1 ATR 92,176 09-05-96 11:50p Star_Lords.ATR
QUEST_~1 ATR 92,176 09-06-96 12:30a Quest_for_Power.ATR
RAMBRA~1 ATR 92,176 09-08-96 4:16p Rambrandt.ATR
MICROHOM ATR 92,176 09-08-96 3:53p Microhome.ATR
GRUDS_~1 ATR 92,176 08-20-96 2:04p Gruds_in_Space_A.ATR
GRUDS_~2 ATR 92,176 08-20-96 2:07p Gruds_in_Space_B.ATR
RAMBRA~2 ATR 92,176 09-08-96 4:17p Rambrandt_docs.ATR
RAMBRA~3 ATR 92,176 09-08-96 4:13p Rambrandt_Utilities.ATR
WORLD_~2 ATR 92,176 09-07-96 10:12p World_History.ATR
SLOT_T~1 ATR 92,176 09-06-96 12:26a Slot_Trivia.ATR
FINANC~1 ATR 92,176 09-08-96 3:50p Financial_Wizard.ATR
MILLIO~1 ATR 92,176 09-06-96 12:13a Millionaire_A.ATR
MILLIO~2 ATR 92,176 09-06-96 12:15a Millionaire_B.ATR
WHATS_~1 ATR 92,176 09-08-96 3:56p Whats_Different.ATR
PERSON~1 ATR 92,176 09-08-96 4:33p Personal_Accountant.ATR
MAJOR_~1 ATR 92,176 09-08-96 4:25p Major_League_Baseball.ATR
MAJOR_~2 ATR 92,176 09-08-96 4:27p
Major_League_General_Manager.ATR

```
FAMILY~1 ATR 92,176 09-08-96 3:47p Family_Tree.ATR
FAMILY~2 ATR 92,176 09-08-96 3:48p Family_Tree_Docs.ATR
FIELD_~1 ATR 92,176 09-08-96 4:28p Field_of_Fire_A.ATR
FIELD_~2 ATR 92,176 09-08-96 4:30p Field_of_Fire_B.ATR
DIGIDRUM ATR 92,176 09-08-96 4:20p DigiDrum.ATR
85 file(s) 7,834,960 bytes
```

2045. Rom Images availble??

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: dillera@Glue.umd.edu
Message-ID: <51ff4n$rcr@hecate.umd.edu>
Source record: 80558

I had seen the images before at some ftp site. Now, of course when I need them, I can't find it.

Does anyone know the address of a site that has the os roms already in an image?

thanks

```
--
|---------------------------------------------------------------------
| /|_|_|_ Andrew Diller Most every person I meet |
| /|_| |_ makes me admire my dog more. |
| |_|_|_ dillera@glue.umd.edu |
| / / / / |
|---------------------------------------------------------------------
```

2046. Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: Brad Stoddard <brad@stocom.com>
Message-ID: <323B7A75.2F52@stocom.com>
Source record: 80559

What is an Atari 1040 ST? Is it an 8 Bit Atari and where cn I get some
software for it?

--
"Brad"

Bradley Stoddard
Stoddard Communications
brad@stocom.com
(505) 892-6001

2047. 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-14 00:00:00 UTC
From: david.moeser@ccc-bbs.com
Message-ID: <8C854E6.111C000D47.uuout@ccc-bbs.com>
Source record: 80560

```
J& > From: John & Robin Whitcore <retrotek@phoenixat.com>
J& > Date: Thu, 12 Sep 1996 18:58
J& > ... which power supply goes with the 1050 Floppy?

9 volts AC, 31 VA.

>>>--------------------------------<<<
>>> david.moeser@ccc-bbs.com <<<
>>> censornati, ohio <<<
>>>--------------------------------<<<
* "All Indus -- All The Time!" *
```

2048. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <323c7914.2582807@news.superlink.net>
Source record: 80469

On Sun, 15 Sep 1996 17:21:40 -0400, "Mr. Maddog" <mrmaddog@prolog.net>
wrote:

-On Sat, 14 Sep 1996, Brad Stoddard wrote:
-
-> What is an Atari 1040 ST? Is it an 8 Bit Atari and where cn I get
some
-> software for it?
-
-Uh, uh...it's the 16-bit Atari that's far more advanced. Ask on
-comp.sys.atari.st for more details on it.
-
-Eric Noss
-a.k.a
-Mr. Maddog
-
-
You mean far LESS advanced.
At least in terms of graphics (colors) and sound (yeech)

2049. HELP with Imageman and APE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <323C4512.3451@ibm.net>
Source record: 80470

having difficulty getting an .atr image created with imageman to be recognized by the atari when mounted through APE shareware. APE crashes with a runtime error if the .atr image is empty (unformatted?).

furthermore, i cant seem to format ANY image created with imageman, imagic95, or ape. i get error 139, 138.

my goal is to move some of the single program files obtained from the archives into an .atr file, thus allowing me to use them on my 800 xl through APE.

are there any other utilities out there? am i missing somehting obvious?

es-

2050. DO NOT LOOK

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C8634B.10C1000B0D.uuout@compudata.com>
Source record: 80471

What do you want to buy?

Tell me which For Sale list(s) you would like to see:

1. Hardware & Software for IBM & IBM compatibles.

2. CD-Roms for IBM & MAC computers

3. Hardware & Software for Apple II computers

4. Hardware & Software for Texas Instruments

5. Hardware & Software for Atari computers

6. Hardware & Software for Commodore computers

7. Video Games

8. Pre-Recorded Beta & VHS Tapes.

9. Music CD's (list under construction).

gene.ehrich@compudata.com

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

• OLXWin 1.00b • Coming Soon: 32 bit Edlin for Windows 95!

2051. Hard to Find Atari Items,

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <323C67D1.2397@cdsnet.net>
Source record: 80472

The Following Items Are from 1979 till 1990's, I have bought
MANY Items, over the years from my 8bit atari and now Iam
selling off more of them.

Thanks to all the others that bought from me over the last
couple of months!!

All Items are complete unless stated, all have been tested!

Shipping, I use US Priority mail 3 days, Had nothing but 100%
good luck using it. Cost is from $3.00 to $7.00

Payment, Checks takes 8days to clear, money orders same/next
day, COD is fine with a $5.00 depost.

RamPOwer 32 complete for the 400/800 only box&doc $10.00
MicroPrint interface, NO box or doc (not needed) $15.00
Atari Touch Tablet (atari brand) cart and doc and
also the sterofoam box, but not the outside box. $20.00
Basic XE cart, lost the doc's $10.00
Editor Assembler with doc's no box $10.00
Choplifter cart, with box and doc's $ 5.00
OmniMON XL, chip only no doc! (paid $79.95) $15.00

Atari Banner Silk type, 1982 warner communications company
with the letters A T A R I in BLUE color! size, 59" by 30"
If you have ever been to an Atari show, you might have seen
This. My wife bought this for my birthday back in 86, She
forgot what she paid, I posted this a weekago as makeoffer
I had a few people reply, from $5.00 to $75.00 and the high
bid changed his mind, This is a hard to find Item. $100.00 obo

Mike LaRue
830 W 2nd Street
Medford, Or 97501
541-772-7830

2052. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: Kirk Hays <khays@sequent.com>
Message-ID: <gnusenet51hers$pch@scel.sequent.com>
Source record: 80473
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <01bb9f9a$9dac10e0$LocalHost@joseph>,
Cliff Anderson <cliff@gridpoint.com> wrote:
|C. Alex. North-Keys <erlkonig@magrathea.origin.ea.com> wrote in article
|<87ohpmr7fe.fsf@magrathea.origin.ea.com>...
|> | And then there is the problem that gcc does not only take much memory
|> | for its code but also for data - it's notorious as a memory tester for
|> | PCs because of its huge working set. :-) Any 6502-based VM systems out
|> | there?
|>
|> None of these problems should affect a cross-compiler to the 6502, just
|> native compilers.
|
| I think you missed his point. He was not saying that gcc takes too much
|memory to run, he was saying that programs compiled w/ gcc take up too much
|memory, and I believe he's right. I know a simple hello world using printf
|rather than write takes up about 100k or so. Way too big to be very
|useful.
|

That's a function of the system libraries, *not* an artifact of the
code generated by gcc.

If you examine the code generated by gcc (using optimization), you'll
find it's just as tight as that generated by any compiler targeted
exclusively at embedded systems, for the same architectures.

There are other issues WRT using gcc generated code for embedded
programs, but code density is not one of them.

--
Kirk Hays
[I don't speak for Sequent.]

2053. 800 assembly

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: dennis_fitz@netins.net
Message-ID: <51fi7v$iku@insosf1.netins.net>
Source record: 80561

I have the assembler cart, but no docs. Can anyone send me any docs they have, or let me know the titles of some books regarding atari assembly.
thanks!

2054. xl-IT FRONT END

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: Brian Sturk <bsturk@ultranet.com>
Message-ID: <323B8554.52B@ultranet.com>
Source record: 80562

Some where I had seen a front end program for xl-it. If anyone could point me to it I'd appreciate it.

2055. Fast Cash It's TRUE!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: mcg@grove.net
Message-ID: <51g4vf$bo6@news2.his.com>
Source record: 80563

$$

Taking 5 minutes to read what follows can change your life :

If you follow the three steps below, there is no reason why
the same shouldn't happen to you! This is a legitimate
investment opportunity. You invest $5, and you receive a
return on your investment. So does the next investor. NOT
ILLEGAL, NOT A CHAIN LETTER- PERFECTLY LEGITIMATE.

The procedure is simple: 1) Write your name and address on 5
sheets of paper. Below that, write the words, "Please add
me to your mailing list." Fold $1 note or bank draft or
money order in each piece of paper and mail them to the
following 5 addresses.:

1. Bill Brown
148 South Downlen #796
Beaumont, Tx. 77707 USA

2. Olivier Arcadipane
237 rue Francois Andre
7390 Quaregnon BELGIUM

3. Josef Malzer,
Brandhof 1
4701 Bad Schallerbach
EUROPE - AUSTRIA

4. Sam Kamoutsis,
Sitias 22
123 51 Athens
GREECE

5. Michael Graves
122 Harmony Road
Murphy, NC 28906 USA

2) Now remove the top name from the list, and move the other
four names up. In other words, #5 becomes #4 and so on. Put
your name as the fifth one on the list. Use a simple text
editor such as Notepad, in your "accessories" window (If
you have MS-Windows),or DOS editor. In fact, any editor
will do.

3) Post the article to at least 200 newsgroups. There are
17,000, so it shouldn't be hard to find that many. Try

posting to as many newsgroups as you can, and the bigger the newsgroup is, the more people are to see your message!

You are now in the mail order investment business, and should start seeing returns within a week or two. Of course, the more newsgroups you post to, the greater your return is. If you wish to remain anonymous, you may use a psuedonym, call yourself "The Manager", "The Boss", whatever but make sure your address is correct.

Now, here is why the system works:

-Of every 200 posts I made, I received 5 responses. Yes, only 5. You make $5 for every 200 posts with your name at #5.

-Each person who sent you $1 now also makes 200 additional postings with your name at #4. ie. 1000 postings. On average therefore, 50 people will send you $1 with your name at #4. $50.

-Your 50 new agents make 200 postings each with your name at #3 or 10,000 postings. Average return 500 people = $500. They make 200 postings each with your name at #2=100,000 postings=5000 return at $1 each=$5000.

-Finally, 5,000 people make 200 postings with your name at #1 and you get a return of $50,000 before your name drops off the list. AND THATS IF EVERYONE DOWN THE LINE MAKES 200 POSTINGS! Total income in one cycle=$55,000.

From time to time, when you see your name no longer on the list, you take the latest posting that appears in the newsgroups, and send out another $5, and put your name at #5, and start posting again. Remember, 200 postings is only a guideline. the more you post, the greater the return.

Lets review why you should do this. THE ONLY COST IS $5, AND 5 STAMPS, AND 5 ENVELOPES. Anyone can afford $5 for such an effortless investment with such SPECTACULAR RETURNS.

Some people have said to me, "what happens if the scheme is played out and no one sends me any money? "Big Deal, so you lose $5-but what are the chances of that happening ?? Do you Realize that NOBODY cares for the LEGAL chance of winning such a BIG money as 50,000.00 $$$$???? and all for a microscopic investment of five separate dollars? just think of all of the new Internet users that join the net every day!!!

There are millions of internet users, and millions of new net surfers every month !!! This is the great plus of the Internet, people all over the world can hear you and listen carefully if you talk reasonably. Everyone will take that

chance ! I agree, If it wasn't the Internet, and was a small circle of people, the chance wouldn't have been so small. the amount of money had to be 200 times bigger, and the chances were zero. It wouldn't succeed.

But here, on the Internet, it is a giant village, where new thousands of members join in every day ! you CAN'T lose !!!!

Remember- read the instructions carefully, and play fairly. That's the only way this will work. Get a printout so you can refer back to this article easily.

Try to keep a list of everyone that sends you money and always keep an eye on the postings to make sure everyone is playing fairly. You know where your name should be.

REMEMBER-HONESTY IS THE BEST POLICY. YOU DO NOT NEED TO CHEAT THIS IDEA TO MAKE MONEY!! BESIDES,NOT PLAYING THE GAME FAIRLY IS ILLEGAL.SO LET'S BE REASONABLE AND PLAY FAIRLY,SO WE CAN ALL ENJOY THE INTERNET GOLD MINE.

GOOD LUCK FOR YOU ALL, And remember, play fair and you'll win, I don't want to mention what might happen to those who won't. AND AGAIN,SEE YOU NEXT TIME WITH SOMETHING YOU WANTED FOR A LONG TIME !!!

2056. MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-ya023080001509960938390001@news.colorado.edu>
Source record: 80564

I downloaded MyDOS 5.43/4 from somebody's archive and installed in
on the Rainbow emulator for the Macintosh. It works fine on the
emulator. Then I used ymodem to transfer it to my 130XE only to find
that the drives start to spin up then it stops and never boots. I don't
get the basic "Ready" prompt or anything. Any ideas why it won't work
on the 130XE but it does on an emulator? (Other files that I have
transferred work just fine)

-Mark

2057. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: khays@sequent.com
Message-ID: <51hers$pch@scel.sequent.com>
Source record: 80565
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <01bb9f9a$9dac10e0$LocalHost@joseph>,
Cliff Anderson <cliff@gridpoint.com> wrote:
|C. Alex. North-Keys <erlkonig@magrathea.origin.ea.com> wrote in article
|<87ohpmr7fe.fsf@magrathea.origin.ea.com>...
|> | And then there is the problem that gcc does not only take much memory
|> | for its code but also for data - it's notorious as a memory tester for
|> | PCs because of its huge working set. :-) Any 6502-based VM systems out
|> | there?
|>
|> None of these problems should affect a cross-compiler to the 6502, just
|> native compilers.
|
| I think you missed his point. He was not saying that gcc takes too much
|memory to run, he was saying that programs compiled w/ gcc take up too much
|memory, and I believe he's right. I know a simple hello world using printf
|rather than write takes up about 100k or so. Way too big to be very
|useful.
|

That's a function of the system libraries, *not* an artifact of the
code generated by gcc.

If you examine the code generated by gcc (using optimization), you'll
find it's just as tight as that generated by any compiler targeted
exclusively at embedded systems, for the same architectures.

There are other issues WRT using gcc generated code for embedded
programs, but code density is not one of them.

--
Kirk Hays
[I don't speak for Sequent.]

2058. Atari Books, Part 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <323C5FA5.2716@cdsnet.net>
Source record: 80566

Thank you for taking the time to purchase my Classic Atari
8bit books from the last post!!!!!

I have a few that did not sale, and all the rest of my collection!

Most books are in atleast good condtion to better.

I ship by way of US Priority mail 3 days, Had VERY good luck!!
Shipping is $3.00 to $7.00

Payment, Checks need 8 days to clear, money orders shipped same/
next day, COD with $5.00 deposit.

Books,

An 8bit Extra from Analog $7.00
Your First Atari Program $3.00
Compute's 1st book of Atari $5.00
Compute's 2nd book of Atari $5.00
Compute's 1st book of Atari Graphics $5.00 (2)
Compute's 2nd book of Atari Graphics $5.00 (2)
Compute's mapping the Atari 400/800 $4.00 (2)
DR. Wacko's Atari miracle guide $4.00
Easy Guide to your Atari 600XL/800XL $4.00
The Atari Assembler $4.00
Atari games and recreations $4.00 (2)
Atari XL Users handbook $5.00
Your Atari computer by Ion Poole (well used!) $5.00

Mike LaRue
830 W 2nd Street
Medford, Or 97501
541-772-7830

2059. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960915172039.23645G-100000@ns1.ptd.net>
Source record: 80567

On Sat, 14 Sep 1996, Brad Stoddard wrote:

> What is an Atari 1040 ST? Is it an 8 Bit Atari and where cn I get some
> software for it?

Uh, uh...it's the 16-bit Atari that's far more advanced. Ask on
comp.sys.atari.st for more details on it.

Eric Noss
a.k.a
Mr. Maddog

2060. Re: Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-15 00:00:00 UTC
From: tzeb@worldaccess.nl
Message-ID: <N.091596.232642.79@tzeb>
Source record: 80568

On 12-09-96 18:06, in message <bjhille.842544400@pv0811.vincent.iastate.edu>,
Brian Jeffrey Hille <bjhille@iastate.edu> wrote:

> I heard that there is an emulator for the atari 2600 for the IBM. Is
> this ture? If so, I would like to get a copy if possible. I appreciate
> you help. Thanks.
>
>
> -Brian
>
>
> --
> Brian Jeffrey Hille | DATING: There's no flowchart, no man pages or docs,
> M.I.S | no install disks, and everything is proprietary.
> bjhille@iastate.edu |
> ****** This message was written with 100% recycled electrons *****

Try http://users.aol.com/autismuk/a26home.htm

From this page you can download a beta release of a 2600 emulator.

Theo.

2061. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <ysdafuqq1wc.fsf@kastor.ra.ibr.cs.tu-bs.de>
Source record: 80474
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

In article <01bb9f9a$9dac10e0$LocalHost@joseph>
"Cliff Anderson" <cliff@gridpoint.com> writes:

> I think you missed his point. He was not saying that gcc
> takes too much memory to run, he was saying that programs compiled
> w/ gcc take up too much memory, and I believe he's right.

I think, he talked about gcc itself, not the application generated by
gcc:

> C. Alex. North-Keys <erlkonig@magrathea.origin.ea.com> wrote in article
> <87ohpmr7fe.fsf@magrathea.origin.ea.com>...
> > | And then there is the problem that gcc does not only take much memory
> > | for its code but also for data - it's notorious as a memory tester for
> > | PCs because of its huge working set.

So he said, *gcc* (not the generated application) takes much memory,
and it's a memory tester *for the PC* (not for the destination
hardware (6502)).

> I know a simple hello world using printf rather than write takes up
> about 100k or so. Way too big to be very useful.

The 100k are not the object code for the main function of the hello
world program. They linked to the executable by the linker from the
libc. printf() is in libc and in turn requires the linker to link
some additional function such as malloc()/free(). You probably
compiled with debug code and linked statically, so that your
executable contained all this large stuff. If you link dynamically
and strip your program, it will be only a few kilo bytes. And even
that comes mostly from crt0.o or crt1.o, crti.o, ...

gcc really generates very tight code if you let it optimize (-O, -O2,
or higher). If you want to see, what gcc generates, use the -S option
and look at the assembler code.

urs

2062. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_842859583@rtfm.mit.edu>
Source record: 80475
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 27, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following four Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

2063. FS: Sweet Atari 8bit cart bundle, enhanced XF551 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: mstclair@iglou1.iglou.com
Message-ID: <DxtDB2.4A6@iglou.com>
Source record: 80476

The following carts are for sale, I will not separate them.

Super Breakout (w/box, docs)
Space Journey (w/ box, docs, box has trashed top flap)
Space Invaders (w/ docs)
Caverns of Mars (w/ docs)
Jumpman Jr.
Defender (w/ docs)
Donkey Kong (w/ docs)
Mega Mania (w/ docs)
River Raid (w/ docs)
Basic
Kaboom! (w/ docs)

Best offer $30 or over takes the bundle. You pay $5 for insured shipping.
If I don't get an acceptable offer, I will auction them off soon.

Also:

Atari XF551 (double sided, double density) drive, with "update" chip to
fix compatibility problems and improve speed.

Best offer $40 or over takes it. You pay $10 for insured shipping. Will
auction off in the near future if I don't get an acceptable offer.

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

2064. Re: Running .exe's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <51jfv3$dao@dfw-ixnews6.ix.netcom.com>
Source record: 80477

In <3238532E.AF5@qbc.clic.net> Jean-Yves Mailloux <jymail@qbc.clic.net>
writes:
>
>How does one run .exe files on an emulator ?
>
>There a quite a few files of this type at Yogi's site and I'm unable
to
>use them :-(
>
>Can someone help ...
Simply, change the file name to autorun.sys then restart the emulator
with that disk image as the D1: drive. You must also have DOS on that
image.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2065. Re: Another dead 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51jgt7$8cg@news.tcd.net>
Source record: 80478

The Track Zero may have some disk dust in it preventing it from functioning. Try cleaning it first if it still does the same thing then I may be able to come up with a replacment for about $6.00 shipped.

Bob

2066. Re: Zork I , II, III

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51jh6q$8cg@news.tcd.net>
Source record: 80479

Don't think you will find a BBS with them on it, not legaly that
is to say..

I opened a box of disks, and do have all three on Original Disks
no documentation..make me an offer..If interested.

Bob

2067. Re: 1489 SIO2PC Desgin Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <323D83D1.6E45@anest4.anest.ufl.edu>
Source record: 80480

rdell@shell.portal.com wrote:

> Bottom line is, it works in most environments with reasonable cable
> lengths without many problems reported. I have had some PCs that
> required more than the +5v maximum this second circuit will generate though
> (judging from my Model 100, whose RS-232 circuit only puts out about
> +/- 5 volts with CMOS inverters) with its higher output impedence.
>
> --
> Richard Dell

Thanks for the info, Richard. You've pretty much confirmed my initial concern: that the circuit it's technically perfect. I asked the question because I really couldn't see any way that the circuit would be able to generate the -12 to +12 volts needed for RS232 when going from the Atari to the PC (or Mac, as in my case). Indeed, I can see that we are exploiting the flexibility of the RS232 spec here.

-Michael Ellis

2068. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <323ccb59.233427@news.superlink.net>
Source record: 80481

-I own both languages, and their manuals, but I'm not willing to part
with
-them at this time. However, I believe that B&C Computervisions, and
-perhaps Best Electronics may still have them for sale.
-
-Alan

How about bopping into DOS, doing a (K) binary save,
LOGO.BIN,8000,BFFF and PILOT.BIN,8000,BFFF, and u/l them somewhere?
So other people can use them?

2069. Krieg's Klassic Karts Auction Update #7

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <51jooq$egj@earth.alpha.net>
Source record: 80482
Cross-posted to: rec.games.video.classic,rec.games.video.atari,rec.games.video.marketplace,comp.sys.atari.8bit,comp.sys.cbm,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

```
Welcome to my first Classic System Auction!

This auction contains carts for the following systems:
Atari 2600 84
Atari 5200 6
Atari 7800 4
Atari 8-bit 3
C64 6
Intellivision 3
Hardware 4
2600 docs 6

Minimum bid = .50

Minimum bid increments
.50 - 5.00 .50
5.00 & up 1.00

Shipping is extra (generally $2 - $5, hardware may be more).

Trades are also welcome. I collect anything Atari. Trades may cause some
items to be removed from the auction.

Mail all bids and offers to krieg@execpc.com.

This auction will close September 20th, 1996.

2600 - Atari
------------
C Adventure (text label) .50 whp1
U Air-Sea Battle .50 circlesky
C Asteroids (sealed but worn box) .50 writer
U Backgammon (text label)
R Basic Programming (text label) 2.00 whp1
2.00 circlesky
C Basketball (text label) .50 whp1
U Battlezone .50 whp1
C Berzerk
U Brain Games (text label) 1.00 whp1
.50 helmuelt
U Canyon Bomber (text label)
U Casino 1.00 whp1
.50 georgeb
C Circus Atari (text label, w/ docs) .50 writer
C Combat (text label, free to 1st person who asks) .00 martino
```

C Combat (text label, w/ box and docs) .50 jhwatson
.50 writer
C Defender
R Donkey Kong Junior 2.00 whp1
2.00 circlesky
U Hangman .50 whp1
C Haunted House 1.00 whp1
.50 kweaver
U Maze Craze
U Moon Patrol 1.00 whp1
.50 georgeb
C Phoenix .50 jhwatson
U RealSports Baseball
U Sky Diver .50 whp1
.50 writer
U Space War .50 martino
C Swordquest: Earthworld 1.00 whp1
.50 bane
U Video Pinball (upper case letters label) .50 bane
U Warlords

2600 - Activision (most have some acti-plaque)

U Barnstorming (white background label) 1.00 whp1
.50 georgeb
U Chopper Command .50 bane
U Chopper Command .50 jhwatson
R Decathalon 1.00 whp1
.50 bane
R Dolphin 3.00 rmoore
2.00 helmuelt
U Dragster 1.50 jhwatson
1.00 whp1
U Freeway 1.00 whp1
.50 bane
U Freeway 1.00 whp1
.50 jhwatson
R Ghostbusters (blue label) 2.00 helmuelt
.50 whp1
U Ice Hockey .50 whp1
U Kaboom! .50 kweaver
U Kaboom! .50 jhwatson
U Keystone Kapers .50 kweaver
U Keystone Kapers 1.00 whp1
.50 mover
C Pitfall (nice!, very little acti-plaque, w/ docs) 1.00 kweaver
.50 XmX
C Pitfall .50 mover
R Pitfall II: Lost Caverns (w/ box, no docs) 2.50 helmuelt
2.00 bane

R Pressure Cooker (heavy acti-plaque) 2.00 rmoore
1.50 georgeb
U River Raid (nice!, very little acti-plaque) .50 XmX
U River Raid .50 kweaver
.50 writer
U River Raid .50 trappel
.50 jhwatson
R Robot Tank 1.00 whp1
.50 bane
R Robot Tank 1.50 trappel
1.00 whp1
R Seaquest 1.00 whp1
.50 maverick
R Seaquest .50 maverick
R Sky Jinks .50 whp1
C Tennis 1.00 whp1
.50 maverick
C Tennis (missing end label)

2600 - Coleco

R Front Line (w/ box, no docs) 5.00 dobson
5.00 circlesky
U Mouse Trap .50 writer

2600 - Data Age

C Journey Escape (missing end label)
C Journey Escape 1.50 trappel
1.00 whp1

2600 - Epyx

R California Games 2.00 helmuelt
1.50 kweaver

2600 - Imagic

R Fire Fighter .50 whp1
R No Escape! 2.00 rmoore
2.00 circlesky
C Star Voyager 1.00 whp1
.50 georgeb
R Trick Shot 1.00 whp1
1.00 circlesky

2600 - M Network

U Adventures of Tron 1.00 whp1
.50 helmuelt
U Frogs and Flies (shrinkwrapped, mint in box) 2.00 kweaver
1.50 maverick

C Space Attack .50 whp1

2600 - Parker Bros.

C Frogger .50 jhwatson
C Q*bert 1.00 whp1
.50 kweaver
U Reactor 1.50 circlesky
1.00 georgeb
R Spider-Man 1.00 georgeb
C Star Wars: The Empire Strikes Back (missing end label)
C Star Wars: The Empire Strikes Back (bubbling label)

2600 - Sears

C Breakaway IV .50 whp1
ER Checkers 3.00 circlesky
2.50 slapdash
U Outer Space (picture label) 1.00 whp1
1.00 circlesky
U Speedway II .50 writer
U Speedway II (picture label) 1.00 whp1
1.00 circlesky
C Maze (picture label) 1.00 whp1
1.00 circlesky
C Target Fun .50 whp1
.50 writer
R Video Chess 2.00 circlesky
1.00 helmuelt

2600 - 20th Century Fox

R Mega Force 1.50 helmuelt
1.00 whp1

2600 - Vidtec/US Games

R Sneak'n Peek 1.00 whp1
1.00 circlesky
U Word Zapper .50 whp1

2600 - paper goods (.25 minimum)

Frogger docs .75 writer
.25 martino
Jungle Hunt docs .25 martino
Yars' Revenge docs .25 martino
Activision catalog AG-040-11 (1983) .25 martino
Atari catalog CO16725-Rev. D (1981) .75 writer
.25 martino
Atari catalog CO16725-Rev. E (1982) .25 martino

5200 - Atari

C Centipede
C Defender
C Dig Dug .50 trappel
C Pac-Man

5200 - Parker Bros.

C Frogger (missing end label)

5200 - CBS

R Wizard of Wor 3.00 maverick
2.50 jvmatthe

7800 - Atari

U Dark Chambers 1.50 maverick
1.00 cmoore
R Donkey Kong Junior 2.00 rmoore
.50 cmoore
R Galaga (screw holes in label)
C Pole Position II .50 cmoore

Atari 8-bit

U K-star Patrol (CBS) 2.00 cmoore
U Kids on Keys (Spinnaker)
ER Powerstar (Pandora, mint in box, trades only!)

C64

Delta Drawing (Spinnaker)
Fraction Fever (Spinnaker) .50 martino
Linking Logic (Fisher-Price)
Logic Levels (Fisher-Price)
Memory Manor (Fisher-Price)
Mr. Cool (Sierra On-Line) 1.50 helmuelt
1.00 bfhom

Intellivision - Sears

Astrosmash (w/ box, docs & overlays) .50 bane
Poker and Blackjack (w/ box, docs & overlays) .50 bane
Sea Battle (w/ box, docs & overlays) .50 bane

Hardware

7800 joystick (fire button sticks) .50 maverick
Avatex 1200 Baud Modem ($2 minimum bid)
Star Gemini Printer (w/ dust cover, Digital Devices
printer interface (to Atari

8-bits) and desktop stand) 5.00 rsg0910
Wico Command Control Joystick 1.00 XmX
.50 maverick
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =

2070. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn53qmnn.6kt.asmolar@nscs.fast.net>
Source record: 80483

>You mean far LESS advanced.
>At least in terms of graphics (colors) and sound (yeech)

Huh? How is a minimum resolution of 320x200x16 colors out of 512 or 4096 less advanced than a maximum of 320x192x2 colors out of 128? Of course you can display more colors on both computers with special programming.

Sound. While the Pokey chip in the 8-bit had 4 voices, and the Yamaha in the ST only has three, the ST can use it to play digitized samples in real-time with decent quality, just check out any of Jeff Minter's work.

On the 8-bit, most digitized sound attempts that I've seen had to shut off the antic chip, (which turns the screen black) Other software that didn't shut off the Antic still couldn't do anything else while playing the sounds.

I own both, and I like both, but I couldn't honestly pretend that the 8-bit has more advanced graphics and sound.

2071. Atari 800/XL/XE/XEGS Cartridge List 2.2

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: krieg@miller.cs.uwm.edu
Message-ID: <51js8q$va6@uwm.edu>
Source record: 80484

Here's the latest version. I'm currently looking for compatibility problems
(i.e. carts that won't play on 800s or XEs). Please e-mail any additions or
corrections. Enjoy.

```
================================================================================
= Cartridge List for the Classic Atari 800/XL/XE Computers =
================================================================================
= Rev. 2.2 September 16th, 1996 =
= =
= Author: Andrew Krieg krieg@execpc.com =
= =
= This list is also available via the WWW at: =
= http://www.cs.uwm.edu/public/krieg/fun.html =
================================================================================
= Welcome to the Classic Atari Computers Cartridge List! This list is based =
= on a list originally started by Kevin Chase. Many personalized versions of =
= Kevin's list started to pop-up, so I have attempted to consolidate every =
= bit of data I could find into one list. I hope you find it useful! =
================================================================================
= Key =
= ------ =
= NR = Never released =
= ?xx = Year of release not known for certain. =
= kbo = Keyboard overlay was included with cartridge. =
= kp = Works with a Koala pad device. =
= lp = Works with a lightpen device. =
= ppt = Requires Chalkboard Inc.'s Powerpad Tablet device. =
= rso = This is a right slot only cart, exclusively for 800 computers. =
= * = This cart only runs on 400 and 800 model computers. =
= 2 = This cart requires 2 joysticks to play. =
= + = This cart was released more than once in different cart cases. =
= <none> = No catalog # for this cart =
= [O] = Checklist for cartridge ownership =
= [M] = Checklist for manual ownership =
= [B] = Checklist for original box ownership =
= =
= To reuse the checklists, use your favorite editor and replace all of the =
= string patterns "[x]" with "[ ]". You have to calculate your own ownership =
= and ratio values as well. =
================================================================================
= The rarity ratings are still undergoing fine tuning. I would appreciate =
= any feedback on them. It should be noted that common carts for the Atari =
= computers are harder to find than common 2600 carts. They would probably =
= rank as uncommon or rare on the VGR 2600 list. =
```

```
= =
= Rarity =
= ------ =
= C Common These carts can be found fairly easily at thrift =
= stores, in sale posts on the 'Net, or in Atari =
= computer vendor catalogs (yes there still are some =
= vendors!). =
= U Uncommon A little harder to find, but they pop up on the 'Net =
= infrequently. =
= R Rare Very elusive to find carts. Some vendors still have =
= them in stock, but they are generally more expensive. =
= ER Extremely These are very, very hard to find. They usually have =
= Rare had a very low production run or are prototypes. =
= Consider yourself very lucky to come across one! =
= PR Prototype Never formally released. Only pre-release prototypes =
= exist. The ultimate rarity! =
================================================================================
= Total = 339 carts Own = 161 carts Ratio = 47% =
================================================================================
Rar-
Manufacturer Catalog # Yr Title ity [O][M][B]
--------------- --------- -- ----------------------------------- --- - - -
Activision Beamrider R [ ][ ][ ]
Activision CC-008-04 83 Decathlon U [x][x][ ]
Activision CC-102-04 84 Designer's Pencil, The U [x][ ][ ]
Activision CZ-005-04 84 Dreadnought Factor, The C [x][x][ ]
Activision CZ-007-04 84 H.E.R.O. U [ ][ ][ ]
Activision CZ-002-04 83 Kaboom! U [ ][ ][ ]
Activision CZ-006-04 84 Keystone Kapers U [ ][ ][ ]
Activision CZ-003-04 83 MegaMania U [x][x][x]
Activision Pastfinder R [ ][ ][ ]
Activision CZ-004-04 84 Pitfall! U [ ][ ][ ]
Activision CA-011-04 84 Pitfall II U [x][x][ ]
Activision CZ-001-04 83 River Raid U [x][ ][ ]
Activision CA-012-04 83 Space Shuttle: A Journey Into Space U [x][ ][ ]
Activision CZ-010-04 84 Zenji U [x][x][ ]
Activision CC-101-04 84 Zone Ranger U [x][ ][ ]
Adventure Intl Rally X Speedway R [ ][ ][ ]
Atari CXL4010 79 3-D Tic-Tac-Toe U [x][ ][ ]
Atari 79 400/800 SALT Diagnostic cartridge ER [x][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) C [x][x][ ]
Atari RX8109 88 Airball R [x][x][ ]
Atari RX8092 87 Archon (by Electronic Arts) C [x][x][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [x][ ][ ]
Atari CXL4013 81 Asteroids C [x][x][ ]
Atari RX8054 83 Atari Graphics [w/ CX75 Light Pen] R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [x][ ][ ]
Atari RX8053 83 Atariartist [w/ CX77 Touch Tablet] U [x][ ][ ]
Atari AED80013 83 AtariLab: Light Module U [ ][ ][ ]
Atari AED80014 84 AtariLab: Temperature Module U [ ][ ][ ]
```

Atari RX8036 82 AtariWriter [version A, brown] C [x][ ][ ]
Atari RX8036 84 AtariWriter [version C, silver] U [x][ ][ ]
Atari RX8064 87 Ballblazer (by Lucasfilm) C [x][x][x]
Atari RX8086 87 Barnyard Blaster [uses lightgun] U [x][x][x]
Atari CXL4002 79 BASIC Computing Language [ver. A] C [x][x][ ]
Atari ?81 BASIC Computing Language [ver. B] ER [ ][ ][ ]
Atari CXL4002C ?83 BASIC Computing Language [ver. C] R [ ][ ][ ]
Atari CXL4004 79 Basketball C [x][x][ ]
Atari RX8077 87 Battlezone U [x][x][x]
Atari Berzerk PR [ ][ ][ ]
Atari RX8081 87 Blue Max (by Synapse) U [x][x][x]
Atari RX8087 87 Bug Hunt [uses lightgun] U [x][ ][ ]
Atari RX8021 87 Caverns of Mars C [x][x][ ]
Atari CXL4020 82 Centipede C [x][x][ ]
Atari RX8096 88 Choplifter! (by Br0derbund) U [x][x][x]
Atari RX8094 Commando R [ ][ ][ ]
Atari CXL4009 79 Computer Chess U [x][ ][ ]
Atari RX8104 88 Crime Buster [uses lightgun] U [x][x][x]
Atari RX8088 87 Crossbow [uses lightgun] U [x][ ][ ]
Atari RX8102 88 Crystal Castles U [x][x][x]
Atari RX8101 88 Dark Chambers U [x][x][ ]
Atari RX8083 87 David's Midnight Magic(by Br0derbund) U [x][x][x]
Atari CXL4025 82 Defender C [x][x][ ]
Atari RX8??? Deflektor R [ ][ ][ ]
Atari RX8089 88 Desert Falcon U [x][x][x]
Atari RX8026 83 Dig Dug C [x][x][ ]
Atari RX8031 83 Donkey Kong C [x][x][ ]
Atari RX8040 83 Donkey Kong Jr. C [x][x][ ]
Atari RX8039 83 Eastern Front (by APX) C [x][d][ ]
Atari CXL4001 79 Educational System Master Cartridge U [x][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [x][ ][ ]
Atari RX8085 87 Fight Night (by Accolade) U [x][ ][ ]
Atari RX8067 84 Final Legacy U [x][x][ ]
Atari RX8091 87 Flight Simulator II (by subLOGIC) C [x][x][ ]
Atari RX8079 87 Food Fight U [x][x][ ]
Atari CXL4024 82 Galaxian C [x][x][x]
Atari RX8090 87 GATO (by Spectrum Holobyte) U [x][x][x]
Atari RX8084 87 Hardball (by Accolade) U [x][x][ ]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [x][x][x]
Atari RX8044 83 Joust C [x][x][ ]
Atari RX8049 83 Jungle Hunt [+] U [x][x][ ]
Atari Kangaroo PR [ ][ ][ ]
Atari RX8095 Karateka (by Br0derbund) U [ ][x][ ]
Atari Letter Tutor PR [ ][ ][ ]
Atari RX8082 87 Lode Runner (by Br0derbund) U [x][x][x]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [x][x][ ]
Atari RX8035 82 Microsoft BASIC II Programming Lang. U [x][ ][ ]
Atari RX8048 84 Millipede U [x][x][ ]
Atari CXL4012 81 Missile Command C [x][x][ ]

Atari RX8052 87 Moon Patrol C [x][x][ ]
Atari RX8043 83 Ms. Pac-Man C [x][x][ ]
Atari CXL4007 80 Music Composer C [x][x][ ]
Atari RX8108 88 Necromancer U [x][x][x]
Atari RX8093 87 One-on-One Basketball (by Elec. Arts) U [x][x][ ]
Atari CXL4022 82 Pac-Man C [x][x][ ]
Atari RX8045 83 Pengo U [x][x][x]
Atari CXL4018 80 Pilot Computing Language U [x][ ][ ]
Atari RX8080 85 The Learning Phone (PLATO) R [x][ ][ ]
Atari RX8034 83 Pole Position C [x][x][ ]
Atari CXL4027 82 Qix C [x][x][ ]
Atari RX8029 83 RealSports Football C [x][x][ ]
Atari RX8063 87 Rescue on Fractalus (by Lucasfilm) U [x][x][x]
Atari RX8033 83 Robotron: 2084 C [x][x][ ]
Atari SALT II Diagnostic Cartridge ER [ ][ ][ ]
Atari RX8059 84 Skywriter (by EduFun!) U [x][x][x]
Atari CXL4008 81 Space Invaders U [x][x][x]
Atari CXL4011 80 Star Raiders C [x][x][ ]
Atari RX8078 87 Star Raiders II U [x][x][x]
Atari CXL4019 In-Store Demonstration Program Cart R [x][ ][ ]
Atari RX8098 88 Summer Games (by Epyx) U [x][ ][ ]
Atari CXL4006 79 Super Breakout C [x][ ][ ]
Atari CB101931 Super Pac-Man PR [ ][ ][ ]
Atari <none> 83 Superman III PR [ ][ ][ ]
Atari CXL4015 81 Telelink I U [x][x][ ]
Atari CXL4016 Telelink II R [ ][ ][ ]
Atari RX8042 83 Tennis C [x][ ][ ]
Atari RX8113 88 Thunderfox U [x][x][x]
Atari RX8111 Tower Toppler PR [ ][ ][ ]
Atari RX8069 Track and Field R [ ][ ][ ]
Atari RX8057 84 Typo Attack (by APX) U [x][ ][ ]
Atari CXL4005 79 Video Easel U [x][ ][ ]
Atari CA400201 XE Demo Cartridge [4 games] ER [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]
Big Five <none> ?85 Bounty Bob Strikes Back ER [ ][ ][ ]
Big Five <none> 83 Miner 2049er C [x][x][ ]
Br0derbund 82 Choplifter! U [x][ ][ ]
Br0derbund Sea Fox R [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [x][x][ ]
CBS Software 4L0502 84 Astro-Grover [kbo] U [ ][ ][ ]
CBS Software 4L0505 84 Big Bird's Funhouse U [ ][ ][ ]
CBS Software 84 Big Bird's Special Delivery U [ ][ ][ ]
CBS Software Blue Print R [ ][ ][ ]
CBS Software Boulders & Bombs R [ ][ ][ ]
CBS Software 84 Coconotes U [ ][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L9889 84 Ducks Ahoy! U [ ][ ][ ]
CBS Software 84 Ernie's Magic Shapes U [ ][ ][ ]
CBS Software 84 Halftime Battlin' Bands R [ ][ ][ ]
CBS Software M8786 82 K-razy Antiks (by K-Byte) C [x][x][ ]

CBS Software M8788 82 K-razy Kritters (by K-Byte) [*] U [x][ ][ ]
CBS Software M8784 82 K-razy Shoot-Out (by K-Byte) C [x][x][ ]
CBS Software M8790 82 K-star Patrol (by K-Byte) U [x][x][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L2541 83 Mountain King (by K-Byte) U [x][ ][ ]
CBS Software 84 Movie Musical Madness U [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic R [ ][ ][ ]
CBS Software Satan's Hollow R [ ][ ][ ]
CBS Software 4L9890 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 4L0365 84 Sesame Street Letter-Go-Round[2 kbo] U [x][x][x]
CBS Software Solar Fox R [ ][ ][ ]
CBS Software 4L0111 Time Bound U [x][x][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
Chalkboard Inc. 10031A-3 83 BearJam [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10011A-3 83 Leo's 'Lectric Paintbrush [ppt] [*] ER [x][x][x]
Chalkboard Inc. Leo's Links [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10042A-3 83 LogicMaster [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10021A-3 83 MicroMaestro [ppt] [*] ER [x][x][x]
Chalkboard Inc. 10016A-3 Micro Illustrator [ppt] [*] ER [ ][ ][ ]
Citibank 84 Direct Access (home banking) ER [ ][ ][ ]
CPS 1200xl Diagnostic Cartridge ER [ ][ ][ ]
Dana <none> 83 Alien Ambush U [ ][ ][ ]
Dana <none> 83 Cloudburst (by Tensor Technologies) R [ ][ ][ ]
Datasoft Letter Wizard R [ ][ ][ ]
Eastern House KISS [rso] R [ ][ ][ ]
Eastern House Monkey Wrench [rso] R [ ][ ][ ]
Eastern House 83 Monkey Wrench II [rso] R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]
Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx 54 82 Alien Garden U [x][x][ ]
Epyx Fun with Art U [ ][ ][ ]
Epyx Fun with Music R [ ][ ][ ]
Epyx 614R 83 Gateway to Apshai U [x][x][ ]
Epyx <none> 83 Jumpman Junior U [x][x][ ]
Epyx Lunar Outpost R [ ][ ][ ]
Epyx 82 Monster Maze U [ ][ ][ ]
Epyx 604R 83 Pitstop U [x][x][ ]
Epyx 55 82 Plattermania U [x][x][ ]
Epyx 664R 83 Silicon Warrior C [x][x][ ]
Epyx SWAT Rescue R [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]
First Star 82 Astrochase ER [ ][ ][ ]
First Star <none> 83 Bristles ER [ ][ ][ ]
First Star <none> 84 Boulder Dash ER [ ][x][ ]
First Star <none> 83 Flip and Flop ER [ ][ ][ ]

Fisher-Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher-Price LNL-AT 84 Linking Logic U [x][ ][ ]
Fisher-Price LLV-AT 84 Logic Levels U [x][ ][ ]
Fisher-Price MEM-AT 84 Memory Manor U [ ][ ][ ]
FTe SpartaDOS X (OS) (by ICD) U [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli <none> 82 Embargo (by Solitare Group) ER [x][x][x]
Gebelli <none> 81 Firebird ER [x][x][x]
GeminiSoft Magic Dump [rso] R [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]
Hsu Software Math Encounter R [ ][ ][ ]
ICD Basic XL (by O.S.S.) U [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) U [ ][ ][ ]
IDSI 81 Pool 400 R [ ][x][ ]
IDSI AC1021 82 Speedway Blast R [x][ ][ ]
IDSI Survival of the Fittest R [ ][ ][ ]
Imagic 720125-1A 83 Atlantis C [x][x][ ]
Imagic 720149-1A 82 Demon Attack U [x][ ][ ]
InHome Software Baseball ER [ ][ ][ ]
InHome Software Captain Beeble ER [ ][ ][ ]
K-Byte 81 K-razy Antiks R [ ][ ][ ]
K-Byte ATR 1000 81 K-razy Shoot-Out R [x][x][x]
Koala AT00315-1 83 KoalaPainter [lp?] [kp] U [x][ ][ ]
LJK Data Perfect [80 column] R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect [40 column] U [ ][ ][ ]
LJK Letter Perfect [80 column] R [ ][ ][ ]
MPP Assault Force 3-D R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP <none> 83 Smart Terminal R [x][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
OrionMicro Express! R [ ][ ][ ]
O.S.S. <none> 84 Action! C [x][x][ ]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL U [ ][ ][ ]
O.S.S. <none> 84 Mac/65 U [ ][ ][ ]
O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora <none> 85 Powerstar ER [x][x][x]
Parker Bros. 83 Astrochase (by First Star Software) R [x][ ][ ]
Parker Bros. Chess R [ ][ ][ ]
Parker Bros. PB1110 83 Frogger C [x][x][ ]
Parker Bros. Frogger II: Threedeep R [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss U [ ][ ][ ]
Parker Bros. 84 James Bond 007 R [ ][ ][ ]
Parker Bros. <none> 83 Popeye C [x][x][ ]
Parker Bros. <none> 83 Q*Bert C [x][x][ ]
Parker Bros. Risk R [ ][ ][ ]
Parker Bros. 84 Star Wars: The Arcade Game U [x][ ][ ]
Parker Bros. PB101303 83 Star Wars: RotJ-Death Star Battle R [x][ ][ ]

Parker Bros. PB1140 83 Super Cobra U [x][ ][ ]
Parker Bros. Tutankham R [ ][ ][ ]
PPI G2300 Super Sketch Graphics Master ER [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS 1.0 R [ ][ ][ ]
Reevesoft Diamond GOS 2.0 R [ ][ ][ ]
Reston Movie Maker R [ ][ ][ ]
Roklan <none> 83 Castle Hassle R [x][ ][ ]
Roklan 09-01101 83 Deluxe Invaders C [x][x][ ]
Roklan 09-01131 83 Diamond Mine U [x][x][ ]
Roklan 09-01102 83 Gorf [*] C [x][x][ ]
Roklan 09-01124 83 Journey to the Planets C [x][x][ ]
Roklan Lifespan R [ ][ ][ ]
Roklan Rack Em Up R [ ][ ][ ]
Roklan 09-01116 83 Space Journey U [x][x][ ]
Roklan <none> 81 Wizard of Wor C [x][x][ ]
Romox <none> 82 Ant Eater R [x][-][x]
Romox <none> 82 Attack at EP-CYG-4 (by Bram) [*] R [x][-][x]
Romox Flapper ER [ ][ ][ ]
Romox <none> 82 Fortune Hunter R [x][-][x]
Romox <none> Princess and the Frog R [x][-][x]
Romox Sea Chase R [ ][ ][ ]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox Whiz Kid R [ ][ ][ ]
Scarborough #102 83 MasterType U [ ][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom U [x][ ][ ]
Sega 006-03 83 Congo Bongo R [x][ ][ ]
Sega 011-03 84 Spy Hunter [2] R [x][ ][ ]
Sega 004-03 83 Star Trek: Strategic Operations Sim. U [x][ ][ ]
Sega 012-03 84 Super Zaxxon R [ ][ ][ ]
Sega Tac-Scan R [ ][ ][ ]
Sega Tapper R [ ][ ][ ]
Sega 009-03 84 Up N Down U [ ][ ][ ]
Sega 008-03 84 Zaxxon U [ ][ ][ ]
Sierra On-Line 83 BC's Quest for Tires U [ ][x][ ]
Sierra On-Line Creepy Corridors U [ ][ ][ ]
Sierra On-Line ORM-001 81 Crossfire U [x][x][x]
Sierra On-Line Jawbreaker U [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line MCL-201 83 Mr. Cool R [ ][ ][ ]
Sierra On-Line Sammy Lightfoot ER [ ][ ][ ]
Sirius <none> 83 Alpha Shield R [ ][ ][ ]
Sirius Capture the Flag ER [ ][ ][ ]
Sirius <none> 82 Fantastic Voyage(by 20th Century Fox) R [ ][ ][ ]
Sirius <none> 82 Fast Eddie R [ ][ ][ ]
Sirius <none> 83 Final Orbit R [x][x][ ]

Sirius <none> 83 Spider City U [x][ ][ ]
Sirius <none> 83 Squish 'Em R [x][ ][ ]
Sirius <none> 82 Turmoil (by 20th Century Fox) U [x][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [ ][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator U [x][x][ ]
Spinnaker Aegean Voyage R [ ][ ][ ]
Spinnaker ALF-AT Alf in the Color Caves R [ ][ ][ ]
Spinnaker ABZ-AT 83 Alphabet Zoo U [x][x][ ]
Spinnaker Cosmic Life U [ ][ ][ ]
Spinnaker DLD-AT 83 Delta Drawing Learning Program U [x][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT 83 Facemaker U [x][x][x]
Spinnaker FRF-AT Fraction Fever U [ ][ ][ ]
Spinnaker JUK-AT Jukebox R [ ][ ][ ]
Spinnaker Kid Writer U [ ][ ][ ]
Spinnaker KOK-AT 83 Kids on Keys U [x][ ][ ]
Spinnaker KDC-AT 83 Kindercomp U [x][ ][ ]
Spinnaker Ranch ER [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [x][d][ ]
Spinnaker Up for Grabs U [ ][ ][ ]
Synapse <none> 82 Chicken [*] U [x][x][ ]
Synapse <none> 82 Claim Jumper U [x][x][ ]
Synapse <none> Drelbs R [ ][ ][ ]
Synapse <none> File Manager R [ ][ ][ ]
Synapse <none> Fort Apocalypse U [ ][ ][ ]
Synapse <none> Nautilus R [ ][ ][ ]
Synapse <none> Necromancer R [ ][ ][ ]
Synapse <none> Pharoah's Curse, The R [ ][ ][ ]
Synapse <none> 82 Picnic Paranoia [*] R [x][x][x]
Synapse <none> 82 Protector II R [ ][ ][ ]
Synapse <none> Shadow World R [ ][ ][ ]
Synapse <none> 82 Shamus [*] C [x][x][ ]
Synapse <none> Slamball R [ ][ ][ ]
Synapse <none> 82 Slime [*] U [x][x][ ]
Synapse <none> Survivor U [ ][ ][ ]
Synapse <none> Synassembler R [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level I[uses lightpen] ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II[uses lightpen]ER [ ][ ][ ]
TG Software <none> 83 Abracadabra U [ ][ ][ ]
TG Software <none> 83 Droids R [ ][ ][ ]
TG Software <none> 83 Nightstrike R [ ][ ][ ]
TG Software <none> Ozzy's Orchard U [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [x][x][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [x][x][ ]
Thorn EMI THB12004 82 Kickback U [x][x][ ]
Thorn EMI THB12009 83 Major League Hockey U [x][ ][ ]
Thorn EMI THB12008 ORC Attack ER [ ][ ][ ]

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Thorn EMI THB12005 83 River Rescue U [x][x][ ]
Thorn EMI THB12003 82 Soccer U [x][x][x]
Thorn EMI THA12001 82 Submarine Commander U [x][x][ ]
Thorn EMI Tank Commander R [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 83 Springer R [ ][ ][ ]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]
??? Bumper Bash ER [ ][ ][ ]
================================================================================
= The following games were never released but prototypes may exist. Until =
= someone claims to own a prototype, they will not be part of the regular =
= list. =
================================================================================
Atari Blast 'Em NR [ ][ ][ ]
Atari Macro Assembler NR [ ][ ][ ]
Atari RX8124 MidiMaze NR [ ][ ][ ]
Atari RX8028 RealSports Soccer NR [ ][ ][ ]
Atari RX8037 Star Trux NR [ ][ ][ ]
Atari RX8120 Super Football NR [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]
Atari RX8118 89 Xenophobe NR [ ][ ][ ]
Atari Xevious NR [ ][ ][ ]
CBS Software Big Bird's Egg Catch NR [ ][ ][ ]
Parker Bros. Montezuma's Revenge NR [ ][ ][ ]
Roklan Anti-Sub Patrol NR [ ][ ][ ]
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=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
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=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
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2072. Re: Monitor Cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <323D850B.5096@anest4.anest.ufl.edu>
Source record: 80485

Brian M Gajewski wrote:
>
> Hi,
>
> I picked up an Atari 800XL recently and I want to get a monitor
> cable for it. I have a cool Commodore Composite Monitor I can use. Is
> there a company that sells cables for the good old ataris?
>
> -Brian Gajewski
> bmg95960@pegasus.cc.ucf.edu

I picked up a used Commodore 1702 monitor and built a cable for it.
It's pretty easy, and all of the parts can be had at Radio Shack (if
you've got nothing better in your area). You'll need:

1) A/V patch cable (with yellow, red, and white RCA connectors)
2) PC large-type keyboard DIN connecter (5-pin)
3) Pin-outs for the signals coming out of the Atari
4) Soldering tools

I know that the pin outs were in Antic magazine, and they're probably
floating around on the web too. Simply slice off the end of one end of
the patch cable and solder the appropriate signals onto the DIN
connector.

-Michael Ellis

2073. How can I connect Atari800XL with a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: aabuslem@puc.cl
Message-ID: <51k3tv$hvg@huequi.puc.cl>
Source record: 80486

Hi!
Does anyone know how to connect an Atari 800XL with a PC IBM-compatible
via parallel or serial port?

The idea is to use the hard disk of the PC to store data from the
Atari. If anyone knows how to build a cable to do that, please post it.
Thank you.

P.D: Excuse me for my english, I don't speak english very well.

2074. RE: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960916155419.10070C-100000@linet01>
Source record: 80487

On 11 Sep 1996, Halliwell E Sra 436TS/TAC wrote:

>
> On 9 Sep 1996, eplicon@aol.com (Eplicon) said:
>
> >> AT LEAST ATARI OUTLASTED COMMODORE, the P.O.S. C64 and Amiga!
> > >
> > >Atari was also fortunate to have survived through so much turmoil and yet
> > >stay intact. Look at what happened to Apple and Commodore; both companies
> > >outsted their founders (Jobs and Tramiel)!
>
> Cough, ahem... does the name Nolan Bushnell ring any bells? His parting
> from
> Atari Corp. was also somewhat less than voluntary.
>
> BTW, technically JTS didn't buy out Atari. Atari bought "into" JTS. But
> the JTS
> CEOs are in charge so they might actually stand a snowball's chance of
> succeeding.
>
> --
> Clay Halliwell | ATARI XL/XE DO + THE
> halliwee@ts436.dyess.af.mil | 8 - B I T S --------
> e.halliwell@genie.com | /////////// M A T H
>
>
As far as Nolan Bushnell departure from Atari it went something like this.

Nolan needed money to get Atari to grow. Warner had money it wanted to invest. Nolan got millions, but part of the deal was that he stay on to direct things. Since it wasn't his (Nolan's) money in Atari, Nolan got bored and spent afternoons playing tennis. Warner wanted to replace Nolan (since he wasn't minding the store anymore) and at Nolan's suggestion, Warner opted to remove him via a clause in his contract (that happened to net Nolan more money) In essence he asked to be ousted and got paid for it. The only one doing any pushing here was Nolan.

2075. Re: Monitor Cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960916161245.10070E-100000@linet01>
Source record: 80488

On Thu, 12 Sep 1996, David A. Paterson wrote:

> Brian M Gajewski wrote:
> >
> > Hi,
> >
> > I picked up an Atari 800XL recently and I want to get a monitor
> > cable for it. I have a cool Commodore Composite Monitor I can use. Is
> > there a company that sells cables for the good old ataris?
> >
> > -Brian Gajewski
> > bmg95960@pegasus.cc.ucf.edu
>
> Radio Shack used to have some patch cables that give four RCA female
> plugs from an Atari Monitor-type plug. They were about $3 or $4.
>
> Dave
>
>

I was once a Radio Shack Store manager. Discontinued years ago. You could buy the parts and assemble a cable, but its not easy. Takes good soldering skills with the 5 pin din connector. Try Best, American Technavision, B & C computer or maybe Bob Klauss.

2076. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <323ddbf4.786547@news.superlink.net>
Source record: 80489

-
-I own both, and I like both, but I couldn't honestly pretend that the
8-bit
-has more advanced graphics and sound.
-
Yeah, I have both too, and an Amiga right next to it, (which has the
best sound).
About the best thing I like about the ST is the GUI, far ahead of its
time. Better than what the MAC had at the time too.
I was thinking mostly in terms of which platform is more FUN
and thats definately the 8 bit (You don't see me busting the doors
down for an ST archive, now do you?) :)

2077. Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: lhaus@Mail.ff.cc.mn.us
Message-ID: <19960916162354.aaaa00571@babyblue.cs.yale.edu>
Source record: 80490

Ahh, House cleaning. My what cool stuff I have here. All of it just stitting and gathering dust.

Audio Digitizer for the 8-bit.
Made this one from an artical in Antic or analog.
Works fair, Ram is the limiting factor on 400.
I Imagine a 130 XL could do more.
Software, articals everything included.

Micro Illastrator and Chalk Board drawing tablet.
Cool ! I remember tracing stuff with this and all my origional art work. I'll throw in a disk of my master pieces too.
Some times areas of the tablet seemed dead or required extra pressure to activate.

Computer eyes Video digitizer. with enhance software.
Requires a VCR that has a good still picture function as Hi-rez
Captures require 8 to 10 seconds.
I was thinking this might be great for making GIFs for a web page.

I'm Not sure what price to ask for any of this stuff so make me a offer.

Lhaus@mail.ff.cc.mn.us
or
Kerdunge@Juno.com

See my Web Page at, http://www.ff.cc.mn.us/larry/3d.htm
it has nothing to do with Atari (yet) and a lot to do with 3d photography

2078. 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <51ko1p$sh1@news.internetmci.com>
Source record: 80491

I am trying to perform Scott Peterson's 320k upgrade to my 130XE. But I can't find a 74LS158 chip! Can I substitute another more popular chip in its place?

Rick Heldmann

2079. Re: 800 assembly

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <51knjr$sh1@news.internetmci.com>
Source record: 80492

Atari Roots comes to mind as an excellent book for the Atari Assembler cartridge.

Rick

2080. Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: cyrus.malek@amd.com
Message-ID: <321090fc.2491858@txnntp>
Source record: 80493

OK now, there is an input pin on the SIO connector labeled 'AUDIO IN'
that connects directly to the AUD pin on the POKEY chip. I haven't
seen any written description of this input. Does anyone know what it
is for? Can it be used for sampling? Hmmm...

2081. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DxuHH8.Hrp@iglou.com>
Source record: 80494

In article <mas-ya023080001509960938390001@news.colorado.edu>, Mark Steele wrote:
>I downloaded MyDOS 5.43/4 from somebody's archive and installed in
>on the Rainbow emulator for the Macintosh. It works fine on the
>emulator. Then I used ymodem to transfer it to my 130XE only to find
>that the drives start to spin up then it stops and never boots. I don't
>get the basic "Ready" prompt or anything. Any ideas why it won't work
>on the 130XE but it does on an emulator? (Other files that I have
>transferred work just fine)
>
It should work. Did you transfer the DCM file and then extract it on the
Atari?

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2082. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <DxuH5D.GLC@iglou.com>
Source record: 80495

In article <323B7A75.2F52@stocom.com>, Brad Stoddard wrote:
>What is an Atari 1040 ST? Is it an 8 Bit Atari and where cn I get some
>software for it?
>
No, it's an Atari ST, based on the 68000 microprocessor, with 1 Megabyte
of RAM. Look in the comp.sys.atari.st newsgroup.
>
>--
>"Brad"
>
>Bradley Stoddard
>Stoddard Communications
>brad@stocom.com
>(505) 892-6001

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2083. 800xl/ 130xe os dissassembly listing and another question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: cyrus.malek@amd.com
Message-ID: <323ddd51.275269899@txnntp>
Source record: 80496

Where can I find an OS listing for the 800xl/ 130xe systems? I have the 400/800 Technical Notes Packets (Hardware, OS, etc...) but I'd like to see exactly what the xl/xe OS looks like (preferably with explanations of what has changed, and how to use the new features).

Also, somehow I ended up with a copy of Chapter 8 of some manual that is titled (Operating System). This chapter describes the 400/800 OS and has references to other chapters in the same manual. I want to find out what manual this is and would like to get ahold of this manual. I think Chapter 9 of this manual is "Disk Operating System".

Someone out there must know what manual this belongs to...and hopefully where I can obtain it!

Please help!

Cyrus

2084. FS atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Cybrchld <Cybrchld@hackerz.com>
Message-ID: <323DED2C.1ED3@hackerz.com>
Source record: 80497

```
Forsale atari 800XL working but with no power supply or switch box
$15.00 + Shipping
--
:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)
:)---:)-----Luis R. Pena-------:)-------:)---------:)
:)-----:)---:)-----Cybrchld@Hackerz.com------:)----:)
:)---:)---------:)----Http://www.Hackerz.com.--:)--:)
:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)-:)
```

2085. Re: How can I connect Atari800XL with a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <51k9da$j3h@newsbf02.news.aol.com>
Source record: 80498

The SIO2PC cable will do the job. You'll need either SIO2PC software or A.P.E. software. The authors of both are frequent contributors to this web and can help you find out where to get the software and either the cable or plans for building it.

Another way to do the job is by using a null-modem cable and running terminal programs on both computers. Of course, you'd need an Atari 850 interface or a P: R: Connection to go with your 800XL if you want to do it that way.

2086. Re: Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <323D3036.33E8@undine.physik.uni-erlangen.de>
Source record: 80499

Nick S Bensema wrote:

> Dude, get a tape drive and put in your favorite tape, and press PLAY,
> and type POKE 54018,60 (I hope I got that right, I don't have a tape
> drive anymore so I cant test it).

That way ATARI had real "multi media" already in the 1970s. If have a very good
"Introduction to BASIC" on cassette, with graphics, programs and spoken instructions coming from tape.

2087. Apple Atari TI Commodo

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C8718D.10C1000B16.uuout@compudata.com>
Source record: 80500

```
Apple Items for Sale plus shipping

Apple Software with box and or docs

Ancient Art of War at Sea for IIe/IIc/IIgs, box/docs $12
Bank Street Writer for Apple IIe/IIc/IIgs, box/docs $12
Trio Plus for Apple II series with docs $12

Following for Apple, diskettes only, $4.50 each, 5 for $19

Applied Engineering Super Appleworks desktop expander 5.3.1
Apple Presents the IIc an Introduction
Apple Presents the IIc Exploring Apple Logo
Apple Presents the IIc Getting Down to Basic
Apple Presents the IIc The Apple at Work
Apple Presents Apple II Instant Pascal
Apple Presents the IIe an Introduction
Apple II Diskware DOS 3.3 for II/II+/IIe System Master
Apple II Instant Pascal Master Program
Apple II Access II Training Disk
Apple II Access II Program Disk
Easy Working Writer for Apple
Graphics Sampler for the Apricord IIc
Great Games and Chess Problems Apple DOS 3.3
The Writer from Hayden for IIplus/IIe
The Writer from Spinnaker for IIc/IIe
The Filer from Spinnaker for IIe/IIc
The Planner from Spinnaker for IIe/IIc
The Apple Paint Drawing Program
Wheel of Fortune for Apple

Apple Manuals - $8 each (four for $25)

Apple Mouse IIc Users Manual
Apple II Monitor II Users Manual
Apple II Access II Reference Manual
Apple II 80-Column Text Card Manual for IIe only
Apple IIc Owners Manual
Animation Magic with your Apple IIe/IIc
Apple II Disk II Installation Manual
Grappler Printer Interface Users Guide
Setting Up Your Apple IIc
Z-Ram II Users Manual

Macintosh 512 with keyboard and mouse..... $99
WICO Power Grip Joystick 50-2020 (2)..... $13 each
```

Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....
Cables $5 each (5 for $20) (8 for $30)
Black IBM type computer power cable..... $5
White IBM type computer power cable..... $5
White cable - round 5 pin to oblong 9 pin both male. $5
9 pin cable white, male and female..... $5
Apple round printer cable - 2 by 13 on other end.... $5
Apple flat printer cable 2 by 14 on other end..... $5
Apple flat ribbon cable 2x12 & male 25 pin..... $5

Microlyics Inside Information for the MAC..... $9

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10
.....

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $33
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $10
WICO Power Grip Joystick 50-2020 (2)..... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
Peripheral Cable for Atari computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $ 9
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

.....

Commodore Items for Sale plus shipping

Commodore 64 Computer with power supply $39
Commodore 64C Computer with power supply $39
Commodore 1541 Disk Drive ..... $29 each
Commodore Dataset Tape drive..... $19
WICO Power Grip Joystick 50-2020 (2)..... $13 each
Cardco Printer Interface Serial/Parallel..... $22
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $39
Cable to attach C64 to Commodore Color Monitor..... $14
Commodore 64 Basic Manual ..... $ 4
Okidata 120 Printer Manual for Commodore Computers.. $ 2
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
26 single sided double density disks..... $10
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
VIC 20 Power Supply..... $10
Commodore 64 Users Guide..... $ 8
Commodore 64c Quick Connect Guide..... $ 6
Commodore 64C Introductory Guide..... $ 6
Commodore 64C Systems Guide..... $ 8
.....
Commodore Software
.....
Agent USA with diskette only..... $ 4
America's Cup with docs ..... $ 6
Archon with box, diskette & box..... $12
Bank Street Writer box/docs ..... $ 6
Bank Street Writer diskette only..... $ 4
Beach Head with docs ..... $ 5
Commodore 64c GEOS with diskettes & docs..... $18
Commodore Vic-1541 Test Demo diskette..... $ 4
Database Manager with Report Generator with diskette & doc.... $12
Dynatec Codewriter with diskettes, box & doc..... $14
Double Dragon in Box with diskette..... $ 6
Easy Working Writer diskette only..... $ 4
Ghost Manor & Spikes Peak diskette only..... $ 4
Ghostbusters diskette only..... $ 4
Indiana Jones Temple of Doom..... $ 5
Introduction to Commodore Basic Part 1 (2 tapes, box & doc).. $12
L.A. Crackdown diskette only..... $ 4
Learning Company Moptown Parade, Box, Doc & diskette..... $12
Learning Company Addition Magician, Box, Doc & diskette..... $12
O'Dell Lake with docs & diskette..... $ 7
Okimate 20 Demo Color Screen Print diskette only..... $ 4
Pocket Rockets box w/diskette..... $ 6
Sesame Street - Astro-Grover diskette only..... $ 4
Solo Flight diskette only..... $ 4

Streetsurfer & Hollywood or Bust diskette only..... $ 4
Swat for C/64 Atari XL/130 XE diskette only..... $ 4
The Last V8diskette only..... $ 4
Typing Tutor - Word Invaders diskette only..... $ 4
WordPro 3 Plus/64 box/docs ..... $ 8
Wordprocessor Professional with docs & diskette..... $12
Wheel of Fortune diskette only..... $ 4
.....
C64 Tapes - $3 each (4 for $10)

PET Emulator
Science Package III PET
Educational Package II PETFrogger
Basic Tools

VIC 20 Tapes - $3 each (4 for $10)

Intruder/Scrambler
Public Domain SW Collection #3B
Public Domain SW Collection #V7B
Public Domain SW Collection #V0A
Rerun
Nufekop
Snakman
Kosmic Kamikaze
VIC 20 Personal Loan Analyzer

18 Tapes with keyed in magazine programs $2 each

8-1/2x11 Plastic VIC Programmers Aid Card $4

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

.....

Texas Instruments Items for Sale plus shipping

TI 99/4a original metal case with all packing
materials, cover, power supply etc..... $49
TI Program Recorder original box with all packing
materials..... $25
TI Speech Synthesizer PHP1500 in original box..... $39
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
WICO Power Grip Joystick 50-2020 (2)..... $13 each
.....

TI 99/4A Cartridges $9 each (3 for $25)
.....
Reading On (no box) from TI.....
Early Learning Fun (doc) from TI.....

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Early Learning Fun (box & doc) from Ti.............
Addition & Subtraction 1 (box & doc) from TI........
Munchman (box & doc) from TI.......................
Beginning Grammar (box & doc) from TI..............
Hunt The Wumpus (box & doc) from TI................
Donkey Kong from Atarisoft (doc & box).............
Centipede from Atarisoft (doc & box)...............
Defender from Atarisoft (doc & box)................
.....................................................

TI 99/4A Manuals
................
Read This First.................................. $ 5
Users Reference Guide............................. $10
Beginners Basic................................... $ 8
Learning Basic for TI Compact Computer 40.......... $ 8
Basic Primer...................................... $ 5
.....................................................
DVE Printer Power Supply Model DV-2412A............. $10
Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks................ $ 6
10 Nashua single sided double density disks......... $ 6
19 Single sided single density disks for............ $ 5
14 Double side double density disks for............. $ 5
.............................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com

---
```
• OLXWin 1.00b • ONE TEQUILA, TWO TEQUILA, THREE TEQUILA , FLOOR.

2088. Re: Atari Postremus

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <323D8106.1E6B@anest4.anest.ufl.edu>
Source record: 80501

Maury Markowitz wrote:

> On the other hand my ST was a
> junker.
>
> Maury

Hmmm. Funny... mine wan't.

-Michael Ellis

2089. Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960916100032.aaaa004ZT@babyblue.cs.yale.edu>
Source record: 80502

On 14 Sep 96, grekel@BIX.com (grekel on BIX) said:

>>Found a neat little (well shown actually) article about Atari in the
>>October 1996 issue of Wired magazine.
>
>One person I was surprised didn't make the chart was Chris Crawford.
>He did a lot for Atari PR (came to a user group meeting for me
>along with Mark Cator) and made some advancements in game
>strategies and techniques. What's he up to these days?

Chris Crawford recently (just last month I think) had an editorial
published in Next Generation (a videogaming rag). I guess he's
gone from programmer to pundit. <g>

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2090. Re: Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <51kc17$4j2@nnrp1.news.primenet.com>
Source record: 80503

In article <323D3036.33E8@undine.physik.uni-erlangen.de>,
Harald Schoenfeld <hs@undine.physik.uni-erlangen.de> wrote:
>Nick S Bensema wrote:
>
>> Dude, get a tape drive and put in your favorite tape, and press PLAY,
>> and type POKE 54018,60 (I hope I got that right, I don't have a tape
>> drive anymore so I cant test it).
>
>That way ATARI had real "multi media" already in the 1970s. If have a
>very good
>"Introduction to BASIC" on cassette, with graphics, programs and spoken
>instructions coming from tape.

I learned Italian with my Atari tape drive.

But I forgot it promptly.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2091. Re: 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-16 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-1609962236270001@annex026.ridgecrest.ca.us>
Source record: 80504

In article <51ko1p$sh1@news.internetmci.com>, Richard Heldmann
<richard.heldmann@internetMCI.com> wrote:

>I am trying to perform Scott Peterson's 320k upgrade to my 130XE. But I
>can't find a 74LS158 chip! Can I substitute another more popular chip in
>its place?

The 74LS158 should be pretty easy to get. You just have to look at places
other than Radio Shack (RS sucks).

You probably can't substitute another chip, BTW. I don't remember for
sure off the top of my head, but I think the '158 is an address decoder.
The decoders in the 74xxx series aren't too interchangeable. There are
some chips where you could make a substitution (for example, the 74373 and
74573 are the same except that the '573 has a nicer pinout), but I don't
recall any duplication in address decoders.

```
+-----------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-----------------------------------------------------------+
```

2092. Re: 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <51n71d$5is@darla.visi.com>
Source record: 80419

> Richard Heldmann <richard.heldmann@internetMCI.com> writes:
> I am trying to perform Scott Peterson's 320k upgrade to my 130XE. But I
> can't find a 74LS158 chip! Can I substitute another more popular chip in
> its place?
>
>>>>
Sure, go ahead and use a 74ALS158 or 74HCT158 or 74F158.
Have I missed any? So long as it is a 74(x)158 it will work.

Rich Mier

2093. Scnning text ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <323F2416.41C6@ce.fciencias.unam.mx>
Source record: 80420

Maybe this is not the newsgoup but ...
What i need to scan a text and get a text file (not graphics), I have an
scanmaker II at school, with photoshop, there exist a program to make
OCR with this image scanner ?

I'd put some old atari manuals on-line
--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

2094. Re: Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: Neil Shipp <neilsh@exchange.microsoft.com>
Message-ID: <01bba4b5$6c999160$021f379d@neilsh2>
Source record: 80421

Cyrus Malek <cyrus.malek@amd.com> wrote in article
<321090fc.2491858@txnntp>...
> OK now, there is an input pin on the SIO connector labeled 'AUDIO IN'
> that connects directly to the AUD pin on the POKEY chip. I haven't
> seen any written description of this input. Does anyone know what it
> is for? Can it be used for sampling? Hmmm...

It's mixed with the output of the pokey chip and sent to the tv speaker.
It can't be sampled, but you can actually mix data and audio tracks if you
prerecord it on a stereo cassette deck. I remember reading that you could
put audio on one channel and data signals on the other and get the atari to
start and stop the tape when it reaches the marker signals.

Neil Shipp --- neilsh@microsoft.com
<Standard disclaimer here>

2095. 10 year collection of Atari equipment

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: bradb40494@aol.com
Message-ID: <51ni2s$t49@newsbf02.news.aol.com>
Source record: 80422

Lots of hardware and software I would like to sell together only. 250$
takes all!!!!
E-Mail BradB40494@aol.com if interested

Atari XE game system, good condition, manuals included.
Atari 800 computer, works, fair condition, has owners guide.
Atari 1050 disk drive, good condition with owners manual.
Atari 410 program recorder, works, fair condition, has owners guide
Atari 1025 printer, good condition, with owners guide and dust cover.
Covox voice master, sound digitizer and playback, speech recognition, with
owners manual diskette and microphone/headset.
3 joysticks, 2 standard Atari 1 aftermarket
Atari remote control joysticks, 2 joysticks and receiver, owners manual
and universal power supply, good condition. (originally designed for 2600
but works good with computers)
2 standard power supplys
1 XEGS power supply
3 books Atari basic, Inside Atari basic, Atari in wonderland.
misc interface cables etc....

30 cartridges *manual, **box,***both

video easel
krazy kritters*
centipede*
ace of aces***
joust*
frogger*
basketball*
kstar patrol*
alf in the color caves***
demon attack
music composer*
ms pac man*
flight sim II *
krazy shoot out*
ernie's magic shapes
atarigraphics w/light pen*
super breakout w/paddles*
pac man*
missile command
krazy antics*
facemaker**
donkey kong jr*
basic

mountain king*
return of the jedi*
asteroids*
star raiders*
atariwriter*
bug hunt w/light gun
et phone home*

30 disks
manuals and or boxes for the following
one on one***
la swat/panther**
silent service***
gauntlet***
dr seuss, fix up the mix up puzzler***
math blaster***
movie maker***
match wits*
jumpman junior*
richard petty's talledega*
super huey*
typing tutor/word invaders*
pit stop*
blazing paddles*
micro painter*

47 program tapes
manuals for the following
aztec challenge
frenzy & flip flop
states & capitals
planet miners
space invaders

genrally the tapes are unrealiable many may not work

2096. Re: 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <51mk9r$s2o@freenet-news.carleton.ca>
Source record: 80423

Robert Goodwin (rsg0910@iglou.com) writes:
> Richard Heldmann (richard.heldmann@internetMCI.com) wrote:
>
> : I am trying to perform Scott Peterson's 320k upgrade to my 130XE. But I
> : can't find a 74LS158 chip! Can I substitute another more popular chip in
> : its place?

Check out the online catalog of JDR Microdevices at
http://www.jdr.com. They have the 74ls158 listed at
0.69, with a minimal discription. Check the giicm for
a functional sheet.

Steve

2097. Re: How can I connect Atari800XL with a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: Elvis Smurf <esmurf@ibm.net>
Message-ID: <323F0A4E.406E@ibm.net>
Source record: 80424

angel, i highly recommend hte APE PRO system. please check the popular atari 8bit archives for a link. not only will it let you use pc harddisk as mass storage, but it gives you access to pc files through atari dos, use your pc modem (R: !), and of course (!) your pc printer. highly recommended. btw, also reads/writes heavily protected atari disks.
es-

Angel Abusleme H. wrote:
>
> Hi!
> Does anyone know how to connect an Atari 800XL with a PC IBM-compatible
> via parallel or serial port?
>
> The idea is to use the hard disk of the PC to store data from the
> Atari. If anyone knows how to build a cable to do that, please post it.
> Thank you.
>
> P.D: Excuse me for my english, I don't speak english very well.

2098. Re: Scnning text ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <323F8981.3329@ix.netcom.com>
Source record: 80425

Mariano Dominguez Molina wrote:
>
> Maybe this is not the newsgoup but ...
> What i need to scan a text and get a text file (not graphics), I have an
> scanmaker II at school, with photoshop, there exist a program to make
> OCR with this image scanner ?
>
> I'd put some old atari manuals on-line
> --
> ---
> Mariano Dominguez Molina
> Facultad de ciencias.UNAM
>
> http://graf.fciencias.unam.mx:100/~mariano/
I just finished scanning in the ICD MI/O manual. It is currently in
Word for Windows 6.0 (Winword) and a very messy raw text version (ASCII
not ATASCII). It could very easily be converted to either raw ATASCII or
maybe AtariWriter+ format. The problem with this document is that it
includes tables. I'l have to find a way to format them for the 8-bit.
Anyway, to answer your question, absolutely! Use the capture text mode
(OCR) then save it in a format you can easily work with (like I used RTF
(Rich Text Format) which Winword likes). Then, if the document is just
text (no pictures or lines), simply do a cleanup (you will have to do
this) then save it in both your word processor format and ASCII. The
ASCII format is easy to convert to ATASCII and/or AtariWriter or other
8-bit word processor format.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2099. Re: Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <51nv7g$k2a@nnrp1.news.primenet.com>
Source record: 80426

In article <51nbr2$e5@news.enterprise.net>,
David Wyn Davies <starwars@enterprise.net> wrote:
>
>I believe that you can also use the Atari 2600 Action Pack. I 'almost'
>got flamed a while back since I thought that all Activision had done
>was port over the old 2600 games. However, it turns out that it is
>actually a proper emulator and all you need is to get hold of some
>2600 game binaries to run on it.

They only wrote the emulator because they were too lazy to port each one
of them.

Am I right on this?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2100. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <323EEAC3.7932@total.net>
Source record: 80427

Mr. Maddog wrote:
>
> I heard that CSS offers an upgrade to have the XF551 be able to use 3.5
> inch 720K DOS floppies. Is there any more information on this, such as
> how much it actually cost? Also, is there an e-mail address or web site
> I can go to that CSS has? Thanx
>
> Eric Noss
> a.k.a
> Mr. Maddog

As I recall, the u/g consists of a 720k mechanism and a new ROM for the drive. There's also an option to add a 720k floppy, where the 3 1/2" drive becomes one drive higher that the 5 1/4" (if the original 5 1/4" mech is D1:, the 3 1/2" is D2:)

Bob Woolley had plans for swapping out the mechanism, along with patches to the XF551 ROM that were needed (I think you can use a 2764).

What the Atari community _really_ needs is a Bob Woolley hardware archive!

Dave Paterson

2101. Re: 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <Dxv4H3.2vz@iglou.com>
Source record: 80505

Richard Heldmann (richard.heldmann@internetMCI.com) wrote:

: I am trying to perform Scott Peterson's 320k upgrade to my 130XE. But I
: can't find a 74LS158 chip! Can I substitute another more popular chip in
: its place?

I don't think so. According to my ECG Semiconductor Master Replacement Guide, anything related to the 74LS158, whether it be the M74LS158 or LS158, the replacement would be a 74LS158. I wasn't able to find the description of the chip, though I went through the entire book.

Someone else may have a better answer. I spent a couple days looking for the CD4040 chip that the 38.4 upgrade uses, and came up with the regular 4040 chip, which a local electronics parts store agreed with, after going through the ECG reference book. It's worth it to buy it, around $4 US. There's also mailorder, so look into those. I don't have any addresses handy so some of you may be able to provide them.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2102. Re: Atari Stuff for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <51l61b$625@o.online.no>
Source record: 80506

<lhaus@Mail.ff.cc.mn.us> skriver:
> Ahh, House cleaning. My what cool stuff I have here. All of it just
> stitting and gathering dust.
>
> Audio Digitizer for the 8-bit.
> Made this one from an artical in Antic or analog.
> Works fair, Ram is the limiting factor on 400.
> I Imagine a 130 XL could do more.
> Software, articals everything included.
>
> Micro Illastrator and Chalk Board drawing tablet.
> Cool ! I remember tracing stuff with this and all my origional art
> work. I'll throw in a disk of my master pieces too.
> Some times areas of the tablet seemed dead or required extra pressure
> to activate.
>
> Computer eyes Video digitizer. with enhance software.
> Requires a VCR that has a good still picture function as Hi-rez
> Captures require 8 to 10 seconds.
> I was thinking this might be great for making GIFs for a web page.
>
> I'm Not sure what price to ask for any of this stuff so make me a
> offer.
>
> Lhaus@mail.ff.cc.mn.us
> or
> Kerdunge@Juno.com
>
> See my Web Page at, http://www.ff.cc.mn.us/larry/3d.htm
> it has nothing to do with Atari (yet) and a lot to do with 3d photography
>
>
I would really like to buy your Computer Eyes digitizer for the
Atari 8-bit. I have no clue what to offer for it, but if anybody
has offered anything, please let me know!

Vidar Olavesen

2103. Re: 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: BobKlaas <bobkla19@mail.tcd.net>
Message-ID: <51m0vp$j50@news.tcd.net>
Source record: 80507

You can send $3.00 along with a copy of to this to

K-Products
4267 W. Midway Dr.
Salt Lake City, Ut 84120

And I will send you a 74LS158 by return mail

Bob

2104. Re: 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <323E8282.1192@ncweb.com>
Source record: 80508

No ... but you can find that chip at such places as:

Digi-Key
Mouser Electronics

These are both mail order electronics houses with 800 numbers .. contact 800 info for their numbers, as I don't have them at hand. Another local source would be a local electronics and/or radio/tv repair shop. A third alternative is to find a local ham radio operator or club .. most of the older hams can give you additional resources.

Bill, KB8EB
(ps .. I did the 320k mod to my former 130xe .. worked fine)
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ **********
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

2105. WTB: Syquest 44meg

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <51m331$jtc@news.xmission.com>
Source record: 80509

Looking to purchase a Syquest 44meg removable SCSI hard drive. Anybody
having such for sale/trade, please contact me.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2106. Re: Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <51maah$t3e@amdint2.amd.com>
Source record: 80510

Whoops! Sent that one out again by mistake...ignore.

Cyrus

>OK now, there is an input pin on the SIO connector labeled 'AUDIO IN'
>that connects directly to the AUD pin on the POKEY chip. I haven't
>seen any written description of this input. Does anyone know what it
>is for? Can it be used for sampling? Hmmm...

** opinions are my own **

2107. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: Olaf Titz <olaf@bigred.inka.de>
Message-ID: <dxvpf7.bro@bigred.inka.de>
Source record: 80511
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

Urs Thuermann <thuerman@ibr.cs.tu-bs.de> wrote:
> > > | And then there is the problem that gcc does not only take much memory
> > > | for its code but also for data - it's notorious as a memory tester for
> > > | PCs because of its huge working set.
> So he said, *gcc* (not the generated application) takes much memory,
> and it's a memory tester *for the PC* (not for the destination
> hardware (6502)).

Since it was me who wrote the quoted paragraph: yes, you're right.
What I meant was the unfeasibility of a _native_ 6502 gcc.
A 6502-_targeted_ gcc might well be possible (you better use short
for int though...)

> gcc really generates very tight code if you let it optimize (-O, -O2,
> or higher). If you want to see, what gcc generates, use the -S option
> and look at the assembler code.

Voila, for the Hello World example, here's the 386 code from gcc:

```
.file "hello.c"
gcc2_compiled.:
___gnu_compiled_c:
.text
LC0:
.ascii "Hello world\12\0"
.align 4
.globl _main
_main:
call ___main
pushl $LC0
call _printf
addl $4,%esp
ret
```

That's the whole program. Don't count the "administrative" stuff (the
empty symbols and ___main call) and you haven't left much to take out.
:-) If the linker makes this into 100k, you likely have no shared libs
or aren't using them.

olaf
--
___ Olaf.Titz@inka.de or @{stud,informatik}.uni-karlsruhe.de ____
__ o <URL:http://www.inka.de/~bigred/> <IRC:praetorius>
__/<_ >> Just as long as the wheels keep on turning round
_)>(_)_____________ I will live for the groove 'til the sun goes down << ____

2108. Re: 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: cyrus malek <cyrus.malek@amd.com>
Message-ID: <323EB72A.79DD@amd.com>
Source record: 80512

Richard Heldmann wrote:
>
> I am trying to perform Scott Peterson's 320k upgrade to my 130XE. But I
> can't find a 74LS158 chip! Can I substitute another more popular chip in
> its place?
>
> Rick Heldmann

If the military series has the same function as the commercial series,
then the 74158 is a Quad 2-input mux.

The 74F158A is a quad 2-input mux (inverted) based on national semi's
product information pages. You can order samples of nat semi's parts
online at:

http://199.2.26.194/cadis/category.cgi?subclassid=412

BTW, where are the directions for this upgrade located...I lost mine.

Cyrus

Cyrus Malek
Advanced Micro Devices
Austin, TX USA
email: cyrus.malek@amd.com
** opinions are my own ***

2109. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn53tboj.es1.asmolar@nscs.fast.net>
Source record: 80513

On Mon, 16 Sep 1996 23:01:52 GMT, Yogi <scharles@superlink.net> wrote:
>
>-
>-I own both, and I like both, but I couldn't honestly pretend that the
>8-bit
>-has more advanced graphics and sound.
>-
>Yeah, I have both too, and an Amiga right next to it, (which has the
>best sound).
>About the best thing I like about the ST is the GUI, far ahead of its
>time. Better than what the MAC had at the time too.

True, GEM was always more responsive than the Mac and Win, If you put
a faster PC or Mac next to it, GEM would always "feel" faster.
It doesn't have a lot of the cooler features though.

>I was thinking mostly in terms of which platform is more FUN
>and thats definately the 8 bit (You don't see me busting the doors
>down for an ST archive, now do you?) :)

Fun, yes. When I think of memorable 8-bit games, many come to mind.
When I think of memorable ST games, I usually draw a blank.
And I've played many more games on the ST than on the 8-bit.

Neither machine gets much use anymore. I spend most of my computer
time using my PC, but I run emulators for both machines (which are usually
faster, they just botch the music :))

2110. Flippy Disks on an Emmulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: lhaus@Mail.ff.cc.mn.us
Message-ID: <19960917120701.aaaa0050U@babyblue.cs.yale.edu>
Source record: 80514

Hello 8-bit'ers
I have a Emmulator or two up and running on my PC (XLITE, XF2.5 and even Pokey) I have several origional Copies of Scott Adams SPIDERMAN TEXT with Graphics adventure on 8-bit disks (I think it's got coll graphics.) I have also downloaded a disk image to try on the emulator. It's copy protection scheme always requires one to flip the disk over sometimes more than once. Anyway... How do I filp a disk Image. Having the flip side disk image in drive 2 doesn't seem to work.
I thank you for any help or info that will get this game and others like it up and running on an emmulator.

On the same subject, How was this disk image made? are both sides there? when I downloaded it off the net the FTP cite listed it as SPIDERMAN (A/B)

Thank You
Larry haus

lhaus@mail.ff.cc.mn.us
or
Kerdunge@juno.com

http://www.ff.cc.mn.us/larry/3d.htm
(not an Atari page)
not yet!

2111. 800 assembly

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <51mmoa$187s@useneta1.news.prodigy.com>
Source record: 80515

Yes, Atari Roots is fantastic. It's the best one I can think of too. In addition, you should have on hand "De Re Atari" by Chris Crawford and Compute's Memory Map for the Atari by Ian Chadwick.

2112. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: drepper@i44d2.info.uni-karlsruhe.de
Message-ID: <DREPPER.96Sep17231639@i44d2.info.uni-karlsruhe.de>
Source record: 80516
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph> Cliff Anderson
<cliff@gridpoint.com> writes:

> I think you missed his point. He was not saying that gcc takes too much
> memory to run, he was saying that programs compiled w/ gcc take up too much
> memory, and I believe he's right. I know a simple hello world using printf
> rather than write takes up about 100k or so. Way too big to be very
> useful.

What does the compiler (gcc) has to do with the size of the program
added by using printf()? Nothing at all! If you don't manage to
install your system correctly (or if you use a stupid old system like
MSDOG) you'll end up with large binaries:

static version: 88008 byte

The version using shared libs has

shared version: 4280 bytes

where the exact distribution is

text data bss dec hex filename
1332 1367 20 2719 a9f hello

The main part of the text section is due to the startup code.

So don't tell ever again that gcc is responsible for a large binary.
All this is done using gcc.

--
-- Uli
--------------. drepper@cygnus.com ,-. Rubensstrasse 5
Ulrich Drepper \ ,--------------------' \ 76149 Karlsruhe/Germany
Cygnus Support `--' drepper@gnu.ai.mit.edu `------------------------

2113. 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: lhaus@Mail.ff.cc.mn.us
Message-ID: <19960917173336.aaaa003_0@babyblue.cs.yale.edu>
Source record: 80517

Hello 8-bit'ers

I have an Atari 2600 memory expander called a Supercharger from STARPATH which changed it's name to ARCADIA for some copyright reason or other. This device increased the 2600's memory from 4 K to 12 K. It has lots of cool games on audio cassettes. The last direct mailing I recieved from the company way back in 82 or 83 said they were working on Atari 8-bit versions of their games. Does anybody have any of these conversions? They had strange names for example there GALAXIAN game was called "COMMUNIST MUTANTS FROM SPACE." Is it possible to Convert these cassettes I have to A PC disk for use with the 2600 Emulator?

Thank you for your help everyone

Larry Haus
lhaus@mail.ff.cc.mn.us
or kerdunge@juno.com
http://www.ff.cc.mn.us/larry/3d.htm
(Not an Atari page)
Not Yet!

2114. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-17 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-ya02308000170996152609000 1@news.boulder.noaa.gov>
Source record: 80518

In article <DxuHH8.Hrp@iglou.com>, bmarcum@iglou2.iglou.com (Bill Marcum) wrote:

>In article <mas-ya02308000150996093839000 1@news.colorado.edu>, Mark Steele
wrote:
>>I downloaded MyDOS 5.43/4 from somebody's archive and installed in
>>on the Rainbow emulator for the Macintosh. It works fine on the
>>emulator. Then I used ymodem to transfer it to my 130XE only to find
>>that the drives start to spin up then it stops and never boots. I don't
>>get the basic "Ready" prompt or anything. Any ideas why it won't work
>>on the 130XE but it does on an emulator? (Other files that I have
>>transferred work just fine)
>>
>It should work. Did you transfer the DCM file and then extract it on the
>Atari?
>

No I did not. I will do this and see what happens.

- Mark

--
Mark Steele
325 Broadway E/GC3
Boulder, CO 80303

voice :(303)497-6505
fax :(303)497-6513

steelem@rintintin.colorado.edu
msteele@ngdc.noaa.gov

2115. Re: Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: starwars@enterprise.net
Message-ID: <51nbr2$e5@news.enterprise.net>
Source record: 80428

gold@shell.aros.net (Lawrence Gold) wrote:

>Brian Jeffrey Hille (bjhille@iastate.edu) wrote:
>: I heard that there is an emulator for the atari 2600 for the IBM. Is
>: this ture? If so, I would like to get a copy if possible. I appreciate
>: you help. Thanks.

>There are several, I think. The one I've used is Stella 0.4, which runs
>quite a few games very well. It doesn't yet have sound support, but I'm
>sure that's in its future.

>I don't have the website available, but you should be able to find it by
>doing, say, an Altavista search using the keywords "stella atari."

I believe that you can also use the Atari 2600 Action Pack. I 'almost'
got flamed a while back since I thought that all Activision had done
was port over the old 2600 games. However, it turns out that it is
actually a proper emulator and all you need is to get hold of some
2600 game binaries to run on it.

David Wyn Davies Nintendo, Sony, Apple,
starwars@enterprise.net PC, Amiga, Atari, SEGA
---------------------- by Mail Order.
Award Winners, Gamdda Wen, Ask us about our products
LLanerchymedd, Anglesey and unique payment methods!
LL71 7AG. Wales.

2116. UMICH FTP SITE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <51nkhg$g6s@nuke.csu.net>
Source record: 80429

Hi! It's been a while. Unfortunately, I've been too busy to do newsgroup stuff lately, but will get around here again soon, I hope. :)

Anyway, I just wanted to let everyone know that the UMICH FTP site is still growing. I've finally gotten around to entering a lot of the new uploads to the site, as well as re-adding files which I had taken offline (ie, the directory they used to be in was removed or something).

So, to see what's up, check out:

ftp://atari.archive.umich.edu/atari/8bit/

aka:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

Take special note of the 00.* files and the "Newitems/" directory!

Have fun!

-bill!
kendrick@zippy.sonoma.edu http://zippy.sonoma.edu/~kendrick/
New Breed Software http://zippy.sonoma.edu/~kendrick/nbs/
UMich Atari 8-bit FTP Keeper ftp://atari.archive.umich.edu/atari/8bit/

2117. Re: 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <51nmni$dpd@news.internetmci.com>
Source record: 80430

I downloaded mine from Compuserve.

2118. A8 Books For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: dj390@FreeNet.Carleton.CA
Message-ID: <51nilh$akj@freenet-news.carleton.ca>
Source record: 80431

```
=====================================================

I have a baker's dozen of ATARI 8-bit books to sell.
The following is a description of one of those books.

Contact Bob Bell at <dj390@freenet.carleton.ca> for
a complete description of all of the books via e-mail.

=====================================================

ITEM NINE:

***************
** Asking $5 **
***************

Mapping The Atari (Original Edition)
By Ian Chadwick w/Introduction By Bill Wilkinson
COMPUTE! Books, 1983, 194 pages
(Excellent Condition, Some Writing On Pages Inside)
List: $14.95

From the front and back covers:

"A comprehensive sourcebook and memory guide
for beginning and veteran programmers of the
Atari 400 and Atari 800 personal computers.

Created to fill a need for a complete, comprehensive
guide to the memory locations in the Atari 400/800,
useful to both beginning and veteran programmers.
Although parts are available in other publications
no previous collection has provided complete cross-
references, detailed explanations, and a tutorial
approach."

Contact: Bob Bell (dj390@freenet.carleton.ca)

This book was published prior to the release
of the XL/XE operating system, and only deals
with the original 400/800 operating system.

Prices are US dollars, and do not reflect shipping.
Buyer will pay actual cost of a shipping bag and
parcel post shipping, which varies by distance.

Discounts may be granted for quantity purchases.

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```

2119. Re: Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn53vrv0.n7j.asmolar@nscs.fast.net>
Source record: 80432

On 12 Sep 96 16:06:40 GMT, Brian Jeffrey Hille <bjhille@iastate.edu> wrote:
>I heard that there is an emulator for the atari 2600 for the IBM. Is
>this ture? If so, I would like to get a copy if possible. I appreciate
>you help. Thanks.

There's about a half dozen of them, Activision, Stella, Virtual VCS,
A26, VCS2600, and "2600 Emulation Project" (Not complete)

just do a web search or visit comp.emulators.game-consoles

2120. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <51ol66$kni@dfw-ixnews10.ix.netcom.com>
Source record: 80433

In <slrn53qmnn.6kt.asmolar@nscs.fast.net> asmolar@nscs.fast.net (Tony Smolar)
writes:
>
>>You mean far LESS advanced.
>>At least in terms of graphics (colors) and sound (yeech)
>
>Huh? How is a minimum resolution of 320x200x16 colors out of 512 or 4096
>less advanced than a maximum of 320x192x2 colors out of 128? Of course
>you can display more colors on both computers with special programming.
>
>Sound. While the Pokey chip in the 8-bit had 4 voices, and the Yamaha in the
>ST only has three, the ST can use it to play digitized samples in real-time
>with decent quality, just check out any of Jeff Minter's work.
>
>On the 8-bit, most digitized sound attempts that I've seen had to shut
off
>the antic chip, (which turns the screen black) Other software that
didn't
>shut off the Antic still couldn't do anything else while playing the
sounds.
>
>I own both, and I like both, but I couldn't honestly pretend that the
8-bit
>has more advanced graphics and sound.
>
While you are correct on all accounts, you are comparing apples to
oranges. The 8-bit grapfics system design which later became the same
design system for the Amiga is definitely much better than that of the
ST. I've had and worked with the ST series and the Amiga as well as the
8-bit. The general design concept of the display list is (Copper list
of the Amiga) works really well and can be adapted better than the
system in the ST for many different graphical formats.
As for the sound of the 8-bit, the POKEY sound is lacking and
rather crude compared to even the C= 64 SID. Of course the synth chip
in the ST will produce much better sound. It is also running at much
higher frequencys than the POKEY and is much more complex. The POKEY is
doing nopthing more than clock division and masking. Nothing fancy
about that. The ST uses a 16 bit synth chip to do its work. On the
other hand, digitized audio could be done with the 8-bit, much better
than it has been. However, the 8-bit machine would require an external
DAC to reconstitute the data back to audio. The 8-bit machine would
only be a file handler, not the sound processor. I guess that wouldn't
really count though.

rely@ix.netcom.com -or- rsely@state.nj.us

2121. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: Krystian Grzenkowicz <kg@mi.com.pl>
Message-ID: <324099BC.7219@mi.com.pl>
Source record: 80434

> >>I downloaded MyDOS 5.43/4 from somebody's archive...

Hello,

where is the archive? I want to download this DOS too! :)

Konrad Kokoszkiewicz
mailto:conradus@plearn.edu.pl
http://www.orient.uw.edu.pl/~conradus/draco.html
http://www.orient.uw.edu.pl/~conradus/atari.html

2122. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <51p8u2$10n@login.freenet.columbus.oh.us>
Source record: 80435

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (B. Wilkinson gives the prize to R. Ely for best quickie BASIC
: prg. to type graphics 2 or 3 letters to the screen.)

uh,GR.1 and 2 are the text modes.3 is a graphics mode.

: I agree that the one quoted is shortest and best. I couldn't
: remember if a PUT to screen after a GET from keyboard would
: print the ATASCII char or the other code, the ones that you
: have to use to POKE values directly into screen mem to get
: a certain char.

The S: device works pretyy much the same as E: device,when dealing with
output.But you get "blocks" (inverse spaces) when you output a return in
text (GR.0) mode.At least when copying to S: from a file from DOS.

: I prefer no clear screen with each letter typed, or a 'special'
: code to clear the screen. Just keep scrolling the text up, with
: no word wrap or anything.

uh,am I missing something?
Why do you need a special key at all.Just use the [clear] key.(shift-<)
Also:since you're using split screen,it would be better to use INPUT
instead of GET since S: also doesn't like backspaces (at least with GR.2).
That is to say,you can't edit or backspace over what you typed.
Then,of course,you'd have to use [ESC][CLEAR] to imbed a clear-screen code
into the input line.

2123. Re: HOW TO LOAD AN ATARI 8-BIT PROGRAM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <51pa4b$619@login.freenet.columbus.oh.us>
Source record: 80436

ACO (clockwrk@ix.netcom.com) wrote:
: Hopefully this is an easy question. I used to use Atari 800s many
: years ago, but even the simplest of commands have been long lost in
: memory.

: I am running PC XFORMER (the Atari 8 bit emulator). I have put
: MULE.EXE and MULE.COM in the same directory as the emulator files.
: From the READY prompt, I have tried typing LOAD "MULE.EXE" (and I did
: the same with MULE.COM) and I get "error 130" or something like that.

Arghh,you should've remembered the number exactly.
If you actually got error #130,that means that the device doesn't exist.
You have to type a device prefix.Like "D:MULE.EXE".The Atari thought you
wanted a device "M".Of course BASIC only loads BASIC files,not straight
(ML) programmes.And an EXE file is a PC format,not Atari.
You'll need to specify a DOS disk image (either a .ATR or .XFD file) on
the command line along with "MULE.COM".
(assuming that this is an actual Atari file)
A PC EXE file has the letters "MZ" at the beginning.A Atari programme file
has two inverse triangles pointing to the right when viewed on the Atari.
(by "inverse" I mean that they will be blue on white)
But the PC shows nothing for the beginning.(two blank spaces)
An actual PC COM file doesn't have anything special at the beginning,it's
just random.If you have a hex viewer on the PC,an Atari "COM" file starts
with "FF FF".An Atari BASIC file starts with "00 00".
(two white hearts on the Atari,probably invissible on the PC)

: So my question is, how do I load this program? Does this emulator
: really work or is it a waste of time? I read several different FAQs
: on this, none of which seem to contain basic OS commands. One of the

Their DUP commands,not OS.

: FAQs suggested that the READY prompt indicates that BASIC is running,
: and that I need to exit to DOS, using SHIFT-F10. When I press
: SHFT-F10, I get a letter "L" on the screen. When I type "DOS", I get

Weird,you must not be using PC Xformer.I use it.

: a screen with diagnostic stuff like memory test, which tells me to
: press SELECT, START, or RESET etc etc. I don't even know which keys
: correspond to SELECT, START etc.

That's what you get when there's no DOS in memory.
(or other boot programme like the term programme in a 1030 modem)
With Xformer,you type the name of the MYDOS disk image that came with it
(MYDOS45D.ATR or somesuch)

on the command line when you start it up along with any other Atari files
or disk images you want.You can have up to nine.
Then,use shift-F10 (after geting PC Xformer,if you don't have it) to
switch to non-BASIC mode (unlike other computers,you don't want BASIC
running/switched-in when running games.unless they are actually BASIC
games (duh!)),and use 1-9 to access the file directories,and "L" to load one.
You'll get a "NOT BINARY FILE" error if it's not a programme file.
BASIC will give you error#21 if you try to load a non-BASIC file.
I find that games seem to run better with 800 mode activated.
(press F12)
Of course you need Xformer 2.50 to be in anything BUT 800 mode.
(XF2.50 lets you emulate a 800XL as well.That's what you're in when you
start up)

: Please help if you can. If possible, please forward a copy of
your : response via e-mail.

: Thanks!

2124. Re: Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1809961821070001@cisjx91.demon.co.uk>
Source record: 80437

In article <51nv7g$k2a@nnrp1.news.primenet.com>, nickb@primenet.com (Nick
S Bensema) wrote:

> In article <51nbr2$e5@news.enterprise.net>,
> David Wyn Davies <starwars@enterprise.net> wrote:
>
> They only wrote the emulator because they were too lazy to port each one
> of them.
>
> Am I right on this?

I wouldn't say 'lazy'... let's say 'sensible' :^)

Chris Lam,
Rainbow Keeper.

2125. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <51pejd$bas@news.reston.unisysgsg.com>
Source record: 80438
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph>, Cliff Anderson
<cliff@gridpoint.com> writes:
|> C. Alex. North-Keys <erlkonig@magrathea.origin.ea.com> wrote in article
|> <87ohpmr7fe.fsf@magrathea.origin.ea.com>...
|> > | And then there is the problem that gcc does not only take much memory
|> > | for its code but also for data - it's notorious as a memory tester for
|> > | PCs because of its huge working set. :-) Any 6502-based VM systems out
|> > | there?
|> >
|> > None of these problems should affect a cross-compiler to the 6502, just
|> > native compilers.
|>
|> I think you missed his point. He was not saying that gcc takes too much
|> memory to run, he was saying that programs compiled w/ gcc take up too much
|> memory, and I believe he's right. I know a simple hello world using printf
|> rather than write takes up about 100k or so. Way too big to be very
|> useful.
|>

But if you strip the binary it'll only be about 40k. GCC puts lots
of symbol table stuff in there.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@reston.unisysgsg.com (Changes 9/1/96) to /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

2126. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <324055CE.41C6@ce.fciencias.unam.mx>
Source record: 80439

Mark Steele wrote:
>
> I downloaded MyDOS 5.43/4 from somebody's archive and installed in
> on the Rainbow emulator for the Macintosh. It works fine on the
> emulator. Then I used ymodem to transfer it to my 130XE only to find
> that the drives start to spin up then it stops and never boots. I don't
> get the basic "Ready" prompt or anything. Any ideas why it won't work
> on the 130XE but it does on an emulator? (Other files that I have
> transferred work just fine)
>
> -Mark

hello ... using not only MyDos but any DOS, requires writing the boot
sectors (1-3) a better solution for "installing" MyDOS in a disk is to
download the .DCM file form u-mich archives and use Diskcommunicator to
make a working copy.

Using your method, you are only copying the .sys files, not the boot
sectors.

--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

2127. Re: 800xl/ 130xe os dissassembly listing and another question...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <51pi3i$r4j@amdint2.amd.com>
Source record: 80440

one more time...anyone?

Where can I find an OS listing for the 800xl/ 130xe systems? I have the 400/800 Technical Notes Packets (Hardware, OS, etc...) but I'd like to see exactly what the xl/xe OS looks like (preferably with explanations of what has changed, and how to use the new features).

Also, somehow I ended up with a copy of Chapter 8 of some manual that is titled (Operating System). This chapter describes the 400/800 OS and has references to other chapters in the same manual. I want to find out what manual this is and would like to get ahold of this manual. I think Chapter 9 of this manual is "Disk Operating System".

Someone out there must know what manual this belongs to...and hopefully where I can obtain it!

Please help!

Cyrus

2128. Re: Scanning text ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <32405C38.41C6@ce.fciencias.unam.mx>
Source record: 80441

Robert S Ely wrote:
> I just finished scanning in the ICD MI/O manual. It is currently in
> Word for Windows 6.0 (Winword) and a very messy raw text version (ASCII
> not ATASCII). It could very easily be converted to either raw ATASCII or
> maybe AtariWriter+ format. The problem with this document is that it
> includes tables. I'l have to find a way to format them for the 8-bit.

Hi !! I think that HTMLizing the ASCII text is a good option, so it can
distributed via WWW or as postcrip.

> Anyway, to answer your question, absolutely! Use the capture text mode
> (OCR) then save it in a format you can easily work with (like I used RTF

What program do you use ?, I tried Adobe photoshop more carefully and
there isn't any capture text mode .. and the scanner's software is only
the microtek calibrator.

TNX
--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

2129. Re: Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DxxyJn.4Cz@cix.compulink.co.uk>
Source record: 80442

```
>
> >Found a neat little (well shown actually) article about Atari in the
> >October 1996 issue of Wired magazine.
>
> One person I was surprised didn't make the chart was Chris Crawford.
> He did a lot for Atari PR (came to a user group meeting for me
> along with Mark Cator) and made some advancements in game
> strategies and techniques. What's he up to these days?
Dunno but in the UK edition of Edge, he has been doing a monthly series
of articles on game design and mechanics. Most people thought it was
aload of old tosh though.

+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk              |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

2130. cable to connect 65xe to tv

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: Hughie Lawson <a06432f@msumusik.mursuky.edu>
Message-ID: <3240543B.5E66@msumusik.mursuky.edu>
Source record: 80443

How do you make a cable to connect a 65xe to a tv set? I've lost the tv
cable and the switch box. Many thanks!
--
Hughie Lawson <a06432f@msumusik.mursuky.edu>
Murray State University

2131. Puff XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <3240C1F2.7E07@cris.com>
Source record: 80444

I may part with my favorite 8 bit.

130XE with Bob Puff mod 320k and Ultra Speed Plus operating system, with built in translator, sector copier, high speed i/o, and much more. Includes a Puff heavy duty power supply and an X cart modified with an external on-off switch, and joysticks. $75

If interested in above, I also have available a 1050 doubled, for package deal.

Jim

2132. XF551

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <51pi2r$4f9@main.freenet.hamilton.on.ca>
Source record: 80445

Ok, this is the THIRD attempt to sell my good condition XF551 disk drive.

Make the following notes before you tell me you want to purchase it!

First: I live in CANADA, and shipping is going to be about $10 US to most US points.

Second: I only accept INTERNATIONAL money orders in US funds. This is not as difficult as some think. Merely go to the US POST OFFICE and ask for an International money order. Domestic postal money orders say "negotiable only in the USA". They should cost only slightly more than a domestic money order.

The price is $75 plus shipping. The drive will be shipped the day after I receive the money order. Please make sure you take your recipt or make note of the serial number of the money order, in case it does not arrive here. And, finally, don't tell me you want the drive, and then back out saying "oh, I didn't know you lived in Canada, and the price for shipping and an International money order is too high".....

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

2133. printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <3240E944.6A6C@cris.com>
Source record: 80446

I left this out of my post.
Star NX10 (9 pin dot matrix printer) with PR Connector and
cables all ready to plug into an 8 bit. graphics ready. $25

Jim

2134. eight bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <3240C0C2.5D2D@cris.com>
Source record: 80447

Original disk software:

Master Dos 3 (Atari)
Scott Adams Adventures 7-12
Ninja
Dropzone
Solar Star
A+ US History
A+ US Geography
European Countries and Capitols (cassette)
Star Raider (cart)
Basic Computer Language (cart)

$10 and I'll split shipping with you.

Apple monochrome monitor with Atari XL cables. $5

Axiom AT846 Direct Connect Parellel Printer Interface $5

Atari paddles $5

Koala Pad and software, dirty but works. $5

Koala Pad, doesn't work, don't know why. Free.

Zoom external 2400 data and fax modem and software $5

Various Atari power suplies. What do you need?

Jim

2135. JHV announcement

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-18 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199609181755.a29243@do2.maus.de>
Source record: 80448

A.B.B.U.C. is proud to present:

THE "JAHRESHAUPTVERSAMMLUNG" No. 11

Atari Bit Byter User Club the international computer club for the 8-
Bit ATARIs with more than 550 members holds its annual general meeting.

Everyone who is interested in classic ATARIs is invited.

There are several dealers/persons who sell used/new stuff for our
favourite 400/600/800/XL/XEs for example:

- KE Soft (famous developer of games software - remember G.U.L.P.?) is
presenting its new programs
- FTE(US) and ANG (a new generation software / Netherlands) are probably
there showing their variety of products
- A german developer is presenting an IDE-harddiskinterface for the XLs.
- PD library
- Users show their power computers, e.g. 1 megabyte ram, STEREO with a
second POKEY, RS232C interfaces, realtimeclocks etc. etc.
- flea market

location:

D - 45699 Herten (germany)
Buergerhaus Herten Sued
Ewaldstr.

beginning: 13.00 on october 26th (saturday) this year (1996)

Tschuess
Frank

```
-------------------------------------------------------------
|CLUBZENTRALE PD-BIBLIOTHEK |
|c/o Wolfgang Burger Theo Schwacke |
| Wieschenbeck 45 Heinestr. 17 |
| D- 45699 Herten D-45699 Herten |
| Tel./FAX/:02366-39623 Tel:02366-34696 |
| email:0236639693-1@t-online.de |
| |
| Eingetragen beim Amtsgericht Recklinghausen unter Nr.: |
| VR 1421 |
| Kreissparkasse Recklinghausen BLZ 426 501 50 |
| Konto Nr.: 54 000 468 |
| Hompage: |
| http://wwwcip.rus.uni-stuttgart.de/~inf11492/abbuc/ |
```

| |

.

2136. Re: Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-1909961254190001@annex043.ridgecrest.ca.us>
Source record: 80369

In article <51nv7g$k2a@nnrp1.news.primenet.com>, nickb@primenet.com (Nick
S Bensema) wrote:

>In article <51nbr2$e5@news.enterprise.net>,
>David Wyn Davies <starwars@enterprise.net> wrote:
>>
>>I believe that you can also use the Atari 2600 Action Pack. I 'almost'
>>got flamed a while back since I thought that all Activision had done
>>was port over the old 2600 games. However, it turns out that it is
>>actually a proper emulator and all you need is to get hold of some
>>2600 game binaries to run on it.
>
>They only wrote the emulator because they were too lazy to port each one
>of them.

It probably would have been easier for them to write ports than an
emulator. The emulator gets you absolutely perfect copies of the games,
however, which is very hard to do with a port. And the whole point of the
exercise is to get those perfect copies; who wants to play something like
River Raid if it isn't exactly how you remembered it on the 2600?

```
+-------------------------------------------------------------+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+-------------------------------------------------------------+
```

2137. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: tseufert@ridgecrest.ca.us
Message-ID: <tseufert-1909961300360001@annex043.ridgecrest.ca.us>
Source record: 80370

In article <slrn53tboj.es1.asmolar@nscs.fast.net>, asmolar@nscs.fast.net (Tony Smolar) wrote:

>On Mon, 16 Sep 1996 23:01:52 GMT, Yogi <scharles@superlink.net> wrote:
>>
>>-
>>-I own both, and I like both, but I couldn't honestly pretend that the
>>8-bit
>>-has more advanced graphics and sound.
>>-
>>Yeah, I have both too, and an Amiga right next to it, (which has the
>>best sound).
>>About the best thing I like about the ST is the GUI, far ahead of its
>>time. Better than what the MAC had at the time too.
>
>True, GEM was always more responsive than the Mac and Win, If you put
>a faster PC or Mac next to it, GEM would always "feel" faster.

Actually there was one thing which was WAY less responsive. The interface graphics drew lightning fast, *but* the system would take about a half-second to recognize that you clicked the mouse. This is because GEM checks for double clicks by simply waiting for a timeout period; during that time the single click isn't registered. And if you moved the mouse before the click was registered by the system, the click would take place at the new mouse cursor location rather than where you actually clicked.

It always irritated me to no end that there were silly little brain-dead things like that in GEM that Atari never fixed. :-) That's the story of Atari -- come out with cool stuff and then don't support it until it dies.

+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

2138. Atari 1050 case wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <51qbqb$3nk@news.xmission.com>
Source record: 80449

Looking to purchase a good, clean 1050 disk drive case. Dont really need
the internals, as I'm going to be mounting a Syquest 44meg SCSI removable
in the case.

Please respond.

Thanks.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2139. Geezer 8-bitter needs help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: zmerch@northernway.net
Message-ID: <MPLANET.3240c9efzmerch98968c@news.northernway.net>
Source record: 80450

Hello all out in Atari 8-bit land, and a pleasure to meet you all!
I hail from Tandy 8-bit country (CoCo's me expertise) but had an ancient
800 in the basement and figured it must be a good machine!

Well, it is! I had a plotter/printer for it (just like my CoCo's!) but no
disk drives (the 810 that came with it died a humane death, at least...)

I just purchased 2 disk drives for the 800, happy as anything when they
came in, reconditioned the drives and everything, dug way down deep and
found everything, dusted off the 800, finally got all the keys to unstick
(it was *really* dusty), got the 800 working, and......

nothing. :-(

My 800 is not recognizing the SIO port! It sees memory fine, swapped
cartridges like crazy, cleaned the pins on the SIO ports on the 800, the
disk drive, and my plotter, swapped 4 (count'em, 4) SIO cables, and still
nothing. <sniff> Everything else works fine, but no peripherals...

Does *anybody* have any ideas on how to fix my poor 800? It seems like
much too good a machine to toss!

Any advice is most appreciated, and thank you very much in advance for
anything y'all smart folks could help me with!

I check this newsgroup every 3 days or so, but best bet is to email me at
the address below.

Thanks again!
Roger "Merch" Merchberger
zmerch@northernway.net
Programmer, NorthernWay

2140. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <Pine.PMDF.3.91.960919163202.619555358A-100000@cc.newcastle.edu.au>
Source record: 80451
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

On 18 Sep 1996, Bob Malay - Loral - X7750 wrote:

> In article <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph>, Cliff Anderson
<cliff@gridpoint.com> writes:
...
>> I think you missed his point. He was not saying that gcc takes too
>> much memory to run, he was saying that programs compiled w/ gcc take up
>> too much memory, and I believe he's right. I know a simple hello world
>> using printf rather than write takes up about 100k or so. Way too big
>> to be very useful.

> But if you strip the binary it'll only be about 40k. GCC puts lots
> of symbol table stuff in there.

Wow! 'Only' 40K. And that leaves nearly 24K for doing something
and printing the result.

ROTFL

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

2141. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: madmax@rio.com
Message-ID: <51qste$ckq@wave.rio.com>
Source record: 80452

asmolar@smol.fast.net (Tony Smolar) wrote:

>On 17 Sep 1996 17:33:40 -0400, lhaus@Mail.ff.cc.mn.us <lhaus@Mail.ff.cc.mn.us> wrote:
>> Hello 8-bit'ers
>>
>> I have an Atari 2600 memory expander called a Supercharger from
>> STARPATH which changed it's name to ARCADIA for some copyright reason
>> or other. This device increased the 2600's memory from 4 K to 12 K.
>> It has lots of cool games on audio cassettes. The last direct mailing
>> I recieved from the company way back in 82 or 83 said they were
>> working on Atari 8-bit versions of their games. Does anybody have any
>> of these conversions? They had strange names for example there
>> GALAXIAN game was called "COMMUNIST MUTANTS FROM SPACE." Is it
>> possible to Convert these cassettes I have to A PC disk for use with
>> the 2600 Emulator?

>The only one I think is "Frogger" (That was a supercharger game, was it
>not?)

>--

>Tony Smolar

>---
>asmolar@fast.net home email
>tonys@nscs.fast.net work email
>http://www.users.fast.net/~smol homepage

No Frogger was not. I thought I was the only one who remembered this system.
There were only a few games. Hard to remember, but I remember one which
was pretty much the first role-playing adventure type game. Was pretty cool
if I remember, at least for a 2600... The tapes had to load in..... Would be cool
if someone were to convert them over. I could probably do it if I had the cart and
cassettes...

2142. Re: Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <51r6h7$cf9@newsbf02.news.aol.com>
Source record: 80453

In article <323D3036.33E8@undine.physik.uni-erlangen.de>, Harald Schoenfeld <hs@undine.physik.uni-erlangen.de> writes:

>That way ATARI had real "multi media" already in the 1970s. If have a
>very good
>"Introduction to BASIC" on cassette, with graphics, programs and spoken
>instructions coming from tape.
>
>

Yep, they recorded BASIC or ML programs on one channel, and an audio track on another. The speed was kind of slow by today's standards, but if you could have program loading while narration was going on, it wasn't too bad for the less-demanding folks of that era. The Halley Project, which my son enjoyed playing for a time, had an audio tape that was played prior to running the program -- a la Mission Impossible -- and it, too, used that audio line in the SIO.

2143. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn541g5s.4j.asmolar@smol.fast.net>
Source record: 80454

On 17 Sep 1996 17:33:40 -0400, lhaus@Mail.ff.cc.mn.us <lhaus@Mail.ff.cc.mn.us> wrote:
> Hello 8-bit'ers
>
> I have an Atari 2600 memory expander called a Supercharger from
> STARPATH which changed it's name to ARCADIA for some copyright reason
> or other. This device increased the 2600's memory from 4 K to 12 K.
> It has lots of cool games on audio cassettes. The last direct mailing
> I recieved from the company way back in 82 or 83 said they were
> working on Atari 8-bit versions of their games. Does anybody have any
> of these conversions? They had strange names for example there
> GALAXIAN game was called "COMMUNIST MUTANTS FROM SPACE." Is it
> possible to Convert these cassettes I have to A PC disk for use with
> the 2600 Emulator?

The only one I think is "Frogger" (That was a supercharger game, was it
not?)

--

Tony Smolar

---

asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

2144. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <51r9sf$cq4@sjx-ixn6.ix.netcom.com>
Source record: 80455

In <51p8u2$10n@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
>
>: (B. Wilkinson gives the prize to R. Ely for best quickie BASIC
>: prg. to type graphics 2 or 3 letters to the screen.)
>
>uh,GR.1 and 2 are the text modes.3 is a graphics mode.
>
>: I agree that the one quoted is shortest and best. I couldn't
>: remember if a PUT to screen after a GET from keyboard would
>: print the ATASCII char or the other code, the ones that you
>: have to use to POKE values directly into screen mem to get
>: a certain char.
>
>The S: device works pretyy much the same as E: device,when dealing
with
>output.But you get "blocks" (inverse spaces) when you output a return
in
>text (GR.0) mode.At least when copying to S: from a file from DOS.
>
>: I prefer no clear screen with each letter typed, or a 'special'
>: code to clear the screen. Just keep scrolling the text up, with
>: no word wrap or anything.
>
>uh,am I missing something?
>Why do you need a special key at all.Just use the [clear]
key.(shift-<)
>Also:since you're using split screen,it would be better to use INPUT
>instead of GET since S: also doesn't like backspaces (at least with
GR.2).
>That is to say,you can't edit or backspace over what you typed.
>Then,of course,you'd have to use [ESC][CLEAR] to imbed a clear-screen
code
>into the input line.
>
I think the object of all this was to make it as quick and simple
as possible. The original message never mentioned a disk drive being
connected to save more complex programs than the one I posted last
week. Of course you can make it pretty. Back space can be handled as
can word wrap, screen scrolling and caps/lower case text, but KISS is
the thing in this case. Get the info on the screen with the least code
to type in.

Enjoy!!!

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2145. Re: Geezer 8-bitter needs help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <51raln$mse@dfw-ixnews6.ix.netcom.com>
Source record: 80456

In <MPLANET.3240c9efzmerch98968c@news.northernway.net> zmerch@northernway.net
(Roger Merchberger) writes:
>
>Hello all out in Atari 8-bit land, and a pleasure to meet you all!
>I hail from Tandy 8-bit country (CoCo's me expertise) but had an ancient
>800 in the basement and figured it must be a good machine!
>
>Well, it is! I had a plotter/printer for it (just like my CoCo's!) but no
>disk drives (the 810 that came with it died a humane death, at least...)
>
>I just purchased 2 disk drives for the 800, happy as anything when they
>came in, reconditioned the drives and everything, dug way down deep and
>found everything, dusted off the 800, finally got all the keys to unstick
>(it was *really* dusty), got the 800 working, and......
>
>nothing. :-(
>
>My 800 is not recognizing the SIO port! It sees memory fine, swapped
>cartridges like crazy, cleaned the pins on the SIO ports on the 800, the
>disk drive, and my plotter, swapped 4 (count'em, 4) SIO cables, and
still
>nothing. <sniff> Everything else works fine, but no peripherals...
>
>Does *anybody* have any ideas on how to fix my poor 800? It seems like

>much too good a machine to toss!
>
>Any advice is most appreciated, and thank you very much in advance for

>anything y'all smart folks could help me with!
>
>I check this newsgroup every 3 days or so, but best bet is to email me
at
>the address below.
>
>Thanks again!
>Roger "Merch" Merchberger
>zmerch@northernway.net
>Programmer, NorthernWay
Did you chech to disk drive to be sure that it is set as drive 1?
You didn't mention which drives you purchased. The 810 and 1050 need
both the black and white switches set to the left. If it is an XF551
both switches need to be up. This makes that drive assigned to D1:. D1:
is required to boot from. You also need a boot disk that containg DOS.
Take your choice. AtariDOS 2.x (AtariDOS XE might not work on the 800

and DOS3.0 is not recommended), MyDOS 5.4x, (or my favorite) SpartaDOS X cart. Sparta disk versions won't work on an 800. There is also SuperDOS.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2146. Apple Atari TI Commodo

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C8A169.10C1000B55.uuout@compudata.com>
Source record: 80457

```
Apple Items for Sale plus shipping

Apple Software with box and or docs

Ancient Art of War at Sea for IIe/IIc/IIgs, box/docs $12
Bank Street Writer for Apple IIe/IIc/IIgs, box/docs $12
Trio Plus for Apple II series with docs $12

Following for Apple, diskettes only, $4.50 each, 5 for $19

Applied Engineering Super Appleworks desktop expander 5.3.1
Apple Presents the IIc an Introduction
Apple Presents the IIc Exploring Apple Logo
Apple Presents the IIc Getting Down to Basic
Apple Presents the IIc The Apple at Work
Apple Presents Apple II Instant Pascal
Apple Presents the IIe an Introduction
Apple II Diskware DOS 3.3 for II/II+/IIe System Master
Apple II Instant Pascal Master Program
Apple II Access II Training Disk
Apple II Access II Program Disk
Easy Working Writer for Apple
Graphics Sampler for the Apricord IIc
Great Games and Chess Problems Apple DOS 3.3
The Writer from Hayden for IIplus/IIe
The Writer from Spinnaker for IIc/IIe
The Filer from Spinnaker for IIe/IIc
The Planner from Spinnaker for IIe/IIc
The Apple Paint Drawing Program
Wheel of Fortune for Apple

Apple Manuals - $8 each (four for $25)

Apple Mouse IIc Users Manual
Apple II Monitor II Users Manual
Apple II Access II Reference Manual
Apple II 80-Column Text Card Manual for IIe only
Apple IIc Owners Manual
Animation Magic with your Apple IIe/IIc
Apple II Disk II Installation Manual
Grappler Printer Interface Users Guide
Setting Up Your Apple IIc
Z-Ram II Users Manual

Macintosh 512 with keyboard and mouse..... $99
WICO Power Grip Joystick 50-2020 (2)..... $13 each
```

Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....
Cables $5 each (5 for $20) (8 for $30)
Black IBM type computer power cable..... $5
White IBM type computer power cable..... $5
White cable - round 5 pin to oblong 9 pin both male. $5
9 pin cable white, male and female..... $5
Apple round printer cable - 2 by 13 on other end.... $5
Apple flat printer cable 2 by 14 on other end..... $5
Apple flat ribbon cable 2x12 & male 25 pin..... $5

Microlyics Inside Information for the MAC..... $9

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10
.....

Atari Items for Sale plus shipping

Atari 1050 Disk Drive with power supply..... $33
Atari 1050 Disk Driver owners guide..... $ 5
Atari Power Supply part # C017945..... $10
WICO Power Grip Joystick 50-2020 (2)..... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
Peripheral Cable for Atari computer..... $ 9
U-Print Model A printer interface for Atari Comp.... $ 9
Nintendo DMG-04 Cable..... $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
TI Cartridge - Reading On for 99/4A..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
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.....

Commodore Items for Sale plus shipping

Commodore 64 Computer with power supply $39
Commodore 64C Computer with power supply $39
Commodore 1541 Disk Drive ..... $29 each
Commodore Dataset Tape drive..... $19
WICO Power Grip Joystick 50-2020 (2)..... $13 each
Cardco Printer Interface Serial/Parallel..... $22
MPS801 Printer for Commodore...(two)..... $15 each
Okimate 20 Color Printer for Commodore..... $39
Cable to attach C64 to Commodore Color Monitor..... $14
Commodore 64 Basic Manual ..... $ 4
Okidata 120 Printer Manual for Commodore Computers.. $ 2
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
26 single sided double density disks..... $10
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
VIC 20 Power Supply..... $10
Commodore 64 Users Guide..... $ 8
Commodore 64c Quick Connect Guide..... $ 6
Commodore 64C Introductory Guide..... $ 6
Commodore 64C Systems Guide..... $ 8
.....
Commodore Software
.....
Agent USA with diskette only..... $ 4
America's Cup with docs ..... $ 6
Archon with box, diskette & box..... $12
Bank Street Writer box/docs ..... $ 6
Bank Street Writer diskette only..... $ 4
Beach Head with docs ..... $ 5
Commodore 64c GEOS with diskettes & docs..... $18
Commodore Vic-1541 Test Demo diskette..... $ 4
Database Manager with Report Generator with diskette & doc.... $12
Dynatec Codewriter with diskettes, box & doc..... $14
Double Dragon in Box with diskette..... $ 6
Easy Working Writer diskette only..... $ 4
Ghost Manor & Spikes Peak diskette only..... $ 4
Ghostbusters diskette only..... $ 4
Indiana Jones Temple of Doom..... $ 5
Introduction to Commodore Basic Part 1 (2 tapes, box & doc).. $12
L.A. Crackdown diskette only..... $ 4
Learning Company Moptown Parade, Box, Doc & diskette..... $12
Learning Company Addition Magician, Box, Doc & diskette..... $12
O'Dell Lake with docs & diskette..... $ 7
Okimate 20 Demo Color Screen Print diskette only..... $ 4
Pocket Rockets box w/diskette..... $ 6
Sesame Street - Astro-Grover diskette only..... $ 4
Solo Flight diskette only..... $ 4

Streetsurfer & Hollywood or Bust diskette only..... $ 4
Swat for C/64 Atari XL/130 XE diskette only..... $ 4
The Last V8diskette only..... $ 4
Typing Tutor - Word Invaders diskette only..... $ 4
WordPro 3 Plus/64 box/docs ..... $ 8
Wordprocessor Professional with docs & diskette..... $12
Wheel of Fortune diskette only..... $ 4
.....
C64 Tapes - $3 each (4 for $10)

PET Emulator
Science Package III PET
Educational Package II PETFrogger
Basic Tools

VIC 20 Tapes - $3 each (4 for $10)

Intruder/Scrambler
Public Domain SW Collection #3B
Public Domain SW Collection #V7B
Public Domain SW Collection #V0A
Rerun
Nufekop
Snakman
Kosmic Kamikaze
VIC 20 Personal Loan Analyzer

18 Tapes with keyed in magazine programs $2 each

8-1/2x11 Plastic VIC Programmers Aid Card $4

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

.....

Texas Instruments Items for Sale plus shipping

TI 99/4a original metal case with all packing
materials, cover, power supply etc..... $49
TI Program Recorder original box with all packing
materials..... $25
TI Speech Synthesizer PHP1500 in original box..... $39
TI Video Modulator & Cable..... $10
TI Modulator PN 321453-01..... $ 9
WICO Power Grip Joystick 50-2020 (2)..... $13 each
.....

TI 99/4A Cartridges $9 each (3 for $25)
.....
Reading On (no box) from TI.....
Early Learning Fun (doc) from TI.....

Early Learning Fun (box & doc) from Ti.....
Addition & Subtraction 1 (box & doc) from TI.....
Munchman (box & doc) from TI.....
Beginning Grammar (box & doc) from TI.....
Hunt The Wumpus (box & doc) from TI.....
Donkey Kong from Atarisoft (doc & box).....
Centipede from Atarisoft (doc & box).....
Defender from Atarisoft (doc & box).....
.....

TI 99/4A Manuals
.....
Read This First..... $ 5
Users Reference Guide..... $10
Beginners Basic..... $ 8
Learning Basic for TI Compact Computer 40..... $ 8
Basic Primer..... $ 5
.....
DVE Printer Power Supply Model DV-2412A..... $10
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com

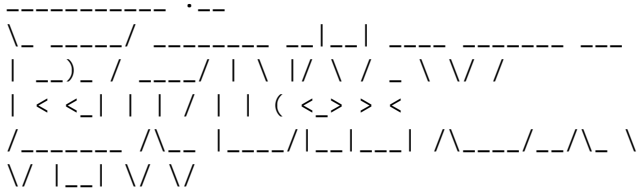
• OLXWin 1.00b • ONE TEQUILA, TWO TEQUILA, THREE TEQUILA , FLOOR.

2147. Farewell Yon Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: equinox@buffnet.net
Message-ID: <51rful$hm2@buffnet2.buffnet.net>
Source record: 80458

I can't help but be deeply disturbed by the end of Atari. Yes it
really hasn't been a 'force' in the entertainment or home computer
market for ten years but...I had my 400 when I was 16 and then I
AT&F&A3&B1&H1&R2X4S0=0S7=90
thought it was the K00lest thing ever that I
could play my Rush
cassettes through the cassette drive while playing a game. God Bless
that nastyNolan Bushnell (ever see the pic of him with the two
scantily clad Cali girls in a hottub?).

--



2148. Re: How can I connect Atari800XL with a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <32416B8E.41C6@ce.fciencias.unam.mx>
Source record: 80459

Angel Abusleme H. wrote:
>
> Hi!
> Does anyone know how to connect an Atari 800XL with a PC IBM-compatible
> via parallel or serial port?
>
> The idea is to use the hard disk of the PC to store data from the
> Atari. If anyone knows how to build a cable to do that, please post >it.

Hola ...
Existe un cable que puedes construir para este proposito, sin embargo no
lo he construido, asi que no puedo decirte que tan rapido o lento
trabaja, puedes ver informacion sobre este cable (sio2pc) en

http://www.nacs.net/~classics/
o checa el FAQ de atari en
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
--

Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/

2149. Two disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: pab@cnx.com
Message-ID: <5e3_9609191511@cnx.com>
Source record: 80460

I thought these were lost forever, but perhaps there is hope.

I hold here in my hands two 5-1/4 disks. One is apparently SpartaDOS format, the other is AtariDOS format. On them is much of my ACTION! sorce code, incuding, apparently, the source code to PabQwk 2.0.

My 1050 was sputtering in those final days, so there may be errors that have crept in, but if there is someone out there who is willing, I would consent to turn it all over to him or her.

You'll need SpartaDOS, preferably SpartaDOS X, which I developed it under, since part of the process is a "MAKEPQ" batch command, which will build the final product out of a "PQDATA" file with the display lists strings and assorted stuff and the compiled ACTION! code. I don't know if my Runtime Library is included on there; if not, you'll need ACTION! runtime.

If there is an ACTION! programmer left out there who is worth his salt, I'm willing to turn over the disks with the proviso that you release all the programs on them, and any future developments from them, to the Public Domain. Also, until a new PD version of PabQwk can be developed, there is a key generator on the disk to allow all the Shareware versions' features to be activated.

If you're willing to undertake the task, please E-Mail me at pab@cnx.com, since I don't read this newsgroup any more.

```
+--------------------------------------------------------------------+
|Pab Sungenis, Vineland, New Jersey My opinions, not WOND's.|
+--------------------------------------------------------------------+
| Senders of unsolicited commercial E-Mail to this user agree to pay |
| a storage fee of $150.00/kb. Sending of mail implies consent. |
+--------------------------------------------------------------------+
```

We need four more of Clinton/Gore!

2150. Syquest 44meg formatted on BB -- needed on MIO

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: James King <jeking@xmission.com>
Message-ID: <01bba652$2af2b9a0$0c88e4cc@jamesk95>
Source record: 80461

I have a black box on my primary Atari 8bit system. On that system is a 44meg Syquest removable hard drive. I just purchased a second 44meg Syquest and put it on a secondary Atari, but that Atari accesses the Syquest via an MIO.

Without having to reformat my BB hard drives and switching to MIO compatibility mode, is there any other way to share data between the two systems via the Syquest carts?

--

@ @ @ -------------------------------------
@ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ -------------------------------------
@ @ @
Atari 8bit hobbyist by choice, IT Professional by accident!

2151. Re: cable to connect 65xe to tv

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960919170205.14871G-100000@ns1.ptd.net>
Source record: 80462

On Wed, 18 Sep 1996, Hughie Lawson wrote:

> How do you make a cable to connect a 65xe to a tv set? I've lost the tv
> cable and the switch box. Many thanks!

Any phono cable with two jacks at each end can be used as a RF cable and switch boxes are still being sold at Radio Shack. Of course, as long as you don't have any other system or cable TV, you can just get an adapter with lets you hook up a phono cable to a 75 Ohm antenna on your TV. Just ask for a phono female to coaxial mail connector. I use those and an A/B switchbox for my 130XE and 2600. Hope this helps...

Eric Noss
a.k.a
Mr. Maddog

2152. Re: printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: gmaguire <gmaguire@pennet.net>
Message-ID: <51se0b$rks@crash.microserve.net>
Source record: 80463

Jim Treber <jtreber@cris.com> wrote:
>I left this out of my post.
> Star NX10 (9 pin dot matrix printer) with PR Connector and
>cables all ready to plug into an 8 bit. graphics ready. $25
>
> Jim
Hi Jim,

I would like to buy your printer and possibly your 130xe. If it is still
available please E-mail me.

2153. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960919170712.14871I-100000@ns1.ptd.net>
Source record: 80464

On Thu, 19 Sep 1996 madmax@rio.com wrote:

> asmolar@smol.fast.net (Tony Smolar) wrote:
>
> >On 17 Sep 1996 17:33:40 -0400, lhaus@Mail.ff.cc.mn.us <lhaus@Mail.ff.cc.mn.us> wrote:
> >> Hello 8-bit'ers
> >>
> >> I have an Atari 2600 memory expander called a Supercharger from
> >> STARPATH which changed it's name to ARCADIA for some copyright reason
> >> or other. This device increased the 2600's memory from 4 K to 12 K.
> >> It has lots of cool games on audio cassettes. The last direct mailing
> >> I recieved from the company way back in 82 or 83 said they were
> >> working on Atari 8-bit versions of their games. Does anybody have any
> >> of these conversions? They had strange names for example there
> >> GALAXIAN game was called "COMMUNIST MUTANTS FROM SPACE." Is it
> >> possible to Convert these cassettes I have to A PC disk for use with
> >> the 2600 Emulator?

I never even heard of Starpath games for the 8-bit computer. Even if
their were, chances are that they can be used with the 410 cassette
player instead of using a special adapter which the 2600 needed.

> if someone were to convert them over. I could probably do it if I had
> the cart and cassettes...

There is a thing called the Starpath CD that just came out. Ask around
on rec.games.video.classic and check it out. :)

Eric Noss
a.k.a
Mr. Maddog

2154. BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <3241DF53.54CD@tcd.net>
Source record: 80465

Some good news for those of you who own the product. Have just completed a test with Europe. The packets came through fine here. So thos of you that think you are stuck with MA-BELL think again. Your Internet server can and will save you provided you use it.

We with a little effort can change the whole format of Networking be it within the U.S. or Inter-contenintal..Long Live the Atari 8-bit machine that they said couldn't do what it is doing today at 64k even..IBM Ansi compatable!!

2155. For Sale:The Atari Mother Lode

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19960919210548MIS0160@MVS.UDEL.EDU>
Source record: 80466

Having been into the IBM scene the last few years and desiring shelf
space in my basement, I have the following for sale.

A.N.A.L.O.G Magazine - Complete collection from issue #9 to #79 (the
final issue) $25 plus shipping

ANTIC Magazine - Fairly complete collection from Vol 1 #3 (Aug 82)
thru May 91 (missing a couple issues) $50 plus shipping

COMPUTE Magazine - Complete collection Jan 83 thru Apr 88 when they
stopped publishing type-in programs $30 plus shipping

Atari Memorabilia Archive - Original sales literature for Atari 400, 800
800XL, several Atari Program Exchange
Catalogs, lots of rare Atari stuff
$35 plus shipping

Books: Sams Programmer Reference Guide for Atari 400/800
Hackerbook for your Atari Computer
How to Program your Atari in Machine Language
Atari Roots
Assembly Language Programming for the Atari Computers
Atari Assembly Language Programmers Guide
De Re Atari
Mapping the Atari
The Atari Compendium
Atari 8-bit Extra from Analog Computing
(plus several others)
All for $60 plus shipping

Hardware: Omnimon and Omniview Boards for Atari 800 $20 plus shipping

If you want the whole kit and kaboodle, I'll take $200 plus shipping.
The magazines are fairly heavy and would be shipped the most economical
way. Shipping would be from Delaware.

Roger Cole
INTERNET: Roger.Cole@mvs.udel.edu

2156. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: slapdash@athenet.net
Message-ID: <slapdash-1909961954340001@pm-ok-0-12.athenet.net>
Source record: 80467

In article <51qste$ckq@wave.rio.com>, madmax@rio.com wrote:

> asmolar@smol.fast.net (Tony Smolar) wrote:
>
> >On 17 Sep 1996 17:33:40 -0400, lhaus@Mail.ff.cc.mn.us
<lhaus@Mail.ff.cc.mn.us> wrote:

> >> I have an Atari 2600 memory expander called a Supercharger from
> >> STARPATH which changed it's name to ARCADIA for some copyright reason

Actually, it was changed FROM Arcadia TO Starpath. And they changed the name
so they wouldn't get sued by Emerson, maker of the Arcadia 2001 videogame
system.

> >The only one I think is "Frogger" (That was a supercharger game, was it
> >not?)

> No Frogger was not. I thought I was the only one who remembered this system.

Actually, Frogger WAS a Supercharger game.

> The tapes had to load in..... Would be cool if someone were to convert them
> over. I could probably do it if I had the cart and cassettes...

In case you haven't heard, there is a project that put all the Stapath games
on CD. It is back from the pressers and shipping soon, but there are still
a few left. Email me for an order form!
** NOTICE ** New address...
//*===++
|| Russ Perry Jr 1750 Lombard Ave #7 Oshkosh WI 54901 ||
|| 414-685-6187 slapdash@athenet.net VIDEOGAME COLLECTOR ||
++===*//

2157. XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-19 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <51stlp$3sq@newsbf02.news.aol.com>
Source record: 80468

Hey everyone!

What's the verdict on Xformer 3.5???

I wanted to know how everyone likes it. I have 3.2 or something like
that....just wondering if more bugs have been cleared up, if it's any more
compatible and if we get better sound (i.e. distortion).

-thanks a lot
BOB Z (RFord104452AOL.COM)

2158. Re: Geezer 8-bitter needs help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: swallace@home.dmv.com
Message-ID: <51snbb$ojs@news.dmv.com>
Source record: 80371

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <MPLANET.3240c9efzmerch98968c@news.northernway.net> zmerch@northernway.net
: (Roger Merchberger) writes:
: >
: >Hello all out in Atari 8-bit land, and a pleasure to meet you all!
: >I hail from Tandy 8-bit country (CoCo's me expertise) but had an ancient
: >800 in the basement and figured it must be a good machine!
: >
: >Well, it is! I had a plotter/printer for it (just like my CoCo's!) but no
: >disk drives (the 810 that came with it died a humane death, at least...)
: >
: >I just purchased 2 disk drives for the 800, happy as anything when they
: >came in, reconditioned the drives and everything, dug way down deep and
: >found everything, dusted off the 800, finally got all the keys to unstick
: >(it was *really* dusty), got the 800 working, and......
: >
: >nothing. :-(
: >
: >My 800 is not recognizing the SIO port! It sees memory fine, swapped
: >cartridges like crazy, cleaned the pins on the SIO ports on the 800, the
: >disk drive, and my plotter, swapped 4 (count'em, 4) SIO cables, and
: still
: >nothing. <sniff> Everything else works fine, but no peripherals...
: >
: >Does *anybody* have any ideas on how to fix my poor 800? It seems like

: >much too good a machine to toss!
: >
: >Any advice is most appreciated, and thank you very much in advance for

: >anything y'all smart folks could help me with!
: >
: >I check this newsgroup every 3 days or so, but best bet is to email me
: at
: >the address below.
: >
: >Thanks again!
: >Roger "Merch" Merchberger
: >zmerch@northernway.net
: >Programmer, NorthernWay

Roger,

Since your 800 was stored for a long time, maybe you should remove the
case and clean the pins on the circuit boards. The 800 has a connector

between the mother board and power supply board (where the SIO connector is located). A soft pencil erasor may be used to remove tarnish from connector pins. Wipe the pins with alcohol after using the erasor. The erasor may be used on card edge pins too. Don't scrub too hard. You don't want to remove the plating, just tarnish. It'd also be a good time to vacuum dust out of the machine's interior.

Steve

2159. Re: cable to connect 65xe to tv

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dy0BGp.5np@iglou.com>
Source record: 80372

In article <3240543B.5E66@msumusik.mursuky.edu>, Hughie Lawson wrote:
>How do you make a cable to connect a 65xe to a tv set? I've lost the tv
>cable and the switch box. Many thanks!

Most new TV sets have a screw-on "F" type connector to connect to an antenna, cable, or VCR. Radio Shack sells adaptors to go from that type of connector to an RCA plug, and switchboxes.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too dark to read." -- Marx (or was it Twain?)

2160. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dy0BnH.5uv@iglou.com>
Source record: 80373

By the way, I'm almost certain that the subject line is a typo and should
be Mydos 4.53/3 .

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2161. MUX & Amdek 3" disks wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <51t1av$4mj@news.xmission.com>
Source record: 80374

Looking to obtain another MUX system (yeah, I know) and additional disks
for the Amdek 3" disk drive system I've just acquired. Anybody having
these, please respond.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2162. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <51tbq3$b7d@login.freenet.columbus.oh.us>
Source record: 80375

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <51p8u2$10n@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: >
: >James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
: >
: >: (B. Wilkinson gives the prize to R. Ely for best quickie BASIC
: >: prg. to type graphics 2 or 3 letters to the screen.)
: >
: >uh,GR.1 and 2 are the text modes.3 is a graphics mode.
: >
: >: I agree that the one quoted is shortest and best. I couldn't
: >: remember if a PUT to screen after a GET from keyboard would
: >: print the ATASCII char or the other code, the ones that you
: >: have to use to POKE values directly into screen mem to get
: >: a certain char.
: >
: >The S: device works pretyy much the same as E: device,when dealing
: with
: >output.But you get "blocks" (inverse spaces) when you output a return
: in
: >text (GR.0) mode.At least when copying to S: from a file from DOS.
: >
: >: I prefer no clear screen with each letter typed, or a 'special'
: >: code to clear the screen. Just keep scrolling the text up, with
: >: no word wrap or anything.
: >
: >uh,am I missing something?
: >Why do you need a special key at all.Just use the [clear]
: key.(shift-<)
: >Also:since you're using split screen,it would be better to use INPUT
: >instead of GET since S: also doesn't like backspaces (at least with
: GR.2).
: >That is to say,you can't edit or backspace over what you typed.
: >Then,of course,you'd have to use [ESC][CLEAR] to imbed a clear-screen
: code
: >into the input line.
: >
: I think the object of all this was to make it as quick and simple
: as possible. The original message never mentioned a disk drive being
: connected to save more complex programs than the one I posted last
: week. Of course you can make it pretty. Back space can be handled as
: can word wrap, screen scrolling and caps/lower case text, but KISS is
: the thing in this case. Get the info on the screen with the least code

: to type in.
: Enjoy!!!

: rely@ix.netcom.com -or- rsely@dhs.state.nj.us

That was my point.Why open K: and translate returns into clear-screens?
The Atari OS has all you need:

```
10 GR.2:DIM Q$(160)
20 I.Q$:?#6;Q$:G.20
```

.
I made it 160 becuase there's four text lines.
Also:GR.2 may be a little TOO big!
(try GR.1)

2163. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <32424F2A.6CE7@owl.co.uk>
Source record: 80376

RFord10445 wrote:
>
> Hey everyone!
>
> What's the verdict on Xformer 3.5???
>
> I wanted to know how everyone likes it. I have 3.2 or something like
> that....just wondering if more bugs have been cleared up, if it's any more
> compatible and if we get better sound (i.e. distortion).
>
> -thanks a lot
> BOB Z (RFord104452AOL.COM)

Well I eventually weakened and got it. Its still crap - the sound
doesn't seem any better and M.U.L.E. still doesn't work.

2164. defect 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: Thomas Purket <Thomas.Purket@nts.hl.siemens.de>
Message-ID: <32426751.2564@nts.hl.siemens.de>
Source record: 80377

Hello 8bit-Fans,

I'm looking for a not modified 1050 drive with a defective drive.
The power supply must be ok and suitable for Germany, the
case should be clean and in good condition.

I don't need the DOS disks for it.
Please reply to "Thomas.Purket@nts.hl.siemens.de"

Greetings,
Tom

Hallo 8bit-Fans,
wer hat eine alte, kaputte 1050 und moechte diese entsorgen?

ich suche nach einem nicht modifizierten 1050-Laufwerk mit kaputtem
Disklaufwerk.
Die Stromversorgung sollte in Ordnung und das Gehaeuse sauber und
in gutem Zustand sein. Am besten eine frueher in Deutschland verkaufte
1050.
DOS-Disketten sind nicht notwendig, die Doku dazu waere schoen, muss
aber nicht sein.

E-Mails an "Thomas.Purket@nts.hl.siemens.de"

Gruss,
Thomas

2165. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <51tv4q$4fr@sjx-ixn4.ix.netcom.com>
Source record: 80378

In <51tbq3$b7d@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>That was my point.Why open K: and translate returns into
clear-screens?
>The Atari OS has all you need:
>
>10 GR.2:DIM Q$(160)
>20 I.Q$:?#6;Q$:G.20
>
>.
>I made it 160 becuase there's four text lines.
>Also:GR.2 may be a little TOO big!
>(try GR.1)

There is a minor problem with this. If you don't clear the screen,
after you fill the screen, you'll get an error 141 at line 20. I just
tested this. Using get/put allows you to put the text directly into the
GR.2/Gr.1 screen. Heck, you could even poke the characters directly to
screen memory. Anyway, I just wanted to help this guy communicate with
his wife. I hope I accomplished this.

Enjoy!!!

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2166. Re: Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <51u30f$fdh@newsbf02.news.aol.com>
Source record: 80379

In article <51aivj$h1g@charm.magnus.acs.ohio-state.edu>,
msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:

>Found a neat little (well shown actually) article about Atari in the
>October 1996 issue of Wired magazine. It basically goes through a brief
>history of Atari when it started "From $500 to $452 Million and back
again."

Yes, the article was interesting. But I just picked up a news article
yesterday (Joseph Gelmis in Long Island Newsday) about
"thought-controlled" games. The series is called MindDrive. There's a
package coming out soon for PC's consisting of a $140-150 plastic sensor
ring and a converter that plugs into the PC's serial port. The package
works under Windows. The ring detects the same kind of bioelectric
signals as a lie-detector would, and allows the user to control a
CD-ROM-based game. There are ten games (six available now) in the
series, selling for $25-40 each. The one that is featured in the news
article is called
"MindSkier," and requires you to control a skier on a slalom course.

Now, here's the interesting tidbit. MindDrive, it turns out, was
developed by a company called "The Other 90% Technologies, Inc." This
company was headed by Ron Gordon, who ran Atari Games in the 1970's, and
then went on to Miramax Films. So, here's another instance of Atari
alumni contributing big-time to the industry (yes, I know he was at Atari
GAMES!)

BTW, a device like this has implications for more than games (think
adaptive technology, for example.)

2167. Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960920085027.aaaa002.L@babyblue.cs.yale.edu>
Source record: 80380

Alright, if anyone can come up with a shorter type-on-the-screen-with-
big-letters program than THIS, I'll eat my 8-bit:

GR.2:POKE87,0

There. <g>

(some caveats... you must hit Break instead of Return or you'll get
an error message, and if you type a logical line more than two screen
lines long the display will glitch)

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2168. XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <51u9u4$2f42@useneta1.news.prodigy.com>
Source record: 80381

It's only crap if it doesn't run your favorite program. But the programs that do work run faster than lighting on Pentiums. So if you want to create something for a Pentium machine with an Atari 8 bit "look and feel", Xformer can be a nice program. If games are your thing, there are quite a few that work. Joust is one I like.
There's a newer version coming out, 3.6 I think. I hope it takes care of the bug that interferes with the display list half way down the screen on some programs. Sound emulation might take a lot more work than Emulators, Inc. can justify from a dollars standpoint though. I look forward to seeing the future of this product.

2169. Help I Need an AF551 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: nmaples@onramp.net
Message-ID: <3242b37f.5085649@news.onramp.net>
Source record: 80382

Has any one got a AF551 Disk Drive or any Disk Drive that will work with an old Atari 800XL, that I can buy off of you. Or is there any place that service/ sales these kinds of things.

Please Email as I don't hit this group very often

Thanks.....NorvMan
Norvell..and.. Cecily... Maples

2170. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3242C5F9.1D32@ncweb.com>
Source record: 80383

Robert Stone wrote:
>
> It's only crap if it doesn't run your favorite program. But the programs

..... major snip .....

That's the rub ... it only runs about 5% of Atari programs ... maybe 25 to
30% will run somewhat shakey with bugs ... the rest won't run at all.

This P.O.S. software should be listed as Xformer beta 0.35 ... not v 3.5!!!
(sorry .. but it's the truth .. just ask any sucker who's laid out cash
for the program and then has gotten kicked in the teeth by the Author of
this program)
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

2171. Re: Help I Need an AF551 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3242C64B.57E8@ncweb.com>
Source record: 80384

nmaples@onramp.net wrote:
>
> Has any one got a AF551 Disk Drive or any Disk Drive that will work

Don't you mean an "XF-551" disk drive? Never heard of an "AF551" drive.

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

2172. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.384.000A12B9@mindspring.com>
Source record: 80385

In article <19960920085027.aaaa002.L@babyblue.cs.yale.edu> Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> writes:
>From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
>Subject: Unusual Request
>Date: 20 Sep 1996 08:50:28 -0400

>Alright, if anyone can come up with a shorter type-on-the-screen-with-
>big-letters program than THIS, I'll eat my 8-bit:

>GR.2:POKE87,0

>There. <g>

>(some caveats... you must hit Break instead of Return or you'll get
>an error message, and if you type a logical line more than two screen
>lines long the display will glitch)

Hmmm, do you have to eat it if your program doesn't work? If so, want some fries with that?

Because Graphics 2 is a screen mode, not an editor mode (except for the four lines of Gr.0 on the bottom), your program only outputs to the four lines on the bottom, with nothing in the GR.2 area. Poke 87,0 just moves the margin to the far left of the GR.0 area.

Bruce Willard bwillard@mindspring.com

2173. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: *starship@3rdplanet.com*
Message-ID: <51up7e$cmo@ornews.intel.com>
Source record: 80386

In article <3241DF53.54CD@tcd.net>, Bob Klaas <bobkla19@tcd.net> wrote:
>
>Some good news for those of you who own the product. Have just
>completed a test with Europe. The packets came through fine here. So
>thos of you that think you are stuck with MA-BELL think again. Your
>Internet server can and will save you provided you use it.
>
>We with a little effort can change the whole format of Networking be it
>within the U.S. or Inter-contenintal..Long Live the Atari 8-bit machine
>that they said couldn't do what it is doing today at 64k even..IBM Ansi
>compatable!!

I don't suppose the packets are ftn compatible, are they? Both Paul Baker
and I have written utilities to route ftn packets via Internet email, but
we're using the ST. I don't even have a working 8-bit right now. %^(Lost
it some time ago when I broke an engagement while it was living at here
house and I wasn't...

My bookmarks: http://www.3rdplanet.com/~starship/atari.htm
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

2174. FS/T: Atari 8-bit computer items [09/20/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <51v09s$nfb@sjx-ixn6.ix.netcom.com>
Source record: 80387

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 09/16/96

NOTE: There are currently 955 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be given priority (especially if the trade offer overwhelms me). I collect for over 40 different systems, so please feel free to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted.

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.50 Atariwriter
$ 4.50 Basic -- for the 400 and 800
$ 5.50 Basketball
$ 9.50 Delta Drawing (Spinnaker)
$ 7.00 Deluxe Invaders (Roklan)
$ 9.50 Jumbo Jet Pilot (Thorn EMI)
$ 9.50 Kids on Keys (Spinnaker)
$ 4.50 Pac-Man
$ 9.50 River Raid (Activision)
$ 4.50 Star Raiders

Cartridges with case and manual:
$14.50 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers -- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers (14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3 (100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog (32 pages).
$ 9.00 Inside Atari BASIC [Atari / Reston] (183 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$42.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$32.00

*****

LOT #3

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 6.00

*****

LOT #4

ATARI 820 PRINTER, with one (1) roll of paper and built-in power cord.

This item has not been tested.

$17.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$21.00

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

2175. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: Eyvind Bernhardsen <eyvind@apollo.orakel.ntnu.no>
Message-ID: <jpbenjxapzx.fsf@apollo.orakel.ntnu.no>
Source record: 80388

bwillard@mindspring.com (Bruce Willard) writes:

[...]

> Hmmm, do you have to eat it if your program doesn't work? If so, want
> some fries with that?
>
> Because Graphics 2 is a screen mode, not an editor mode (except for the
> four lines of Gr.0 on the bottom), your program only outputs to the
> four lines on the bottom, with nothing in the GR.2 area. Poke 87,0
> just moves the margin to the far left of the GR.0 area.

Sure? IIRC, the left margin is set in location 82 (as in POKE 82,0
or POKE 82,2). Of course, I've been wrong before :)
--
Eyvind Bernhardsen

2176. Re: Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960920182531.2383A-100000@ns1.ptd.net>
Source record: 80389

On 20 Sep 1996, ASharkis wrote:

> Yes, the article was interesting. But I just picked up a news article
> yesterday (Joseph Gelmis in Long Island Newsday) about
> "thought-controlled" games. The series is called MindDrive. There's a
> package coming out soon for PC's consisting of a $140-150 plastic sensor
> ring and a converter that plugs into the PC's serial port. The package
> works under Windows. The ring detects the same kind of bioelectric
> signals as a lie-detector would, and allows the user to control a
> CD-ROM-based game. There are ten games (six available now) in the

[snip]

> Now, here's the interesting tidbit. MindDrive, it turns out, was
> developed by a company called "The Other 90% Technologies, Inc." This
> company was headed by Ron Gordon, who ran Atari Games in the 1970's, and
> then went on to Miramax Films. So, here's another instance of Atari
> alumni contributing big-time to the industry (yes, I know he was at Atari
> GAMES!)

It's not surprising considering that Atari was 'about' to come out with a
MindLink control. Come to think of it, 'mind-reading controlers' also
came out in the early 80's with a biopad(I think) for the Apple computer
and even one for a RC toy called Mind Master.

Say, wouldn't that ring be also cool if it can be a mouse as well since
it plugs in the serial port? :)

Everything old is new again with...

Eric Noss
a.k.a
Mr. Maddog

2177. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <51vac1$3p4@nnrp1.news.primenet.com>
Source record: 80390

In article <19960920085027.aaaa002.L@babyblue.cs.yale.edu>,
Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> wrote:
>
>Alright, if anyone can come up with a shorter type-on-the-screen-with-
>big-letters program than THIS, I'll eat my 8-bit:
>
>GR.2:POKE87,0
>
>There. <g>
>
>(some caveats... you must hit Break instead of Return or you'll get
>an error message, and if you type a logical line more than two screen
>lines long the display will glitch)>

That's why most people decided against posting this version. Most
thoughts cannot be expressed in 38 characters.

I would like to reiterate the importance of testing these programs before
posting them, as I did with my version.

BTW..

GR.2:PO.87,0

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2178. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <51vavc$1dk@newsbf02.news.aol.com>
Source record: 80391

I'm not a defender (paid or unpaid, honest!) of Darek Mihocka, but it is a fact that he stated that as a software publisher, he cannot have his emulators running copy-protected software. I have to respect that position.

On the other hand, Xformer has printer support. The developers of XL-It, POKEY and Rainbow 95 probably have that feature low on their list of priorities for future upgrades.

I guess the choice of an emulator depends on what task you want it to accomplish.

My advice : get, try and support all of them.

2179. Re: Syquest 44meg formatted on BB -- needed on MIO

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <51u6hs$fe1@falcon.ccs.uwo.ca>
Source record: 80392

In article <01bba652$2af2b9a0$0c88e4cc@jamesk95>, "James King" <jeking@xmission.com>
writes:
|> I have a black box on my primary Atari 8bit system. On that system is a
|> 44meg Syquest removable hard drive. I just purchased a second 44meg
|> Syquest and put it on a secondary Atari, but that Atari accesses the
|> Syquest via an MIO.
|>
|> Without having to reformat my BB hard drives and switching to MIO
|> compatibility mode, is there any other way to share data between the two
|> systems via the Syquest carts?

I suspect that if you're going to want to share all the carts between both
machines then they're all going to have to be formatted with the appropriate
BB DIP switch in MIO compatibility mode. Certainly your BB will have no
problem reading carts in either format but that's not true the other way
around.

I have the same problem with my floppy board. When you format a floppy you
can pick one of three formatting methods for double-sided disks. I always
choose Percom since my only stand-alone floppy drive is a DS/DD Percom
RFD-44S1 - it's the only way I can ensure my floppies (at least, side 2 of
my floppies) can be read anywhere.

- Mike Jewison
mjewson@irus.rri.uwo.ca

2180. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-20 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <R.51vavc$1dk@newsbf02.news.aol.com>
Source record: 80393

Reposting article removed by rogue canceller.

I'm not a defender (paid or unpaid, honest!) of Darek Mihocka, but it is a fact that he stated that as a software publisher, he cannot have his emulators running copy-protected software. I have to respect that position.

On the other hand, Xformer has printer support. The developers of XL-It, POKEY and Rainbow 95 probably have that feature low on their list of priorities for future upgrades.

I guess the choice of an emulator depends on what task you want it to accomplish.

My advice : get, try and support all of them.

2181. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <51vd3j$n66@news.internetmci.com>
Source record: 80394

I bought v3.01 and v3.5, both are limited in sound and compatibility.
Some things work, some does not. Forget about Spartados. Was I
disappointed, well I am hoping for a FREE upgrade that will correct
things. It is fast!

2182. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <51vpsc$don@lastactionhero.rs.itd.umich.edu>
Source record: 80395
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- kendric 344 Sep 16 01:46 ./8bit/Text/Printing/ddot2.blurb
-rw-r--r-- kendric 218 Sep 16 01:48 ./8bit/Text/Printing/pal.blurb
-rw-r--r-- kendric 444 Sep 16 02:04 ./8bit/Demos/Video/caveman.blurb
-rw-r--r-- kendric 441 Sep 16 02:07 ./8bit/Demos/Video/noisygia.blurb
-rw-r--r-- kendric 5347 Sep 16 02:55 ./8bit/Diskutils/Copy/fcopy551.arc
-rw-r--r-- kendric 719 Sep 16 02:55 ./8bit/Diskutils/Copy/fcopy551.blurb
-rw-r--r-- kendric 284 Sep 16 02:20 ./8bit/Diskutils/Transfer/dcmatr11.blurb
-rw-r--r-- kendric 186 Sep 16 02:55 ./8bit/Diskutils/Transfer/imu14.blurb
-rw-r--r-- kendric 284 Sep 16 02:47 ./8bit/Diskutils/Transfer/dcmatr12.blurb
-rw-r--r-- kendric 18686 Sep 16 02:55 ./8bit/Diskutils/Transfer/imu14.zip
-rw-r--r-- kendric 45 Sep 16 02:13 ./8bit/Graphics/Gui/goe.blurb
-rw-r--r-- kendric 480 Sep 16 02:10 ./8bit/Graphics/0subs.Graphics
-rw-r--r-- kendric 432 Sep 16 02:26 ./8bit/Graphics/Viewers/fntdsplr.blurb
-rw-r--r-- kendric 1757 Sep 16 02:55 ./8bit/Sound/Ams/amsxmas.arc
-rw-r--r-- kendric 674 Sep 16 02:55 ./8bit/Sound/Ams/amsxmas.blurb
-rw-r--r-- kendric 194 Sep 16 02:55 ./8bit/Emulators/Computer/emu800.blurb
-rw-r--r-- kendric 175442 Sep 16 02:55 ./8bit/Emulators/Computer/emu800.zip
-rw-r--r-- kendric 100 Sep 16 02:16 ./8bit/Os/xep80.blurb
-rw-r--r-- kendric 74 Sep 16 02:36 ./8bit/Os/osscrt.blurb
-rw-r--r-- kendric 2031 Sep 16 02:29 ./8bit/00.EXTENSIONS
-rw-r--r-- kendric 1942 Sep 16 03:02 ./8bit/00.CHANGES
-rw-r--r-- kendric 2240 Sep 16 01:47 ./8bit/00.CHANGES.96.09.13
-rw-r--r-- kendric 500 Sep 16 01:51 ./8bit/Languages/0subs.Languages
-rw-r--r-- kendric 188 Sep 16 02:30 ./8bit/Languages/Assembly/ramdisk256.blurb
-rw-r--r-- kendric 165 Sep 16 02:52 ./8bit/Languages/Assembly/keybuf.blurb
-rw-r--r-- kendric 79 Sep 16 02:50 ./8bit/Languages/Action/harvey.blurb
-rw-r--r-- kendric 22129 Sep 20 11:50 ./8bit/Faqs/modsfaq.txt
-rw-r--r-- kendric 108 Sep 20 11:49 ./8bit/Faqs/modsfaq.blurb
-rw-r--r-- kendric 627 Sep 20 13:03 ./8bit/00.CHANGES
-rw-r--r-- kendric 1942 Sep 20 13:03 ./8bit/00.CHANGES.96.09.16
-rw-r--r-- kendric 3204 Sep 20 12:59 ./8bit/Games/Card/cardpack.blurb
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

2183. 8bit game disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: zitter@ix.netcom.com
Message-ID: <520cje$3pa@dfw-ixnews7.ix.netcom.com>
Source record: 80396

Hello,
I have the following Atari 8 bit game disks for sale. All include
intructions but no boxes. They are $2.00 each and postage is $2 for any
size order:

Imagic 1-2-3 (Laser gates,Wing War,Quick step)
Dig Dug Datasoft Top Gunner Collection (microprose)
Beach-head/Beach-Head 11 Access
Dallas Quest " Raid Over Moscow "
Pooyan " Stratos AI
Lost tomb " Match-Wits CBS
O'riley's Mine " T.G/I.F. Avalon
Pole Position " Nazz SVS
Pac-Man " C'est La Vie AI
Juno First " Masters of Time Cosmi
Kid Grid Caverns of Khafka "
Frogger Aztec Challenge "
Castle Wolfenstein Spider-Man
Beyond " Superman
Gemstone Warrior SSI Super Bunny Datamost
Spy Hunter Cosmic Tunnels "
Summer games Mr.Robot & Robot Factory "
Jumpman Cohen's Towers "
Preppie Monster Smash "
Bristles Polar Pierre "
Ghostbusters Roundabout "
Lode Runner Broderbund Trolls & Tribulations
Evolution Sydney
Matchboxes " Queen of Hearts SSI
Spelunker " Rasterblaster
Sky Blazer " Jeepers creepers Quality
Kareteka " The Snapper SVS
David's Midnight Magic " Pathfinder Gebelli
Shadow World Synapse Spy vs Spy 1st Star
Protector 11 " Trains Spinnaker
Rainbow Walker " Search of Most Amazing Thing "
Drelbs " Agent USA Scholastic
Necromancer " USA Adventure 1st Star
Blue Max 2001 " Playful Professor
NYC/Electrician " Professor I.Q. Cosmi
Capture the Flag Sirius Spellcopter Designware
Space Eggs " Crypto Cube "
Cyclod " Great Maine to California Race
Bandits " Run for the Money

Wavy Navy " The Pond Hesware
Lunar Leeper On-Line The Factory "
Mouskattack : Missing links "
Jaw Breaker " Archon 11: Adept EA
Ghost Chaser Artworx Hardball EA
Juice Tronix Fight Night EA
Snokie Funsoft Seven Cities of Gold EA
Atari Smash Hits Realm of Impossibility EA
Leader Board Acess Movie Maker EA
Halley Project Mindscape Pinball Construction Set EA
Typesetter Xlent Super Boulderdash EA
Rubber Stamp " Touchdown Football EA
Wiztype Sierra Print Shop Broderbund
Atari Writer (cart) Atari Dragonriders of Pern Epyx
(no instructions)

Thanks for reading this list. Make offer on quantity orders.

Steve
zitter@ix.netcom.com

2184. Atari Computer Goods For Sale! Free Catalogs To!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <520eb7$e5e@nadine.teleport.com>
Source record: 80397
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. For the last couple of weeks
BSC has received a Half Dozen deliveries of Atari Stock. And in BSC's
Catalogs, you may find something you've been looking. At BSC's Web Page
you'll View, & DownLoad Catalogs or Contact BSC by Web Page! Or Request
Catalogs by E-Mail. Have problems connecting with BSC's web page? Feel
free to Request catalogs through E-Mail. Really, it's no inconvenience.
All I ask is that you specify Atari 8 Bit, Atari ST or both. I'll get
back to you after the weekend. Catalogs are sent only by E-Mail. Please
Direct any and all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

2185. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <520f0e$ea6@nadine.teleport.com>
Source record: 80398
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him.
We were in the middle of a Trade and after I received my part of the
Trade, I lost touch with him. And I still need to complete the Trade.
If anyone can help... An E-Mail Address, a Phone Number. Direct any and
all Replies through E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

2186. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3243D038.57EC@ncweb.com>
Source record: 80399

Richard Heldmann wrote:
>
> I bought v3.01 and v3.5, both are limited in sound and compatibility.
> Some things work, some does not. Forget about Spartados. Was I
> disappointed, well I am hoping for a FREE upgrade that will correct
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
> things. It is fast!

Don't hold your breath ... you are most likely to get an inflamatory
msg mailed back to you, rather than an upgrade .. or perhaps you'll be
"removed from the official registered user list", as I was!

Bill .. Officially removed as a registered user of Xformer by the
author (Mr. Mihocka), because I dared ask for an upgrade.
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

2187. function of the atr-file header

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <324433D6.1E78@kawo2.rwth-aachen.de>
Source record: 80400

Hello !

Is anyone here, could tell me the function of the 16 byte file-header of
the ATR-files.

Thanks Matt

2188. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Dy3Lwu.Ix5@cix.compulink.co.uk>
Source record: 80401

> While you are correct on all accounts, you are comparing apples to
> oranges. The 8-bit grapfics system design which later became the same
> design system for the Amiga is definitely much better than that of the
> ST. I've had and worked with the ST series and the Amiga as well as the
> 8-bit. The general design concept of the display list is (Copper list
> of the Amiga) works really well and can be adapted better than the
> system in the ST for many different graphical formats.
One thing that people often seem to miss is that these older machines
only had custom graphics hardware to make up for lack of cpu grunt.
Modern PCs and such like just do everything via raw horsepower and don't
need all the extra hardware.


```
+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

2189. Re: defect 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <3243F41C.1140@tcd.net>
Source record: 80402

Best you find it in Germany, I have the 1050's here $20.00 but not the European power supply. Sent an 800 computer and 1200XL to Germany last week, cost for the Mail was $65.00..little steep..

2190. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960921094603.15402C-100000@linet01>
Source record: 80403

On Thu, 19 Sep 1996, Bob Klaas wrote:

> Some good news for those of you who own the product. Have just
> completed a test with Europe. The packets came through fine here. So
> thos of you that think you are stuck with MA-BELL think again. Your
> Internet server can and will save you provided you use it.
>
> We with a little effort can change the whole format of Networking be it
> within the U.S. or Inter-contenintal..Long Live the Atari 8-bit machine
> that they said couldn't do what it is doing today at 64k even..IBM Ansi
> compatable!!
>
>
Bob, can a remote sysop use it or does it need to be done at the console?

2191. Re: Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Dy3A9w.Bxu@cix.compulink.co.uk>
Source record: 80404

> In article <51aivj$h1g@charm.magnus.acs.ohio-state.edu>,
> msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>
> >Found a neat little (well shown actually) article about Atari in the
> >October 1996 issue of Wired magazine. It basically goes through a
> brief
> >history of Atari when it started "From $500 to $452 Million and back
> again."
>
> Yes, the article was interesting. But I just picked up a news article
> yesterday (Joseph Gelmis in Long Island Newsday) about
> "thought-controlled" games. The series is called MindDrive. There's a
> package coming out soon for PC's consisting of a $140-150 plastic sensor
> ring and a converter that plugs into the PC's serial port. The package
> works under Windows. The ring detects the same kind of bioelectric
> signals as a lie-detector would, and allows the user to control a
> CD-ROM-based game. There are ten games (six available now) in the
> series, selling for $25-40 each. The one that is featured in the news
> article is called
> "MindSkier," and requires you to control a skier on a slalom course.
>
> Now, here's the interesting tidbit. MindDrive, it turns out, was
> developed by a company called "The Other 90% Technologies, Inc." This
> company was headed by Ron Gordon, who ran Atari Games in the 1970's, and
> then went on to Miramax Films. So, here's another instance of Atari
> alumni contributing big-time to the industry (yes, I know he was at
> Atari
> GAMES!)
>
> BTW, a device like this has implications for more than games (think
> adaptive technology, for example.)
Atari demoed a mind controlled 'joystick' and games back in the early
eighties.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

2192. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3244372F.308E@total.net>
Source record: 80405

Bruce Willard wrote:
>
> In article <19960920085027.aaaa002.L@babyblue.cs.yale.edu> Halliwell E Sra 436TS/TAC
<halliwee@TS436.dyess.af.mil> writes:
> >From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
> >Subject: Unusual Request
> >Date: 20 Sep 1996 08:50:28 -0400
>
> >Alright, if anyone can come up with a shorter type-on-the-screen-with-
> >big-letters program than THIS, I'll eat my 8-bit:
>
> >GR.2:POKE87,0
>
> >There. <g>
>
> >(some caveats... you must hit Break instead of Return or you'll get
> >an error message, and if you type a logical line more than two screen
> >lines long the display will glitch)
>
> Hmmm, do you have to eat it if your program doesn't work? If so, want
> some fries with that?
>
> Because Graphics 2 is a screen mode, not an editor mode (except for the
> four lines of Gr.0 on the bottom), your program only outputs to the
> four lines on the bottom, with nothing in the GR.2 area. Poke 87,0
> just moves the margin to the far left of the GR.0 area.
>
> Bruce Willard bwillard@mindspring.com

Actually, it's POKE 82,0 to change the margin. The Revised version is this:

GRAPHICS 18:POKE 87,0

(or use GR.17 for more text on screen)

2193. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dy3w6A.7D5@iglou.com>
Source record: 80406

In article <bwillard.384.000A12B9@mindspring.com>, Bruce Willard wrote:
>In article <19960920085027.aaaa002.L@babyblue.cs.yale.edu> Halliwell E Sra 436TS/TAC
<halliwee@TS436.dyess.af.mil> writes:
>>From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
>>Subject: Unusual Request
>>Date: 20 Sep 1996 08:50:28 -0400
>
>
>>Alright, if anyone can come up with a shorter type-on-the-screen-with-
>>big-letters program than THIS, I'll eat my 8-bit:
>
>>GR.2:POKE87,0
>
>>There. <g>
>
>>(some caveats... you must hit Break instead of Return or you'll get
>>an error message, and if you type a logical line more than two screen
>>lines long the display will glitch)
>
>Hmmm, do you have to eat it if your program doesn't work? If so, want
>some fries with that?
>
>Because Graphics 2 is a screen mode, not an editor mode (except for the
>four lines of Gr.0 on the bottom), your program only outputs to the
>four lines on the bottom, with nothing in the GR.2 area. Poke 87,0
>just moves the margin to the far left of the GR.0 area.
>
>
Change it to GR. 17 or GR. 18.
Of course, this isn't perfect either. There's no cursor, and you can get
lost off screen. But that one-liner could be used as part of a simple
program.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2194. Atari 800 & more Atari th

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C8C310.10C1000B7E.uuout@compudata.com>
Source record: 80407

```
Atari Items for Sale plus shipping

Atari 800 Computer with power supply..... $35
Atari 400 Program Recorder (tape deck)..... $19
RanaSystems 1000 Disk Drive with power supply.....$39
Drive connector cable..... $10
Atari Power Supply part # C017945..... $10
WICO Power Grip Joystick 50-2020 (2)..... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
U-Print Model A printer interface for Atari Comp.... $ 9
.....
Cartridges for Atari 800 $7 each (4 for $25)

Assembler Editor Basic
Centipede Chess
Frogger Jumpman Junior
Missile Command Music Composer
PacMan Pole Position
Q Bert

15 Atari 400 Diskettes w/various programs (not mfg)
in plastic diskette box $12

Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Don't let your mind get so open that your brains fall out

2195. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <R.3244372F.308E@total.net>
Source record: 80408

Reposting article removed by rogue canceller.

Bruce Willard wrote:
>
> In article <19960920085027.aaaa002.L@babyblue.cs.yale.edu> Halliwell E Sra 436TS/TAC
<halliwee@TS436.dyess.af.mil> writes:
> >From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
> >Subject: Unusual Request
> >Date: 20 Sep 1996 08:50:28 -0400
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> >Alright, if anyone can come up with a shorter type-on-the-screen-with-
> >big-letters program than THIS, I'll eat my 8-bit:
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> >(some caveats... you must hit Break instead of Return or you'll get
> >an error message, and if you type a logical line more than two screen
> >lines long the display will glitch)
>
> Hmmm, do you have to eat it if your program doesn't work? If so, want
> some fries with that?
>
> Because Graphics 2 is a screen mode, not an editor mode (except for the
> four lines of Gr.0 on the bottom), your program only outputs to the
> four lines on the bottom, with nothing in the GR.2 area. Poke 87,0
> just moves the margin to the far left of the GR.0 area.
>
> Bruce Willard bwillard@mindspring.com

Actually, it's POKE 82,0 to change the margin. The Revised version is this:

GRAPHICS 18:POKE 87,0

(or use GR.17 for more text on screen)

2196. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <R.51vpsc$don@lastactionhero.rs.itd.umich.edu>
Source record: 80409
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
Reposting article removed by rogue canceller.

-rw-r--r-- kendric 344 Sep 16 01:46 ./8bit/Text/Printing/ddot2.blurb
-rw-r--r-- kendric 218 Sep 16 01:48 ./8bit/Text/Printing/pal.blurb
-rw-r--r-- kendric 444 Sep 16 02:04 ./8bit/Demos/Video/caveman.blurb
-rw-r--r-- kendric 441 Sep 16 02:07 ./8bit/Demos/Video/noisygia.blurb
-rw-r--r-- kendric 5347 Sep 16 02:55 ./8bit/Diskutils/Copy/fcopy551.arc
-rw-r--r-- kendric 719 Sep 16 02:55 ./8bit/Diskutils/Copy/fcopy551.blurb
-rw-r--r-- kendric 284 Sep 16 02:20 ./8bit/Diskutils/Transfer/dcmatr11.blurb
-rw-r--r-- kendric 186 Sep 16 02:55 ./8bit/Diskutils/Transfer/imu14.blurb
-rw-r--r-- kendric 284 Sep 16 02:47 ./8bit/Diskutils/Transfer/dcmatr12.blurb
-rw-r--r-- kendric 18686 Sep 16 02:55 ./8bit/Diskutils/Transfer/imu14.zip
-rw-r--r-- kendric 45 Sep 16 02:13 ./8bit/Graphics/Gui/goe.blurb
-rw-r--r-- kendric 480 Sep 16 02:10 ./8bit/Graphics/0subs.Graphics
-rw-r--r-- kendric 432 Sep 16 02:26 ./8bit/Graphics/Viewers/fntdsplr.blurb
-rw-r--r-- kendric 1757 Sep 16 02:55 ./8bit/Sound/Ams/amsxmas.arc
-rw-r--r-- kendric 674 Sep 16 02:55 ./8bit/Sound/Ams/amsxmas.blurb
-rw-r--r-- kendric 194 Sep 16 02:55 ./8bit/Emulators/Computer/emu800.blurb
-rw-r--r-- kendric 175442 Sep 16 02:55 ./8bit/Emulators/Computer/emu800.zip
-rw-r--r-- kendric 100 Sep 16 02:16 ./8bit/Os/xep80.blurb
-rw-r--r-- kendric 74 Sep 16 02:36 ./8bit/Os/osscrt.blurb
-rw-r--r-- kendric 2031 Sep 16 02:29 ./8bit/00.EXTENSIONS
-rw-r--r-- kendric 1942 Sep 16 03:02 ./8bit/00.CHANGES
-rw-r--r-- kendric 2240 Sep 16 01:47 ./8bit/00.CHANGES.96.09.13
-rw-r--r-- kendric 500 Sep 16 01:51 ./8bit/Languages/0subs.Languages
-rw-r--r-- kendric 188 Sep 16 02:30 ./8bit/Languages/Assembly/ramdisk256.blurb
-rw-r--r-- kendric 165 Sep 16 02:52 ./8bit/Languages/Assembly/keybuf.blurb
-rw-r--r-- kendric 79 Sep 16 02:50 ./8bit/Languages/Action/harvey.blurb
-rw-r--r-- kendric 22129 Sep 20 11:50 ./8bit/Faqs/modsfaq.txt
-rw-r--r-- kendric 108 Sep 20 11:49 ./8bit/Faqs/modsfaq.blurb
-rw-r--r-- kendric 627 Sep 20 13:03 ./8bit/00.CHANGES
-rw-r--r-- kendric 1942 Sep 20 13:03 ./8bit/00.CHANGES.96.09.16
-rw-r--r-- kendric 3204 Sep 20 12:59 ./8bit/Games/Card/cardpack.blurb
--
-- Howard Chu @ PLATINUM technology Inc., Los Angeles Laboratory
```

2197. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <R.Dy3Lwu.Ix5@cix.compulink.co.uk>
Source record: 80410

Reposting article removed by rogue canceller.

> While you are correct on all accounts, you are comparing apples to
> oranges. The 8-bit grapfics system design which later became the same
> design system for the Amiga is definitely much better than that of the
> ST. I've had and worked with the ST series and the Amiga as well as the
> 8-bit. The general design concept of the display list is (Copper list
> of the Amiga) works really well and can be adapted better than the
> system in the ST for many different graphical formats.
One thing that people often seem to miss is that these older machines
only had custom graphics hardware to make up for lack of cpu grunt.
Modern PCs and such like just do everything via raw horsepower and don't
need all the extra hardware.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--+

2198. function of the atr-file header

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <R.324433D6.1E78@kawo2.rwth-aachen.de>
Source record: 80411

Reposting article removed by rogue canceller.

Hello !

Is anyone here, could tell me the function of the 16 byte file-header of
the ATR-files.

Thanks Matt

2199. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <R.Dy3w6A.7D5@iglou.com>
Source record: 80412

Reposting article removed by rogue canceller.

In article <bwillard.384.000A12B9@mindspring.com>, Bruce Willard wrote:
>In article <19960920085027.aaaa002.L@babyblue.cs.yale.edu> Halliwell E Sra 436TS/TAC
<halliwee@TS436.dyess.af.mil> writes:
>>From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
>>Subject: Unusual Request
>>Date: 20 Sep 1996 08:50:28 -0400
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>
>>Alright, if anyone can come up with a shorter type-on-the-screen-with-
>>big-letters program than THIS, I'll eat my 8-bit:
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>>GR.2:POKE87,0
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>>There. <g>
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>>(some caveats... you must hit Break instead of Return or you'll get
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>>lines long the display will glitch)
>
>Hmmm, do you have to eat it if your program doesn't work? If so, want
>some fries with that?
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>four lines of Gr.0 on the bottom), your program only outputs to the
>four lines on the bottom, with nothing in the GR.2 area. Poke 87,0
>just moves the margin to the far left of the GR.0 area.
>
>
Change it to GR. 17 or GR. 18.
Of course, this isn't perfect either. There's no cursor, and you can get
lost off screen. But that one-liner could be used as part of a simple
program.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2200. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <R.51vd3j$n66@news.internetmci.com>
Source record: 80413

Reposting article removed by rogue canceller.

I bought v3.01 and v3.5, both are limited in sound and compatibility. Some things work, some does not. Forget about Spartados. Was I disappointed, well I am hoping for a FREE upgrade that will correct things. It is fast!

2201. Re: Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <R.Dy3A9w.Bxu@cix.compulink.co.uk>
Source record: 80414

Reposting article removed by rogue canceller.

> In article <51aivj$h1g@charm.magnus.acs.ohio-state.edu>,
> msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>
> >Found a neat little (well shown actually) article about Atari in the
> >October 1996 issue of Wired magazine. It basically goes through a
> brief
> >history of Atari when it started "From $500 to $452 Million and back
> again."
>
> Yes, the article was interesting. But I just picked up a news article
> yesterday (Joseph Gelmis in Long Island Newsday) about
> "thought-controlled" games. The series is called MindDrive. There's a
> package coming out soon for PC's consisting of a $140-150 plastic sensor
> ring and a converter that plugs into the PC's serial port. The package
> works under Windows. The ring detects the same kind of bioelectric
> signals as a lie-detector would, and allows the user to control a
> CD-ROM-based game. There are ten games (six available now) in the
> series, selling for $25-40 each. The one that is featured in the news
> article is called
> "MindSkier," and requires you to control a skier on a slalom course.
>
> Now, here's the interesting tidbit. MindDrive, it turns out, was
> developed by a company called "The Other 90% Technologies, Inc." This
> company was headed by Ron Gordon, who ran Atari Games in the 1970's, and
> then went on to Miramax Films. So, here's another instance of Atari
> alumni contributing big-time to the industry (yes, I know he was at
> Atari
> GAMES!)
>
> BTW, a device like this has implications for more than games (think
> adaptive technology, for example.)
Atari demoed a mind controlled 'joystick' and games back in the early
eighties.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

2202. Atari for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-21 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C8C1BB.10C1000B7B.uuout@compudata.com>
Source record: 80415

```
Atari Items for Sale plus shipping

Atari Power Supply part # C017945.................. $10
WICO Power Grip Joystick 50-2020 (2)............... $13 each
DVE Printer Power Supply Model DV-2412A............ $10
U-Print Model A printer interface for Atari Comp.... $ 9
Nintendo DMG-04 Cable.............................. $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks................ $ 6
10 Nashua single sided double density disks......... $ 6
19 Single sided single density disks for............ $ 5
14 Double side double density disks for............. $ 5
MPS801 Printer for Commodore...(two)................ $15 each
Okimate 20 Color Printer for Commodore.............. $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable......................... $10
TI Modulator PN 321453-01.......................... $ 9
TI Cartridge - Reading On for 99/4A................. $ 5
................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM
---
```


 OLXWin 1.00b Catatonic: An aging cat in desperate need for Geritol.

2203. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <522uei$mlv@login.freenet.columbus.oh.us>
Source record: 80319
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

```
Olaf Titz (olaf@bigred.inka.de) wrote:
: Urs Thuermann <thuerman@ibr.cs.tu-bs.de> wrote:
: > > > | And then there is the problem that gcc does not only take much memory
: > > > | for its code but also for data - it's notorious as a memory tester for
: > > > | PCs because of its huge working set.
: > So he said, *gcc* (not the generated application) takes much memory,
: > and it's a memory tester *for the PC* (not for the destination
: > hardware (6502)).

: Since it was me who wrote the quoted paragraph: yes, you're right.
: What I meant was the unfeasibility of a _native_ 6502 gcc.
: A 6502-_targeted_ gcc might well be possible (you better use short
: for int though...)

: > gcc really generates very tight code if you let it optimize (-O, -O2,
: > or higher). If you want to see, what gcc generates, use the -S option
: > and look at the assembler code.

: Voila, for the Hello World example, here's the 386 code from gcc:

: .file "hello.c"
: gcc2_compiled.:
: ___gnu_compiled_c:
: .text
: LC0:
: .ascii "Hello world\12\0"
: .align 4
: .globl _main
: _main:
: call ___main
: pushl $LC0
: call _printf
: addl $4,%esp
: ret

: That's the whole program. Don't count the "administrative" stuff (the
: empty symbols and ___main call) and you haven't left much to take out.
: :-) If the linker makes this into 100k, you likely have no shared libs
: or aren't using them.

I noticed that when I upgraded to ELF that anything I compiled was huge.
It's becuase that the "N" flag,which previously let you turn off the page
alingment (letting a tiny programme take up less than 8k),now cause a
static linking.
If you have this problem,look for "-N" in the "LDFLAGS" part of your makefile.
```

```
: olaf
: --
: ___ Olaf.Titz@inka.de or @{stud,informatik}.uni-karlsruhe.de ____
: __ o <URL:http://www.inka.de/~bigred/> <IRC:praetorius>
: __/<_ >> Just as long as the wheels keep on turning round
: _)>(_)_____________ I will live for the groove 'til the sun goes down << ____
```

2204. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <522uqt$mnd@login.freenet.columbus.oh.us>
Source record: 80320
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Bruce R. McFarling (ecbm@cc.newcastle.edu.au) wrote:
: On 18 Sep 1996, Bob Malay - Loral - X7750 wrote:

: > In article <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph>, Cliff Anderson
<cliff@gridpoint.com> writes:
: ...
: >> I think you missed his point. He was not saying that gcc takes too
: >> much memory to run, he was saying that programs compiled w/ gcc take up
: >> too much memory, and I believe he's right. I know a simple hello world
: >> using printf rather than write takes up about 100k or so. Way too big
: >> to be very useful.

: > But if you strip the binary it'll only be about 40k. GCC puts lots
: > of symbol table stuff in there.

: Wow! 'Only' 40K. And that leaves nearly 24K for doing something
: *and* printing the result.

How does it "leave" 24k???
The whole printf routine is linked in to the executable.This includes code
for several different conversions.So even thought you use it to convert a
number to text,it still takes up as much room.
There's also the start-up code.
(on Linux,both of these are kept in a seperate "library" file that all
programmes access)

: ROTFL

: Virtually,

: Bruce R. McFarling, Newcastle, NSW
: ecbm@cc.newcastle.edu.au

2205. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <522v02$mnk@login.freenet.columbus.oh.us>
Source record: 80321

Bill Marcum (bmarcum@iglou1.iglou.com) wrote:
: By the way, I'm almost certain that the subject line is a typo and should
: be Mydos 4.53/3 .

I've only ever used 4.50.
What does this new version have over the old?

2206. Re: HELP with Imageman and APE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <522vpb$n0t@login.freenet.columbus.oh.us>
Source record: 80322

Elvis Smurf (esmurf@ibm.net) wrote:
: having difficulty getting an .atr image created with imageman to be
: recognized by the atari when mounted through APE shareware. APE crashes
: with a runtime error if the .atr image is empty (unformatted?).

I thought that APE was a sector-by-sector deal.So it doesn't matter
what's on the disk.

: furthermore, i cant seem to format ANY image created with imageman,
: imagic95, or ape. i get error 139, 138.

Of course you can't format them,they're not real disks.
(and IDE hard disks can't be formatted at all,so forget about formatting
the sectors containing the disk image file)

: my goal is to move some of the single program files obtained from the
: archives into an .atr file, thus allowing me to use them on my 800 xl
: through APE.

: are there any other utilities out there? am i missing somehting
: obvious?

If you just want to re-build the file system on a disk use the "N" option
of MyDOS {

I
1/N

}.it'll ask you for confirmation.You can type "A" but then it will format as
well as building the empty directory and VTOC.
(I even tried it from BASIC using XIO,to no avail)

Also:If you use Imageman to create a enhanced (double density,128-byte
sector) disk image (the closest you'll get to "formating"),it will be for
AtariDOS,not MyDOS.MyDOS can only really handle AtariDOS disks with 720
sectors.Enhanced disks have 1040.MyDOS will think that it's a 720 sector disk.
(or,more to the point,that it only has 720 sectors free,or somesuch)
Just run "VTOCFIX" on it.It'll rebuild the VTOC (the list of free sectors).
One thing;when it asks you if the disk has 720 sectors,answer no and put
the real number(1040).Obviously this will go a lot faster if you run
VTOCFIX before you put any files on the "disk".

2207. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5231f1$o6d@login.freenet.columbus.oh.us>
Source record: 80323

Yogi (scharles@superlink.net) wrote:
: -I own both languages, and their manuals, but I'm not willing to part
: with
: -them at this time. However, I believe that B&C Computervisions, and
: -perhaps Best Electronics may still have them for sale.
: -
: -Alan

: How about bopping into DOS, doing a (K) binary save,
: LOGO.BIN,8000,BFFF and PILOT.BIN,8000,BFFF, and u/l them somewhere?
: So other people can use them?

Well,he Atari will not recognize the binary loaded cartridges it self,
so you'll have to run the cartridge manualy.

$BFFA (in the cartridge) contains the run address of the cartridge.
(remember,the low byte comes first and then the high byte.So run address
$A000 would look like $00A0 in a memory dump)
And $BFFE is the init address.
$BFFD contains some option bits.
bit0 means boot the disk (that's why BASIC boots DOS but not games)
bit2 init and run cart.(or else it just inits it)
bit7 was for diagnostic cartridges.The OS wouldn't init itself.

2208. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: tm2@nntp.best.com
Message-ID: <523ah1$foi@nntp1.best.com>
Source record: 80324
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: Bruce R. McFarling (ecbm@cc.newcastle.edu.au) wrote:
: : On 18 Sep 1996, Bob Malay - Loral - X7750 wrote:

: : > In article <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph>, Cliff Anderson
<cliff@gridpoint.com> writes:
: : ...
: : >> I think you missed his point. He was not saying that gcc takes too
: : >> much memory to run, he was saying that programs compiled w/ gcc take up
: : >> too much memory, and I believe he's right. I know a simple hello world
: : >> using printf rather than write takes up about 100k or so. Way too big
: : >> to be very useful.

: : > But if you strip the binary it'll only be about 40k. GCC puts lots
: : > of symbol table stuff in there.

: : Wow! 'Only' 40K. And that leaves nearly 24K for doing something
: : *and* printing the result.

: How does it "leave" 24k???
: The whole printf routine is linked in to the executable.This includes code
: for several different conversions.So even thought you use it to convert a
: number to text,it still takes up as much room.
: There's also the start-up code.
: (on Linux,both of these are kept in a seperate "library" file that all
: programmes access)

I think it's really funny when people jump in on these discussions...

"Oh sure, you can run gcc on anything!! What's the address space?"

"64k"

"Errr...well, I guess clever use of overlays could help with that...how wide are the
registers?"

"8 bits"

"Well, I guess you could hack the SImode and the HImode to be the same as the QImode...how
many
of these 8 bit registers are there?"

"3 of them"

"Well, I guess that makes register allocation difficult...the registers are all equivalent
yes?"

"Uhhh, no"

"Well I guess you could be really clever in the machine description...how big is the stack?"

"256 bytes"

(long pause) ... "Have you considered buying another machine?"

: : ROTFL

: : Virtually,

: : Bruce R. McFarling, Newcastle, NSW
: : ecbm@cc.newcastle.edu.au

Toshi

2209. Re: For Sale:The Atari Mother Lode

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <523t3k$6vn@news.internetmci.com>
Source record: 80325

I am interested in the Antic and Analog magazines. Are they still
available?

Rick Heldmann

2210. Re: I'm back on the INETRNET...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <523vi9$ojq@news.asu.edu>
Source record: 80326

Hello Bernard! Glad to see you back. Hope the Pro! nets are going well for everyone over there. Unfortunately, here in the U.S., they are moribund. At least they were down to 4 or 5 participants before the Iron Horse went down. There are more than just 4 or 5 Pro! BBSes still operating, but most do not network. The Atari spirit has died in the U.S. The newbies are mostly emulator users.

P.S. - The Iron Horse went down because of equipment malfunction and not because Mario wanted it to.

John Collins
NWPAC
###
--
ooooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooooo

2211. Re: 130XE 320k Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3245A79E.2209@total.net>
Source record: 80327

cyrus malek wrote:

> BTW, where are the directions for this upgrade located...I lost mine.

Check out the British Atari homepage (do a search on british atari with
Altavist and it should show up). He's got tons of u/gs online.

2212. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <523vou$rj4@news.asu.edu>
Source record: 80328

LOGO is available and *for sale* from my web page.

http://www.yab.com/~coolzip

As for a hacked, illegally pirated copy, I don't know of any.
--
ooooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooooo

2213. Re: 1050 Power Supply Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <523vuf$ke@news.asu.edu>
Source record: 80329

That's easy! It's the one marked C017945. It's output is 9v
AC and 31 VA. It's the same as the one for the 850, 1020 and
the 1200XL.

--
ooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooo

2214. Re: Atari DOS disk needed

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5240am$5lu@news.asu.edu>
Source record: 80330

Are they single or double density disks that you are formatting?
1050's choke on high-density diskettes. I may be wrong, but as
far as I know, you need an original copy of a DOS disk. You
can't create one otherwise. But then, I don't know everything
about the new emulators and SIO2PC/APE software.
--
ooooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooooo

2215. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <524138$ho0@news.asu.edu>
Source record: 80331

MYDOS 5.43/3??? Sorry, but MYDOS versions never went up that high. Probably a bastardize version someone hacked for the emulators. I wouldn't recommend it for *real* Ataries.

Or did you mean version 4.53???
--
oooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
oooooooooooooooooooooooooooooooooooo

2216. Re: Help! My Atari 400 DIED!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <52416j$j42@news.asu.edu>
Source record: 80332

```
Why bother? Get a"new" used 800XL.
--
ooooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooooo
```

2217. Re: UMICH FTP SITE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5241ul$seh@news.asu.edu>
Source record: 80333

Sorry, it doesn't exist. I tried and tried to get on there and
I keep getting refused. Seems the same 50 or 60 people are
always on there, no matter what time of day you try to log on.

I've had some say they have logged on there in the past, but now
cannot do so nowadays. I beginning to believe that the
addresses "atari.archive.umich.edu" and "archive.umich.edu" are
just some kind of front.

(The above is 50 percent truth, 50 percent sarcasm) :)

Anywho, I use "amiga.archive.umich.edu". Weird, but no waiting.
That's how I know the Merit Archive really do exist.

PS - Those mirror sites that are updated "daily"...
Why aren't they being updated daily??? Or ever???
--
ooooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooooo

2218. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5242ec$593@news.asu.edu>
Source record: 80334

Glad to hear it Bob! Way back in 1993 when I proposed the idea
on the Pro! nets, it caused quite a stir and split us
into 2 camps. Those who were vehemently against it (the IAN net)
(US, that is) and those who were for it (USF net). Almost cause
the two net to stop speaking to each other. So for all those
on the IAN network (US side), a hearty raspberry to you. Now
that most of those bozos are on the net, they think it's a
wonderful idea, now! Shhesh!!!
--
ooooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooooo

2219. OS: 800 <-> XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <5243o0$8df@news.internetmci.com>
Source record: 80335

Can I use something other than a translator disk, to switch between
the 800XL operating system and the 800 operating system, to run programs
written specifically for the 800?

Rick

2220. Re: UMICH FTP SITE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5245qd$k3m@nnrp1.news.primenet.com>
Source record: 80336

In article <5241ul$seh@news.asu.edu>, JOHN COLLINS <irata@aztec.asu.edu> wrote:
>
>Sorry, it doesn't exist. I tried and tried to get on there and
>I keep getting refused. Seems the same 50 or 60 people are
>always on there, no matter what time of day you try to log on.
>
>I've had some say they have logged on there in the past, but now
>cannot do so nowadays. I beginning to believe that the
>addresses "atari.archive.umich.edu" and "archive.umich.edu" are
>just some kind of front.

I don't remember EVER getting through to atari.archive.umich.edu.
That's why all the links point to the Gopher version.

>Anywho, I use "amiga.archive.umich.edu". Weird, but no waiting.
>That's how I know the Merit Archive really do exist.

What sucks worst about amiga.archive.umich.edu is you can't cd ..,
nor can you cd down more than one directory at a time. What kind of
ass-backwards system are they using over there?
--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2221. Weird-ass XE cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: "A.P. Hilliard" <ash@ibm.net>
Message-ID: <01bba8c3$c5508c20$6be248a6@pash>
Source record: 80337
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Just picked up a grime-covered XE game system with light gun and keyboard (for $2!). It came with two carts: BugHunt and Flight Sim 2. Anyway, after cleaning it up a bit, I could only get it to play my standard 8-bit computer carts and neither one of the XE carts would work. Finally, after cleaning them real good AND plugging in the keyboard, I got both to work.

Here's the weird thing though: when I was trying to get BugHunt to work (pulling it out and putting it back in several times, blowing on it, cleaning it, jostling it while plugged in..you know the routine) I at one point got the opening screen for Missile Command!! What's up with this? Is Missile Command built into the XE system? If so, I couldn't get it to return with no cart plugged in, or was Missile Command also included on the BugHunt cart? Anyone else had this happen?

One other thing: BugHunt is always monochrome (green and black). Is it always like this or can you get color?

--
Ash
<ash@ibm.net>
Yllabian Space Guppies SpA

2222. 1050 Disk drive to IBM

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: Randy Cornetta <cornetta@snip.net>
Message-ID: <3244CBCF.739A@snip.net>
Source record: 80338

Quick question. What type of hardware do you need to build a interface cable that conneects to the 1050 drive and the IBM? And also, does the interface cable hook up to the serial or printer port(IBM).
Thank You,
Randy

2223. copying complete Subdirectories with SPARTA ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3245A573.57FF@kawo2.rwth-aachen.de>
Source record: 80339

Hello !

Is ther any toll, that allows copying complete subdirectories with
Sparta 3.2

Thanks

Matt

2224. Re: Weird-ass XE cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: brownde@cs.unc.edu
Message-ID: <524heq$ht2@eeyore.cs.unc.edu>
Source record: 80340
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <01bba8c3$c5508c20$6be248a6@pash>,
A.P. Hilliard <ash@ibm.net> wrote:
>Here's the weird thing though: when I was trying to get BugHunt to work
>(pulling it out and putting it back in several times, blowing on it,
>cleaning it, jostling it while plugged in..you know the routine) I at one
>point got the opening screen for Missile Command!! What's up with this?

Yep, Missile Command is built-in. If the keyboard is plugged in, and
you turn on the system without a cart, you get basic. If the keyboard
isn't plugged in, you get Missile Command.
Maybe the time MC came up, your keyboard connection was loose/bad/not
recognized.

Maybe all of the above is wrong, but that's what I remember.

>One other thing: BugHunt is always monochrome (green and black). Is it
>always like this or can you get color?

Isn't green and black enough for you? :) [Yep, that's all there is.]

--
Dennis Brown YET ANOTHER NEW E-MAIL ADDRESS: brownde@cs.unc.edu
Visit the Classic Home Games Museum at http://www.cs.unc.edu/~brownde/museum

2225. Re: Atari advice!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <524in4$erj@nuke.csu.net>
Source record: 80341

David Bennett (sunlord@zot.io.org) wrote:
:
: I currently have APE, a 1050 and an XF551. I have all the different
: DOS's on disk. I am wondering what other programs I need to run a
: succesful system. I have seen many notes regarding something called
: a 'Boot menu loader' and programs such as this. Can anyone suggest
: programs that could be useful to the everyday operation of my atari?

A boot menu loader is simply a tiny program which sits on the boot sectors
of your disk. They know a little bit about reading a disk directory and
how to do a "binary-load".

They're used to replace DOS. Most games don't need to know how to do
lots of DOS commands (like "delete", "rename", etc.), so why bother loading it
up?

Also, the nearly instant speed you get with a boot loader (versus first loading
DOS, then the DOS interface (menu, command line, whatever)) is pretty nice
as well. :)

The only boot loader installer that >I< personally know of is "Chaos Loader."
I know for a fact there are a few others you can use, too.

Finally, remember, they aren't a replacement for a DOS. They're just a
replacement for a DOS on a game disk. (Got a disk full of .COM or .EXE
games? Use a boot menu to speed the access!)

: (Which DOS should I use? How do I run bootable programs without
: turning on and off the cpu while holding option? SpartaDOS reads
: MYDOS, But mydos doesnt read Sparta.. does that make it better? etc
: etc.)

DOS to use: My suggestion is MyDOS. Compatibility AND features, versus
slight incompatibility and TONS of features. They both have
subdirectories, they both have RAMdisk support, etc. MyDOS is a menu
(yay!), SpartaDOS is a command line interpreter (cool! (harder to learn)).
SpartaDOS has time/date stamping (a MUST for BBS Sysops!). MyDOS doesn't.
MyDOS is VERY Compatible. SpartaDOS isn't (relatively speaking...)

To boot a disk w/o turning your machine on and off, you can simply reboot
it (warm-boot (vs. the "off/on" 'cold boot')). In Atari DOS or MyDOS,
do a [R]un at address:
E477 (that's hex for 58487)

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **

http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2226. Re: Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <524j6t$erj@nuke.csu.net>
Source record: 80342

ASharkis (asharkis@aol.com) wrote:

: Now, here's the interesting tidbit. MindDrive, it turns out, was
: developed by a company called "The Other 90% Technologies, Inc." This
: company was headed by Ron Gordon, who ran Atari Games in the 1970's, and
: then went on to Miramax Films. So, here's another instance of Atari
: alumni contributing big-time to the industry (yes, I know he was at Atari
: GAMES!)

WOW! I have a friend who works at The OTher 90%, and I was offered a job there, but (because of my lack of a GOOD PC (one with which I could do development), and because I already had a well-paying job) I didn't get it!

But yeah, I DID know that Ron Gordon was there (although my friend didn't exactly give me any details on him other than he used to work at Atari).

Cool!

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2227. My Flyer update finally ready!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <xLFz8gt.rldetlefsen@delphi.com>
Source record: 80343

********** NOW RELEASED **********

The More Than Games Flyer UPDATE 1996-A
Many more items for Atari 8 and ST. With things for Apple II & Commodore.

300 items not in the last flyer. Almost 1100 pieces.
Now with a Portfolio Public Domain/Shareware library.
We've added almost 500 more magazines.

You can request any of the following:

*) MTG Flyer(94)- 40K each, 637 lines.
*) Games(2600, 5200, etc.) List- 5K, 67 lines.
*) Magazines List- 18K(due end of Sep 96), about 200 lines.
*) 1996 Update(all systems)- 40K, 538 lines.

Specify list(s) and whether you want ASCII or A8 Atari format,
and your email address, or postal address if you want a printed
version.
Also, let me know if you are no longer interested in Atari stuff.
Email to:74766.1561@compuserve.com.

Rick Detlefsen

2228. copying subdirectories with SPARTA ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3245A4D9.5565@kawo2.rwth-aachen.de>
Source record: 80344

Hello !

Iï¿½d like to know, if thereï¿½s any tool for SD3.2, that allows copying
with subdirectories included !

Please hlep

Matt

2229. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <557213709.42239.43.starship@3rdplanet.com>
Source record: 80345

> Newsgroups: comp.sys.atari.8bit
> References: <51ol66$kni@dfw-ixnews10.ix.netcom.com>
> From: ilaskey@cix.compulink.co.uk ("Iain Laskey")
>
> > While you are correct on all accounts, you are comparing apples to
> > oranges. The 8-bit grapfics system design which later became the same
> > design system for the Amiga is definitely much better than that of the
> > ST.
<SNIP>
> One thing that people often seem to miss is that these older machines
> only had custom graphics hardware to make up for lack of cpu grunt.
> Modern PCs and such like just do everything via raw horsepower and don't
> need all the extra hardware.

Sure they do. That's why there are all these "Windows accellerator" graphics
cards. <EG>

Seriously, though - imagine a machine with the raw horsepower of the P6/200
and the video processing handled by a dedicated, graphics-optimized CPU.
Seems to me that designing a machine to get the best possible performance
means optimizing each portion for maximum performance - the CPU for handling
coordination and number crunching, seperate video processing, I/O processing,
data storage, user interface... Hmmm, I think I just described an Atari
Falcon with the 040 upgrade.

* Kivi (unregistered) 1.21 *
--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

2230. XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: starship@3rdplanet.com
Message-ID: <557213709.42240.48.starship@3rdplanet.com>
Source record: 80346

> Newsgroups: comp.sys.atari.8bit
> References: <51stlp$3sq@newsbf02.news.aol.com> <32424f2a.6ce7@owl.co.uk>
> From: UASZ40A@prodigy.com (Robert Stone)
>
> .... Sound emulation might take a lot more work than Emulators,
> Inc. can justify from a dollars standpoint though.

That is, to coin a phrase, just a crock. Sound emulation is far easier than video mode emulation; XL-it! uses .WAV files and does a good job with sound. Shoot, even on my ST, I have a couple of sound players that convert audio files to the desired format and sample rate on the fly, while playing them. The Intel machines should be able to handle such emulation and conversion far more easily, since they are designed primarily to crunch numbers ratehr than as general-purpose processors.

* Kivi (unregistered) 1.21 *

--
Visit us at http://www.3rdplanet.com/~starship
+-----------------------------------+--------------------------+
Supporting Atari users worldwide	51:205/311.0@atarinet.ftn
Internet, Atarinet, and Net ST	90:304/6.0@nest.ftn
STarship & Quark's Holosuites	+1-503-244-2870
Links at http://www.3rdplanet.com/~starship/atari.htm
+-----------------------------------+--------------------------+

2231. Flippy Disks on an Emmulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199609221925.a38527@do2.maus.de>
Source record: 80347

L>XLITE

Where can I get it?

Tschuess
Frank

2232. Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <R.19960922005236.aaaa007HI@babyblue.cs.yale.edu>
Source record: 80348

Reposting article removed by rogue canceller.

AAAAARRRRGGGHHHHH! This is what I get for posting from memory.

On 20 Sep 1996 16:46:09, nickb@primenet.com (Nick S Bensema) said:

>In article <19960920085027.aaaa002.L@babyblue.cs.yale.edu>,
>Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> wrote:
>>
>>Alright, if anyone can come up with a shorter type-on-the-screen-with-
>>big-letters program than THIS, I'll eat my 8-bit:
>>
>>GR.2:POKE87,0
>>
>>There. <g>
>>
>>(some caveats... you must hit Break instead of Return or you'll get
>>an error message, and if you type a logical line more than two screen
>>lines long the display will glitch)>
>
>That's why most people decided against posting this version. Most
>thoughts cannot be expressed in 38 characters.

True, but most thoughts can be expressed in 12 lines of 38 characters.

>I would like to reiterate the importance of testing these programs before
>posting them, as I did with my version.

Point made. I can't believe I made that goof when posting.

>BTW..
>
>GR.2:PO.87,0

Heh heh. Yeah, wasn't it great of Atari to put POINT ahead of POKE in
the symbol table?

For the record, here's what I MEANT to post:

GR.18:POKE87,0

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2233. Re: HELP with Imageman and APE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <R.522vpb$n0t@login.freenet.columbus.oh.us>
Source record: 80349

Reposting article removed by rogue canceller.

Elvis Smurf (esmurf@ibm.net) wrote:
: having difficulty getting an .atr image created with imageman to be
: recognized by the atari when mounted through APE shareware. APE crashes
: with a runtime error if the .atr image is empty (unformatted?).

I thought that APE was a sector-by-sector deal.So it doesn't matter
what's on the disk.

: furthermore, i cant seem to format ANY image created with imageman,
: imagic95, or ape. i get error 139, 138.

Of course you can't format them,they're not real disks.
(and IDE hard disks can't be formatted at all,so forget about formatting
the sectors containing the disk image file)

: my goal is to move some of the single program files obtained from the
: archives into an .atr file, thus allowing me to use them on my 800 xl
: through APE.

: are there any other utilities out there? am i missing somehting
: obvious?

If you just want to re-build the file system on a disk use the "N" option
of MyDOS {

I
1/N

}.it'll ask you for confirmation.You can type "A" but then it will format as
well as building the empty directory and VTOC.
(I even tried it from BASIC using XIO,to no avail)

Also:If you use Imageman to create a enhanced (double density,128-byte
sector) disk image (the closest you'll get to "formating"),it will be for
AtariDOS,not MyDOS.MyDOS can only really handle AtariDOS disks with 720
sectors.Enhanced disks have 1040.MyDOS will think that it's a 720 sector disk.
(or,more to the point,that it only has 720 sectors free,or somesuch)
Just run "VTOCFIX" on it.It'll rebuild the VTOC (the list of free sectors).
One thing;when it asks you if the disk has 720 sectors,answer no and put
the real number(1040).Obviously this will go a lot faster if you run
VTOCFIX before you put any files on the "disk".

2234. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <R.522v02$mnk@login.freenet.columbus.oh.us>
Source record: 80350

Reposting article removed by rogue canceller.

Bill Marcum (bmarcum@iglou1.iglou.com) wrote:
: By the way, I'm almost certain that the subject line is a typo and should
: be Mydos 4.53/3 .

I've only ever used 4.50.
What does this new version have over the old?

2235. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <R.522uei$mlv@login.freenet.columbus.oh.us>
Source record: 80351
Cross-posted to: comp.sys.cbm,gnu.gcc,de.comp.gnu,comp.sys.atari.8bit

Reposting article removed by rogue canceller.

Olaf Titz (olaf@bigred.inka.de) wrote:
: Urs Thuermann <thuerman@ibr.cs.tu-bs.de> wrote:
: > > > | And then there is the problem that gcc does not only take much memory
: > > > | for its code but also for data - it's notorious as a memory tester for
: > > > | PCs because of its huge working set.
: > So he said, *gcc* (not the generated application) takes much memory,
: > and it's a memory tester *for the PC* (not for the destination
: > hardware (6502)).

: Since it was me who wrote the quoted paragraph: yes, you're right.
: What I meant was the unfeasibility of a _native_ 6502 gcc.
: A 6502-_targeted_ gcc might well be possible (you better use short
: for int though...)

: > gcc really generates very tight code if you let it optimize (-O, -O2,
: > or higher). If you want to see, what gcc generates, use the -S option
: > and look at the assembler code.

: Voila, for the Hello World example, here's the 386 code from gcc:

```
: .file "hello.c"
: gcc2_compiled.:
: ___gnu_compiled_c:
: .text
: LC0:
: .ascii "Hello world\12\0"
: .align 4
: .globl _main
: _main:
: call ___main
: pushl $LC0
: call _printf
: addl $4,%esp
: ret
```

: That's the whole program. Don't count the "administrative" stuff (the
: empty symbols and ___main call) and you haven't left much to take out.
: :-) If the linker makes this into 100k, you likely have no shared libs
: or aren't using them.

I noticed that when I upgraded to ELF that anything I compiled was huge.
It's becuase that the "N" flag,which previously let you turn off the page
alingment (letting a tiny programme take up less than 8k),now cause a

static linking.
If you have this problem,look for "-N" in the "LDFLAGS" part of your makefile.

: olaf
: --
: ___ Olaf.Titz@inka.de or @{stud,informatik}.uni-karlsruhe.de ____
: __ o <URL:http://www.inka.de/~bigred/> <IRC:praetorius>
: __/<_ >> Just as long as the wheels keep on turning round
: _)>(_)_____________ I will live for the groove 'til the sun goes down << ____

2236. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <R.522uqt$mnd@login.freenet.columbus.oh.us>
Source record: 80352
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Reposting article removed by rogue canceller.

Bruce R. McFarling (ecbm@cc.newcastle.edu.au) wrote:
: On 18 Sep 1996, Bob Malay - Loral - X7750 wrote:

: > In article <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph>, Cliff Anderson
<cliff@gridpoint.com> writes:
: ...
: >> I think you missed his point. He was not saying that gcc takes too
: >> much memory to run, he was saying that programs compiled w/ gcc take up
: >> too much memory, and I believe he's right. I know a simple hello world
: >> using printf rather than write takes up about 100k or so. Way too big
: >> to be very useful.

: > But if you strip the binary it'll only be about 40k. GCC puts lots
: > of symbol table stuff in there.

: Wow! 'Only' 40K. And that leaves nearly 24K for doing something
: *and* printing the result.

How does it "leave" 24k???
The whole printf routine is linked in to the executable.This includes code
for several different conversions.So even thought you use it to convert a
number to text,it still takes up as much room.
There's also the start-up code.
(on Linux,both of these are kept in a seperate "library" file that all
programmes access)

: ROTFL

: Virtually,

: Bruce R. McFarling, Newcastle, NSW
: ecbm@cc.newcastle.edu.au

2237. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2209962053420001@port22.bitstream.net>
Source record: 80353

In article <5231f1$o6d@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

> Yogi (scharles@superlink.net) wrote:
> : -I own both languages, and their manuals, but I'm not willing to part
> : with
> : -them at this time. However, I believe that B&C Computervisions, and
> : -perhaps Best Electronics may still have them for sale.
> : -
> : -Alan
>
> : How about bopping into DOS, doing a (K) binary save,
> : LOGO.BIN,8000,BFFF and PILOT.BIN,8000,BFFF, and u/l them somewhere?
> : So other people can use them?
>
> Well,he Atari will not recognize the binary loaded cartridges it self,
> so you'll have to run the cartridge manualy.

On the other hand, Rainbow (and I think some of the other emulators) can
run Cartridge ROM images. I was able to do this with most of my carts and
they work great! I wouldn't mind getting my hands on Logo in this form. I
used to have it, but it's disappeared. I still have all the docs (mine
came with 2 copies of the manuals for some reason) and the box.

Mark Simonson
marksim@bitstream.net

2238. BASIC XL ROM image?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2209962127510001@port1.bitstream.net>
Source record: 80354

A couple months ago there was some discussion about how to extract the ROM image from a BASIC XL cart for use with Rainbow. Has anyone done this successfully?

After reading through notes from Chris Lam and Bill Wilkinson's discussion about supercarts here, I thought I figured out a way to do this without programming using something like this:

Start up with BASIC XL, go to DOS, choose option K using:
<dummy filename>,D501,D501
This should enable the cart with bank 1 selected (any read/write to D501 supposedly will do this)
Write the cart address space to disk using option K again:
BASICXL1,A000,BFFF
Repeat procedure for D502 (to select bank 2) and D503 (to select bank 3), writing the ROMs to disk each time.
Finally, transfer the files to my Mac and stitch them together.

Well, it didn't work. Is there some reason why this shouldn't work? Chris's suggestion was to write a short assembly language program to switch in the banks one at a time, copy the ROMs to a different area in RAM, and then switch to DOS and write that area out to disk. I thought I figured out a short cut...:-(

Mark Simonson
marksim@bitstream.net

2239. Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960922005236.aaaa007HI@babyblue.cs.yale.edu>
Source record: 80416

AAAAARRRRGGGHHHHH! This is what I get for posting from memory.

On 20 Sep 1996 16:46:09, nickb@primenet.com (Nick S Bensema) said:

>In article <19960920085027.aaaa002.L@babyblue.cs.yale.edu>,
>Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> wrote:
>>
>>Alright, if anyone can come up with a shorter type-on-the-screen-with-
>>big-letters program than THIS, I'll eat my 8-bit:
>>
>>GR.2:POKE87,0
>>
>>There. <g>
>>
>>(some caveats... you must hit Break instead of Return or you'll get
>>an error message, and if you type a logical line more than two screen
>>lines long the display will glitch)>
>
>That's why most people decided against posting this version. Most
>thoughts cannot be expressed in 38 characters.

True, but most thoughts can be expressed in 12 lines of 38 characters.

>I would like to reiterate the importance of testing these programs before
>posting them, as I did with my version.

Point made. I can't believe I made that goof when posting.

>BTW..
>
>GR.2:PO.87,0

Heh heh. Yeah, wasn't it great of Atari to put POINT ahead of POKE in
the symbol table?

For the record, here's what I MEANT to post:

GR.18:POKE87,0

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2240. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <522ovq$c0j@nnrp1.news.primenet.com>
Source record: 80417

In article <Dy3Lwu.Ix5@cix.compulink.co.uk>,
Iain Laskey <ilaskey@cix.compulink.co.uk> wrote:
>One thing that people often seem to miss is that these older machines
>only had custom graphics hardware to make up for lack of cpu grunt.

And it works, eh?

Didn't Tail of Beta Lyrae use display lists to do the really fast
page flipping used to superimpose text over the title graphics?
Just use that jump instruction in the display list to jump to another
display list, I think. (I used to wonder what that was for, I figured
out 2-F by poking the display list and seeing what happened.)

This kind of thing was probably borrowed by Amiga technology to do those
famed interlaced screens that everyone in the 90's loves to hate.

though I don't have the Atari 8-bit emulator for the Amiga (which claims
to be compiled from Unix), I'd like to know if it runs on an ECS Amiga,
and if it takes advantage of copper lists and all that cool stuff?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2241. $$COULD YOU USE A LOTTA XTRA CASH?$$

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-22 00:00:00 UTC
From: plamour@tss.net
Message-ID: <522tgq$q0d@sjx-ixn3.ix.netcom.com>
Source record: 80418

```
Mary Had A Little Lamb: 9878999, 888, 999, 9878999, 88987
```

2242. Re: copying complete Subdirectories with SPARTA ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <525pa4$cjv@login.freenet.columbus.oh.us>
Source record: 80269

Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:
: Hello !

: Is ther any toll, that allows copying complete subdirectories with
: Sparta 3.2

Me again.What's a toll?!?

I tried MENU and XCOPY but they were no help.
DUPDSK will do a sector copy,but it won't give you a choice in what to copy,
everything gets copied.

2243. Re: Atari advice!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <525pjp$d6e@login.freenet.columbus.oh.us>
Source record: 80270

William Kendrick (kendrick@sitka.sonoma.edu) wrote:
: David Bennett (sunlord@zot.io.org) wrote:
: :
: : I currently have APE, a 1050 and an XF551. I have all the different
: : DOS's on disk. I am wondering what other programs I need to run a
: : succesful system. I have seen many notes regarding something called
: : a 'Boot menu loader' and programs such as this. Can anyone suggest
: : programs that could be useful to the everyday operation of my atari?

: A boot menu loader is simply a tiny program which sits on the boot sectors
: of your disk. They know a little bit about reading a disk directory and
: how to do a "binary-load".

: They're used to replace DOS. Most games don't need to know how to do
: lots of DOS commands (like "delete", "rename", etc.), so why bother loading it
: up?

Remember,you won't be able to save your game if the game saves the game in
a file rather than certain sectors.
(Eastern Front 1941 and et cetera also let you use C: (tape drive))

: Also, the nearly instant speed you get with a boot loader (versus first loading
: DOS, then the DOS interface (menu, command line, whatever)) is pretty nice
: as well. :)

: The only boot loader installer that >I< personally know of is "Chaos Loader."
: I know for a fact there are a few others you can use, too.

: Finally, remember, they aren't a replacement for a DOS. They're just a
: replacement for a DOS on a game disk. (Got a disk full of .COM or .EXE
: games? Use a boot menu to speed the access!)

: : (Which DOS should I use? How do I run bootable programs without
: : turning on and off the cpu while holding option? SpartaDOS reads
: : MYDOS, But mydos doesnt read Sparta.. does that make it better? etc
: : etc.)

: DOS to use: My suggestion is MyDOS. Compatibility AND features, versus
: slight incompatibility and TONS of features. They both have
: subdirectories, they both have RAMdisk support, etc. MyDOS is a menu
: (yay!), SpartaDOS is a command line interpreter (cool! (harder to learn)).
: SpartaDOS has time/date stamping (a MUST for BBS Sysops!). MyDOS doesn't.
: MyDOS is VERY Compatible. SpartaDOS isn't (relatively speaking...)

: To boot a disk w/o turning your machine on and off, you can simply reboot
: it (warm-boot (vs. the "off/on" 'cold boot')). In Atari DOS or MyDOS,
: do a [R]un at address:

: E477 (that's hex for 58487)

: -bill!
: kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
: ** New Breed Software ** / | \ ** William Kendrick **
: http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2244. Re: Geezer 8-bitter needs help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: username@airmail.net
Message-ID: <525pui$46j@news1.gte.net>
Source record: 80271

SNIP
>Does *anybody* have any ideas on how to fix my poor 800? It seems like
>much too good a machine to toss!
>
>Any advice is most appreciated, and thank you very much in advance for
>anything y'all smart folks could help me with!
>

I hate to suggest something so obvious, but did you set
the drive ID switches so there wouldn't be an address
conflict.

2245. FS:10yr collection of Atari equipment

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: bradb40494@aol.com
Message-ID: <525qp1$8ju@newsbf02.news.aol.com>
Source record: 80272

OK, lets try again I posted this before but didn't get any responses
Lots of hardware and software I would like to sell together.
200$ or best offer takes all!!!!
E-Mail BradB40494@aol.com if interested

Atari XE game system, good condition, manuals included.
Atari 800 computer, works, fair condition, has owners guide.
Atari 1050 disk drive, good condition with owners manual.
Atari 410 program recorder, works, fair condition, has owners guide
Atari 1025 printer, good condition, with owners guide and dust cover.
Covox voice master, sound digitizer and playback, speech recognition, with
owners manual diskette and microphone/headset.
3 joysticks, 2 standard Atari 1 aftermarket
Atari remote control joysticks, 2 joysticks and receiver, owners manual
and universal power supply, good condition. (originally designed for 2600
but works good with computers)
2 standard power supplys
1 XEGS power supply
3 books Atari basic, Inside Atari basic, Atari in wonderland.
misc interface cables etc....

30 cartridges *manual, **box,***both

video easel
krazy kritters*
centipede*
ace of aces***
joust*
frogger*
basketball*
kstar patrol*
alf in the color caves***
demon attack
music composer*
ms pac man*
flight sim II *
krazy shoot out*
ernie's magic shapes
atarigraphics w/light pen*
super breakout w/paddles*
pac man*
missile command
krazy antics*
facemaker**
donkey kong jr*

basic
mountain king*
return of the jedi*
asteroids*
star raiders*
atariwriter*
bug hunt w/light gun
et phone home*

30 disks
manuals and or boxes for the following
one on one***
la swat/panther**
silent service***
gauntlet***
dr seuss, fix up the mix up puzzler***
math blaster***
movie maker***
match wits*
jumpman junior*
richard petty's talledega*
super huey*
typing tutor/word invaders*
pit stop*
blazing paddles*
micro painter*

47 program tapes
manuals for the following
aztec challenge
frenzy & flip flop
states & capitals
planet miners
space invaders

genrally the tapes are unrealiable many may not work

2246. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <525u6g$7nb@dfw-ixnews2.ix.netcom.com>
Source record: 80273

In <51vd3j$n66@news.internetmci.com> Richard Heldmann
<richard.heldmann@internetMCI.com> writes:
>
>I bought v3.01 and v3.5, both are limited in sound and compatibility.

>Some things work, some does not. Forget about Spartados. Was I
>disappointed, well I am hoping for a FREE upgrade that will correct
>things. It is fast!
>
>
>
For me, as long as Atari BASIC works, I'm almost happy. SD would be
wonderful and BASIC XE would make it perfect for me. I don't do any
sound on the emulator, although I do on the real 130XE. I don't do
games, well, rarely on the 130XE. So far most of my BASIC stuff has
worked. I have to convert my BXE/BXL programs back to AtariBASIC to get
them working. It does what I need it for with the above exceptions. I
think there is a guy local to me that is working on a way to use SD
3.2d with the it, but there are complications that are in SD that make
it difficult.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2247. Re: UMICH FTP SITE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <525um1$fp6@sjx-ixn6.ix.netcom.com>
Source record: 80274

In <5241ul$seh@news.asu.edu> irata@aztec.asu.edu (JOHN COLLINS) writes:

>
>
>Sorry, it doesn't exist. I tried and tried to get on there and
>I keep getting refused. Seems the same 50 or 60 people are
>always on there, no matter what time of day you try to log on.
>
>I've had some say they have logged on there in the past, but now
>cannot do so nowadays. I beginning to believe that the
>addresses "atari.archive.umich.edu" and "archive.umich.edu" are
>just some kind of front.
>
>(The above is 50 percent truth, 50 percent sarcasm) :)
>
>Anywho, I use "amiga.archive.umich.edu". Weird, but no waiting.
>That's how I know the Merit Archive really do exist.
>
>PS - Those mirror sites that are updated "daily"...
>Why aren't they being updated daily??? Or ever???
>--
>ooooooooooooooooooooooooooooooooooo
>o John Collins Phoenix Ariz o
>ooooooooooooooooooooooooooooooooooo
There is another way that I used and works fine.
FTP://wuarchive.umich.edu/atari/8bit. I can't u/l, but getting in and
retrieving files works. You can also
gopher://gopher.archive.umich.edu:7055/11/atari/8bit. This works great
for getting files.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2248. Re: OS: 800 <-> XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <525uve$gh5@dfw-ixnews7.ix.netcom.com>
Source record: 80275

In <5243o0$8df@news.internetmci.com> Richard Heldmann
<richard.heldmann@internetMCI.com> writes:
>
>Can I use something other than a translator disk, to switch between
>the 800XL operating system and the 800 operating system, to run
programs
>written specifically for the 800?
>
>Rick
>
The only other thing you could do is to use a real 800 computer.
You could probably find a used working one in this newsgroup. Just ask
around. That would be much better than using the translator, especially
for carts.

rely@ix.netcom.com -or rsely@dhs.state.nj.us

2249. Re: MIO II: What happened to it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <525v6r$kuu@dfw-ixnews4.ix.netcom.com>
Source record: 80276

In <524iad$don@news.enterprise.net> starwars@enterprise.net (David Wyn Davies) writes:
>
>Anyone know what happened to the MIO II?
>
>Last I knew was that a prototype was up and running but as yet still
>no sign of it ...
>
>David Wyn Davies Nintendo, Sony, Apple,
>starwars@enterprise.net PC, Amiga, Atari, SEGA
>---------------------- by Mail Order.
>Award Winners, Gamdda Wen, Ask us about our products
>LLanerchymedd, Anglesey and unique payment methods!
>LL71 7AG. Wales.
>
Was that being built by ICD? If so, you'll be waiting a very long time. ICD sold all of it's 8-bit products to Fine Tooned Engineering. I don't know what the status of FTE is these days.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2250. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn54d5jg.ur9.asmolar@nscs.fast.net>
Source record: 80277

On 23 Sep 1996 05:02:12 -0400, Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>Tony Smolar (asmolar@nscs.fast.net) wrote:
>: >You mean far LESS advanced.
>: >At least in terms of graphics (colors) and sound (yeech)
>
>: Huh? How is a minimum resolution of 320x200x16 colors out of 512 or 4096
>: less advanced than a maximum of 320x192x2 colors out of 128? Of course
>: you can display more colors on both computers with special programming.
>
>An Atari is really 320x200,not 192.That's just a Atari convention.
>And you get four colours,not two.It's just that you can only control two of
>them.The other two are functions of the (one) foreground colour.
>(kinda like the Apple)

It's two colors. The other two only show up because of the limited resolution
of the TV screen. If you use a high-quality monitor, you won't get those
extra colors.

2251. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <3246A36B.1D81@tcd.net>
Source record: 80278

As a remote SysOp you can do it if you have access to the Dosshell,
When you receive the packet. Logon with the account you were preping
for so that accounts hi-message counter will get updated. Upload the
packet unarc it to *.dat, and move it to the Network subdirectory as
Incoming.DAT, then run netprep on it..

2252. Re: Weird-ass XE cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3246C333.490E@total.net>
Source record: 80279
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Dennis Brown wrote:
>
> In article <01bba8c3$c5508c20$6be248a6@pash>,
> A.P. Hilliard <ash@ibm.net> wrote:
> >Here's the weird thing though: when I was trying to get BugHunt to work
> >(pulling it out and putting it back in several times, blowing on it,
> >cleaning it, jostling it while plugged in..you know the routine) I at one
> >point got the opening screen for Missile Command!! What's up with this?
>
> Yep, Missile Command is built-in. If the keyboard is plugged in, and
> you turn on the system without a cart, you get basic. If the keyboard
> isn't plugged in, you get Missile Command.
> Maybe the time MC came up, your keyboard connection was loose/bad/not
> recognized.
>
> Maybe all of the above is wrong, but that's what I remember.
>

You can also boot to Missile Command by holding down SELECT as you turn
on.

2253. Re: OS: 800 <-> XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3246C474.7248@total.net>
Source record: 80280

Richard Heldmann wrote:
>
> Can I use something other than a translator disk, to switch between
> the 800XL operating system and the 800 operating system, to run programs
> written specifically for the 800?
>
> Rick

OK, step one: Use an Eprom Burner to copy the 400/800 OS.

Step Two: Burn a 27128 with the 400/800 OS.

Step three: Add a switch between the XL OS and your EPROM.

Or, just buy the CSS UltraSpeed OS, which gives standard XL, Fast XL,
and 400/800 OSes all in one.

2254. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: mas@rimmer.ngdc.noaa.gov
Message-ID: <mas-ya023080002309961009250001@news.boulder.noaa.gov>
Source record: 80281

In article <524138$ho0@news.asu.edu>, irata@aztec.asu.edu (JOHN COLLINS) wrote:

>MYDOS 5.43/3??? Sorry, but MYDOS versions never went up that
>high. Probably a bastardize version someone hacked for the
>emulators. I wouldn't recommend it for *real* Ataries.
>
>Or did you mean version 4.53???
>--

Yep your right, I meant 4.53. Sorry.

-Mark

--
Mark Steele
325 Broadway E/GC3
Boulder, CO 80303

voice :(303)497-6505
fax :(303)497-6513

steelem@rintintin.colorado.edu
msteele@ngdc.noaa.gov

2255. Please help.....how to install Epson LQ 400 Printer driver

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: farrag@sunserver1.rz.uni-duesseldorf.de
Message-ID: <526jon$oek@selene.rz.uni-duesseldorf.de>
Source record: 80282

Hi,

Can someone tell me where I can find the proper driver for the Espon LQ 400
24 pin matrix printer. I am runing word+ on a atari ST

Hope someone can help me out.

thanks in advance

E-mail: farrag@sunserver1.rz.uni-duesseldorf.de

2256. Atari 8-bit Links

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <324705BF.120C@total.net>
Source record: 80283

Just a few of my favourite Atari 8-bit sites...

http://www.laughton.com/paul/abps/oss/oss.html
The Atari 400/800 and OSS

http://www.ultranet.com/~dtucker/
The M*U*L*E Web

http://www.users.fast.net/~smol/8bitemu.html
Atari 8-bit Emulator Page

http://www.northcoast.com/savetz/antic/dap.html
Antic - The Atari Resource

http://intrepid.mcs.kent.edu/~clisowsk/8bit.html
BRiTiSH Underground Atari 8bit

2257. Re: Weird-*** XE cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960923163336.18613D-100000@ns1.ptd.net>
Source record: 80284
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

On 23 Sep 1996, Daniel Klugh wrote:

> Dennis Brown (brownde@cs.unc.edu) wrote:
> : In article <01bba8c3$c5508c20$6be248a6@pash>,
> : A.P. Hilliard <ash@ibm.net> wrote:
> : >Here's the weird thing though: when I was trying to get BugHunt to work
> : >(pulling it out and putting it back in several times, blowing on it,
> : >cleaning it, jostling it while plugged in..you know the routine) I at one
> : >point got the opening screen for Missile Command!! What's up with this?

Ok, Missile Command is a built-in game without any cart or keyboard
plugged in. My guess is that you didn't put the cart in right and the
'game' came up. Had you had a keyboard then you would have Basic, this
happens to me a few times.

> : Yep, Missile Command is built-in. If the keyboard is plugged in, and
> : you turn on the system without a cart, you get basic. If the keyboard
> : isn't plugged in, you get Missile Command.
> : Maybe the time MC came up, your keyboard connection was loose/bad/not
> : recognized.
>
> You can get Missle Command eveen with the keyboard by holding down SELECT
> when you cold start (power up).
> (OPTION de-activates BASIC and START boots a tape)

One quick point, Antic came out with a cool type-in program called XEGS
Manager which can not only turn Basic on and off, do Pokes from DOS, and
mess with the ROM font but also let you play Missile Command. This
feature is only availbile on the XEGS but the others will work on any
XL/XE computer. :)

Eric Noss
a.k.a
Mr. Maddog

2258. Yars Clone on 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960923170333.18613G-100000@ns1.ptd.net>
Source record: 80285
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I heard somebody is making or already made a copy of Yar's Revenge for the 8-bit Atari computer. I know that I had to get a 2600 just to play this game :)

Any takers on where I can find it or other such info? This of course is "research" for my remake on the ST, say that's a good excuse to use :)

Eric Noss
a.k.a
Mr. Maddog

2259. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <526vf9$8kf@dfw-ixnews4.ix.netcom.com>
Source record: 80286

>Bob Woolley had plans for swapping out the mechanism, along with
patches to the XF551
>ROM that were needed (I think you can use a 2764).
>
>What the Atari community _really_ needs is a Bob Woolley hardware
archive!
>
>Dave Paterson
why? when you can just ask him here!

he has a bunch of h/w hacks for those few folks not afraid of a little
soldering....
80 columns in hardware
4mb SIMM upgrade
IDE interface
dual ANTIC mods (now, that's a real jewel....)
floppy drive interface
65816 upgrade
PBI generic controller
and a few other 'things' probably better left alone..... <G>

I see a 1050 with an IBM mechanism here...
I see an XF551 with a 720K mechanism here...
I see a 14.36mhz 65816 here...
I see an IBM mouse here...
I see a video/audio digitizer here...
I see a 33.6kbd modem here...

2260. FS: The CHIP Manual & S/W

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <3247095c.7176834@netnews.netaxs.com>
Source record: 80287

The drive is long gone with "The Chip" which is a Disk
Backup/Developement System designed for the Atari 810 Disk Drive.

But I still have the manual for "The Chip" by Spartan Software of
Minnesota in its original case with the Archiver/Editor Program Disk.

Looking for $10 + sh

Any Interest? Make an offer. Email me

Jay

Jay
****
Go ERNIE #28
http://www.intserv.com/~jayski
http://www.intserv.com/~jayski/ernie/irvan.html
http://www.intserv.com/~jayski/silly.html
http://www.intserv.com/~jayski/links/links.html

2261. Re: function of the atr-file header

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: feb6399@osfmail.isc.rit.edu
Message-ID: <52735k$oum@news.isc.rit.edu>
Source record: 80288

In article <324433D6.1E78@kawo2.rwth-aachen.de>,
Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:
>Hello !
>
>Is anyone here, could tell me the function of the 16 byte file-header of
>the ATR-files.
>
>Thanks Matt

Well, here's the structure from it, taken out of ACE
(the Atari Computer Emulator)

```
struct sio2pc_image_hdr {
byte code_lo, code_hi; /* ID code = 0x0296 */
byte size_b1, size_b2; /* low 16-bits of size */
byte secsize_lo, secsize_hi; /* sectors size: 128/256 */
byte size_b3, size_b4; /* high 16-bits of size (paragraphs) */
byte resv[6]; /* reserved */
byte numerr_hi, numerr_lo; /* number of sectors with errors */
};

struct errormap {
byte sec_lo, sec_hi; /* sector with error */
byte cstat; /* communication status */
byte hstat; /* hardware status */
byte resv[4]; /* reserved */
};
```

Note that the size (which is stored in size_b1 through size_b4)
is in paragraphs, or multiples of 16. Thus, take the total number
of sectors, multiply by the sector size, and divide by 16, then store
this result across those four bytes.
(Actually, I might have added bytes 3 and 4 to it.... or someone
else might have already. I can't remember now)

Note that the errormap was an extension I added, but I'd like
to see it get standardized, since they're useful for some disks.

Basically, the errormap sits at the end of the data, and 'numerr'
specifies the number of error records. Each one tells what
sector should give an error when reading it, along with the
codes that should be given for the error. The reserved part
could be used to add other information for really strange
errors. (but make sure you publish the extensions, if you
add any!)

I hope this helps some.

- Frank

--
Frank "Shaggy" Barrus: feb6399@osfmail.isc.rit.edu, shaggy@csh.rit.edu
http://www.csh.rit.edu/~shaggy

2262. Re: HELP with Imageman and APE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32471ca1.522544@news.superlink.net>
Source record: 80289

```
-
-Also:If you use Imageman to create a enhanced (double
density,128-byte
-sector) disk image (the closest you'll get to "formating"),it will be
for
-AtariDOS,not MyDOS.MyDOS can only really handle AtariDOS disks with
720
-sectors.Enhanced disks have 1040.MyDOS will think that it's a 720
sector disk.
-(or,more to the point,that it only has 720 sectors free,or somesuch)
-Just run "VTOCFIX" on it.It'll rebuild the VTOC (the list of free
sectors).
-One thing;when it asks you if the disk has 720 sectors,answer no and
put
-the real number(1040).Obviously this will go a lot faster if you run
-VTOCFIX before you put any files on the "disk".
-

I have no problem formatting disks using the Create ATR function of
Ape.
```

2263. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: rford10445@aol.com
Message-ID: <5276ik$njd@newsbf02.news.aol.com>
Source record: 80290

My reply to all of the replies: (remember me? I posted the original question!)

The first reply cut right to the chase. thanks. m.u.l.e still doesn't work. personally my favorite program. and no better sound?? damn. i was hoping.

As for Mr. Mihocka, yes, he is a bit touchy, but right now he's the only water in the desert, you know what i'm saying----If you can shroud yourself from his scathing personality, and still be nice to him, more power to ya

Still, I am thrilled to be able to play so many atari games on my IBM..though it's disappointing when your favorites don't work....But I do have a rather long list of programs that do work and I do play now & then.....

-thanks for all the replies.
regards
Z

2264. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32471be4.333709@news.superlink.net>
Source record: 80291

On 22 Sep 1996 05:38:41 -0400, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

-Yogi (scharles@superlink.net) wrote:
-: -I own both languages, and their manuals, but I'm not willing to part
-: with
-: -them at this time. However, I believe that B&C Computervisions, and
-: -perhaps Best Electronics may still have them for sale.
-: -
-: -Alan
-
-: How about bopping into DOS, doing a (K) binary save,
-: LOGO.BIN,8000,BFFF and PILOT.BIN,8000,BFFF, and u/l them somewhere?
-: So other people can use them?
-
-Well,he Atari will not recognize the binary loaded cartridges it self,
-so you'll have to run the cartridge manualy.
-
-$BFFA (in the cartridge) contains the run address of the cartridge.
-(remember,the low byte comes first and then the high byte.So run address
- $A000 would look like $00A0 in a memory dump)
-And $BFFE is the init address.
-$BFFD contains some option bits.
-bit0 means boot the disk (that's why BASIC boots DOS but not games)
-bit2 init and run cart.(or else it just inits it)
-bit7 was for diagnostic cartridges.The OS wouldn't init itself.

Yes these things I know already. But I was trying to get an image with the easiest method possible and then get them to run from RAM for everyone else. But he didnt want to do it.

2265. Re: OS: 800 <-> XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32473F29.3EC4@cris.com>
Source record: 80292

Richard Heldmann wrote:
>
> Can I use something other than a translator disk, to switch between
> the 800XL operating system and the 800 operating system, to run programs
> written specifically for the 800?
>
> Rick

My XE130 has the UltraSpeed Plus operating system which has a
switch on the back that changes from XE/XL to 800. Works good. Check with
Bob Puff at CSS to see if he still has them.

Jim

2266. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: johnk@crl.com
Message-ID: <johnk-2309961716090001@192.0.2.1>
Source record: 80293

In article <slrn53tboj.es1.asmolar@nscs.fast.net>, asmolar@nscs.fast.net (Tony Smolar) wrote:

> True, GEM was always more responsive than the Mac and Win, If you put
> a faster PC or Mac next to it, GEM would always "feel" faster.
> It doesn't have a lot of the cooler features though.

Feh - I had a Spectre GCR Mac emulator. The Mac OS was faster than the ST. It handled windows, regions, buttons, and mouse clicks faster than the ST. It was just coded closer-to-the-metal. I eventually went "Mac". It's a bigger pain in the ass to program, unfortunately. Even today, I find myself wishing that I had a souped up ST to do some unix-style coding...

John Kawakami
johnk@crl.com

2267. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: johnk@crl.com
Message-ID: <johnk-2309961713140001@192.0.2.1>
Source record: 80294

In article <522ovq$c0j@nnrp1.news.primenet.com>, nickb@primenet.com (Nick
S Bensema) wrote:

...
> Didn't Tail of Beta Lyrae use display lists to do the really fast
> page flipping used to superimpose text over the title graphics?
> Just use that jump instruction in the display list to jump to another
> display list, I think. (I used to wonder what that was for, I figured
> out 2-F by poking the display list and seeing what happened.)
>
> This kind of thing was probably borrowed by Amiga technology to do those
> famed interlaced screens that everyone in the 90's loves to hate.
...

An engineer by the name of Jay Miner designed the Atari 8-bit and Amiga
graphics hardware. That explains why the display list architecture's used
in both machines.

Display lists are kkkkkoool! I wish they had become more popular and
universal. Then, perhaps, we'd have some really nice graphics
architecture that would enable GUI designers to create *real* windows OSs,
instead of this half-assed "update-your-regions" windows poop.

John Kawakami
johnk@crl.com

2268. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: Matty <moses@raven.cybercomm.net>
Message-ID: <32474FDC.30F7@raven.cybercomm.net>
Source record: 80295

RFord10445 wrote:
> The first reply cut right to the chase. thanks. m.u.l.e still doesn't
> work. personally my favorite program. and no better sound?? damn. i was
> hoping.
> -thanks for all the replies.
> regards
> Z

You know, I hate to even suggest this but... if you really like M.U.L.E.
(I'm not afraid to admit it, probably my favorite Atari 8-bit game
ever),
you should swallow any pride and get "PC-64" (the commy emulator). I
know, I know, it initially felt awful to do it, but I had to play
M.U.L.E
damnit!!!

Unlike the Atari emulators, it runs the game flawlessly and
the Commy version actually has an unexpected bonus! You can play with
up to three people! It's awesome, I hadn't played a three person
game since I first played it on the ol' 800 (later got an XL, only two
joystick ports!?). Unfortunately, the Commy has inferior music (3
voices
instead of 4), and the earthquakes no longer occasionally move a
mountain... Also, if you are interested in other "classic" 8-bit games,
most of the old Atari games can also be found in C-64 format on the
internet...

If your interested, e-mail..

matt

2269. FS/T:Unusual Atari 8-bit items

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2309961902300001@ppp8-stk.sonnet.com>
Source record: 80296

I have the following 8-bit items for sale or trade:

Make offers:

1450 XLD motherboard. Tong version $180 or best offer

CSS Mutliplexer w/ 3 slave units $175 or best offer
and docs and software

XTM121 Thermal printer no ribbon, no p/s $100 or best offer
(working and finished prototype)

XTC1411 Color Composite monitor $300 or best offer
'Working Sample' on back of monitor

1400 XL in a 1400XL case with power supply. $425 firm
has an anodized label which says 1450XLD on it

-Marlin
---*** Volkswagen & Atari - That which rules me
---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
--*-*-* Please check out my web page:
-*--*--* http://www.stocko.sonnet.com/Fujidom/

2270. MIO II: What happened to it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: starwars@enterprise.net
Message-ID: <524iad$don@news.enterprise.net>
Source record: 80355

Anyone know what happened to the MIO II?

Last I knew was that a prototype was up and running but as yet still
no sign of it ...

David Wyn Davies Nintendo, Sony, Apple,
starwars@enterprise.net PC, Amiga, Atari, SEGA
---------------------- by Mail Order.
Award Winners, Gamdda Wen, Ask us about our products
LLanerchymedd, Anglesey and unique payment methods!
LL71 7AG. Wales.

2271. FS: Atari 130XE + tape deck (UK)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: starwars@enterprise.net
Message-ID: <524ibv$don@news.enterprise.net>
Source record: 80356

I have a spare 130XE for sale with a tape deck for 25UKP.

David Wyn Davies Nintendo, Sony, Apple,
starwars@enterprise.net PC, Amiga, Atari, SEGA
---------------------- by Mail Order.
Award Winners, Gamdda Wen, Ask us about our products
LLanerchymedd, Anglesey and unique payment methods!
LL71 7AG. Wales.

2272. Spammers should be shot!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: starwars@enterprise.net
Message-ID: <524ih7$don@news.enterprise.net>
Source record: 80357

What the hell is going on with the alt.binaries.atari8 newsgroup? It's
been taken over by a bunch of spamming scum!

I hate the bloody morons! I dropped my Compuserve account because of
them.

Atari 8-bit groups should be for 8-bitters, not spamming gits who are
in it to make a fast buck.

David Wyn Davies Nintendo, Sony, Apple,
starwars@enterprise.net PC, Amiga, Atari, SEGA
---------------------- by Mail Order.
Award Winners, Gamdda Wen, Ask us about our products
LLanerchymedd, Anglesey and unique payment methods!
LL71 7AG. Wales.

2273. Re: Audio In on SIO port

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <524k62$erj@nuke.csu.net>
Source record: 80358

Nick S Bensema (nickb@primenet.com) wrote:
: In article <32397B06.2EF7@amd.com>, Cyrus Malek <cyrus.malek@amd.com> wrote:
: >OK now, there is an input pin on the SIO connector labeled 'AUDIO IN'
: >that connects directly to the AUD pin on the POKEY chip. I haven't seen
: >any written description of this input. Does anyone know what it is for?
: >Can it be used for sampling? Hmmm...

: Dude, get a tape drive and put in your favorite tape, and press PLAY,
: and type POKE 54018,60 (I hope I got that right, I don't have a tape
: drive anymore so I cant test it).

: Other devices have been known to use the audio line, such as hardware
: speech synthesizers, and modems.

Let's hook up a CDROM to it! :) Use the SIO control lines to play/ff/rr/etc.
and then pipe the sound back in through the AUD pin! :) Hehehe!

Actually, seriously, has there been any CDROM developments on the Atari 8bit
since I had temporarily left the 'scene'?

-bill!
kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
** New Breed Software ** / | \ ** William Kendrick **
http://zippy.sonoma.edu/~kendrick/ http://sterba.com/

2274. PaperClip Double Column Problem!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: tdrake1@umbc.edu
Message-ID: <524k1q$b2e@news.umbc.edu>
Source record: 80359

OK, here is a good one for you Paperclip 2.1 users!

When formatting for double columns and IF you are left with only 1 column of text in the left hand column and not enough to wrap onto the right hand column at the top you cannot turn off double column printing properly and return to only printing single column for the next page after the force page command is sent, UNLESS you already have two columns of text on that previous page.

Can anybody get around this problem?? I ended up padding out the previous page with just blank lines for a double column page which does not have two columns of text.

Anybody still using Paperclip??!!! I am currently using it with my Brother LaserPrinter with OUTSTANDING results!

Tom

-=-
Thomas Drake |From an 80-column Atari 8-bit Home Computer...
tdrake1@umbc.edu | Through the telephone, off of the server,
Test First! Then Code! | over the T-1 backbone, nothing but 'Net!

2275. Converting exe files to run on emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: Stuart Nicholson <stuartn@iap.net.au>
Message-ID: <3245E6D6.21C@iap.net.au>
Source record: 80360

Can someone help me to get exe files into xfd or atr format please.
I downloaded Imageman.zip but it has no readme file so I can't work out
if this is the program to do it.
--
Stuart
Perth, Western Australia

|It's not the dog in the fight, but the fight in the dog that counts|

2276. Re: Atari 2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <525ctj$prt@isoit109.bbn.hp.com>
Source record: 80361

```
: On 12 Sep 96 16:06:40 GMT, Brian Jeffrey Hille <bjhille@iastate.edu> wrote:
: >I heard that there is an emulator for the atari 2600 for the IBM. Is
: >this ture? If so, I would like to get a copy if possible. I appreciate
: >you help. Thanks.

: There's about a half dozen of them, Activision, Stella, Virtual VCS,
: A26, VCS2600, and "2600 Emulation Project" (Not complete)

: just do a web search or visit comp.emulators.game-consoles

... or check out my page: http://rzserv2.fh-lueneburg.de:8080/Atari_2
```

2277. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <525jmk$7a6@login.freenet.columbus.oh.us>
Source record: 80362

Tony Smolar (asmolar@nscs.fast.net) wrote:
: >You mean far LESS advanced.
: >At least in terms of graphics (colors) and sound (yeech)

: Huh? How is a minimum resolution of 320x200x16 colors out of 512 or 4096
: less advanced than a maximum of 320x192x2 colors out of 128? Of course
: you can display more colors on both computers with special programming.

An Atari is really 320x200,not 192.That's just a Atari convention.
And you get four colours,not two.It's just that you can only control two of
them.The other two are functions of the (one) foreground colour.
(kinda like the Apple)

2278. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <525k4v$7f9@login.freenet.columbus.oh.us>
Source record: 80363

Yogi (scharles@superlink.net) wrote:

: -
: -I own both, and I like both, but I couldn't honestly pretend that the
: 8-bit
: -has more advanced graphics and sound.
: -
: Yeah, I have both too, and an Amiga right next to it, (which has the
: best sound).
: About the best thing I like about the ST is the GUI, far ahead of its
: time. Better than what the MAC had at the time too.

Are you kidding?!?
That was what turned me off of the ST.It didn't come with a DUP (command processor).You had to get one seperately.And the PATH was set to "A:\".
(I guess they never thought that anyone would have a hard disk)
So,if you used a hard disk,the extention-asociation thing was useless unless you edited the configuration file yourself to specify a direct path to the programme.
SpartaDOS was so much easier to use with a hard disk.
And there were no script files.
Why didn't Atari just do what Commodore did with the 128?

2279. Re: Flippy Disks on an Emmulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <525kck$7hj@login.freenet.columbus.oh.us>
Source record: 80364

lhaus@Mail.ff.cc.mn.us wrote:
: Hello 8-bit'ers
: I have a Emmulator or two up and running on my PC (XLITE, XF2.5 and
: even Pokey) I have several origional Copies of Scott Adams SPIDERMAN
: TEXT with Graphics adventure on 8-bit disks (I think it's got coll
: graphics.) I have also downloaded a disk image to try on the emulator.
: It's copy protection scheme always requires one to flip the disk over
: sometimes more than once. Anyway... How do I filp a disk Image. Having
: the flip side disk image in drive 2 doesn't seem to work.
: I thank you for any help or info that will get this game and others
: like it up and running on an emmulator.

You can't with PCXformer.XLit can,though.
How does a copy protection scheme make you flip the disk over?!?
(do they assume that the pirate has no hands?)

: On the same subject, How was this disk image made? are both sides
: there? when I downloaded it off the net the FTP cite listed it as
: SPIDERMAN (A/B)

No,each file is a single side.

2280. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <525kpb$7pk@login.freenet.columbus.oh.us>
Source record: 80365

lhaus@Mail.ff.cc.mn.us wrote:
: Hello 8-bit'ers
:
: I have an Atari 2600 memory expander called a Supercharger from
: STARPATH which changed it's name to ARCADIA for some copyright reason
: or other. This device increased the 2600's memory from 4 K to 12 K.

What do you mean it upgrades it from 4k?
The 2600 didn't have any memory chips in it.
The PIA chip had an extra 128 bytes that was all you had to work in.
The only Supercharger I remember had 6k of ram in it.
(the bigest cartridge you could have,without bank switching)
The 2600 only had a 8k address space and only 6k of it was used for the
cartridge.

: It has lots of cool games on audio cassettes. The last direct mailing
: I recieved from the company way back in 82 or 83 said they were
: working on Atari 8-bit versions of their games. Does anybody have any
: of these conversions? They had strange names for example there
: GALAXIAN game was called "COMMUNIST MUTANTS FROM SPACE." Is it
: possible to Convert these cassettes I have to A PC disk for use with
: the 2600 Emulator?

That last sentence made no sense.Well,it made some sense,but got confusing
at the end.

2281. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <525mgr$9hf@login.freenet.columbus.oh.us>
Source record: 80366

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <51tbq3$b7d@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: >That was my point.Why open K: and translate returns into
: clear-screens?
: >The Atari OS has all you need:
: >
: >10 GR.2:DIM Q$(160)
: >20 I.Q$:?#6;Q$:G.20
: >
: >.
: >I made it 160 becuase there's four text lines.
: >Also:GR.2 may be a little TOO big!
: >(try GR.1)

: There is a minor problem with this. If you don't clear the screen,
: after you fill the screen, you'll get an error 141 at line 20. I just
: tested this. Using get/put allows you to put the text directly into the
: GR.2/Gr.1 screen. Heck, you could even poke the characters directly to
: screen memory. Anyway, I just wanted to help this guy communicate with
: his wife. I hope I accomplished this.

Of course it does.All methods discussed so far do that.That was the
purpose of the clear-screen code.
Both of our programmes output through the OS instead of directly to the
screen.My version just sends the OS a line of characters at a time instead
of one character and gets input through E: instead of K:.
This allows editing.They're really identical except for the input.

(if you give the OS a line of text,it just sets up a loop and calls the S:
"PUT" routine once for each character.At least I assume that S: doesn't
use burst I/O like D:)

Either way,using BASIC's PRINT or PUT gives you exactly the same effect.
(that is,when outputing to S:)
Atari devices don't have raw and cooked (binary & text) modes.
(compare with UNIX's tty drivers and MS-DOS's cooked-mode emulation of
devices)
There's no way to switch off/on a device's interpretation of control codes
and et cetera.(unless it has a special XIO to do it with)

So PUT causes error-141 too.

2282. Re: Weird-ass XE cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <525o92$ba0@login.freenet.columbus.oh.us>
Source record: 80367
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Dennis Brown (brownde@cs.unc.edu) wrote:
: In article <01bba8c3$c5508c20$6be248a6@pash>,
: A.P. Hilliard <ash@ibm.net> wrote:
: >Here's the weird thing though: when I was trying to get BugHunt to work
: >(pulling it out and putting it back in several times, blowing on it,
: >cleaning it, jostling it while plugged in..you know the routine) I at one
: >point got the opening screen for Missile Command!! What's up with this?

: Yep, Missile Command is built-in. If the keyboard is plugged in, and
: you turn on the system without a cart, you get basic. If the keyboard
: isn't plugged in, you get Missile Command.
: Maybe the time MC came up, your keyboard connection was loose/bad/not
: recognized.

: Maybe all of the above is wrong, but that's what I remember.

You can get Missle Command eveen with the keyboard by holding down SELECT
when you cold start (power up).
(OPTION de-activates BASIC and START boots a tape)

: >One other thing: BugHunt is always monochrome (green and black). Is it
: >always like this or can you get color?

: Isn't green and black enough for you? :) [Yep, that's all there is.]

As Handy said,"That's all you get kids,now go read a book!!!".

2283. Re: copying subdirectories with SPARTA ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <525ofu$bh4@login.freenet.columbus.oh.us>
Source record: 80368

Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:
: Hello !

: I�d like to know, if there�s any tool for SD3.2, that allows copying
: with subdirectories included !

Your apostrophes are coming out as weird characters.I think the high bit
is being set because MS-Kermit (which masks it off) shows you post all right.

2284. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528ll7$5a1@login.freenet.columbus.oh.us>
Source record: 80219

Mike (mhill@one.net) wrote:

: Have you tried Pokey, or Xl-it? Im the author of Pokey for MSDOS
: systems.

: Mule runs fine on Pokey. Pokey also supports two PC joysticks so two
: players can play with no problem. If you build the printer port sound
: card detailed on my Web page you can have 98% true sound emulation on
: your PC.

: I believe Xl-it runs Mule too. Markus has done a fine job with Xl-it
: and has very good sound emulation built in.

: I think you will find that both Pokey and Xl-it have very high
: compatibility rates.

XL-it was too slow on my 80486-33 and Pokey needs a math co-processor.

Which is funny because I thought that DJGPP programmes didn't need a real
math processor. (they just use the EMU387 emulator)
I have go32 1.12.maint3,so I assume that the rest of my DJGPP stuff is
around that version.I saw a DJGPP version 2 somewhere.
Do I need to get the runtime stuff for it?

2285. Re: HELP with Imageman and APE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528m4s$6vn@login.freenet.columbus.oh.us>
Source record: 80220

Yogi (scharles@superlink.net) wrote:
: -
: -Also:If you use Imageman to create a enhanced (double
: density,128-byte
: -sector) disk image (the closest you'll get to "formating"),it will be
: for
: -AtariDOS,not MyDOS.MyDOS can only really handle AtariDOS disks with
: 720
: -sectors.Enhanced disks have 1040.MyDOS will think that it's a 720
: sector disk.
: -(or,more to the point,that it only has 720 sectors free,or somesuch)
: -Just run "VTOCFIX" on it.It'll rebuild the VTOC (the list of free
: sectors).
: -One thing;when it asks you if the disk has 720 sectors,answer no and
: put
: -the real number(1040).Obviously this will go a lot faster if you run
: -VTOCFIX before you put any files on the "disk".
: -

: I have no problem formatting disks using the Create ATR function of
: Ape.

Just remember that AtariDOS and MyDOS use a different VTOC on their
enhanced density disks.It only comes into play when you use more than 720
sectors in files.

2286. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528mko$93d@login.freenet.columbus.oh.us>
Source record: 80221

Yogi (scharles@superlink.net) wrote:
: On 22 Sep 1996 05:38:41 -0400, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: -Yogi (scharles@superlink.net) wrote:
: -: -I own both languages, and their manuals, but I'm not willing to
: part
: -: with
: -: -them at this time. However, I believe that B&C Computervisions,
: and
: -: -perhaps Best Electronics may still have them for sale.
: -: -
: -: -Alan
: -
: -: How about bopping into DOS, doing a (K) binary save,
: -: LOGO.BIN,8000,BFFF and PILOT.BIN,8000,BFFF, and u/l them somewhere?
: -: So other people can use them?
: -
: -Well,he Atari will not recognize the binary loaded cartridges it
: self,
: -so you'll have to run the cartridge manualy.
: -
: -$BFFA (in the cartridge) contains the run address of the cartridge.
: -(remember,the low byte comes first and then the high byte.So run
: address
: - $A000 would look like $00A0 in a memory dump)
: -And $BFFE is the init address.
: -$BFFD contains some option bits.
: -bit0 means boot the disk (that's why BASIC boots DOS but not games)
: -bit2 init and run cart.(or else it just inits it)
: -bit7 was for diagnostic cartridges.The OS wouldn't init itself.

: Yes these things I know already. But I was trying to get an image with
: the easiest method possible and then get them to run from RAM for
: everyone else. But he didnt want to do it.

I have a Logo cartridge but it won't let me go to DOS.
I wonder if renaming DUP.SYS to AUTORUN.SYS would work.
Do you know if Logo is a 8k or 16k cartridge?

If I do get it,I can only send it as text (uuencoded).

2287. Re: OS: 800 <-> XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528mop$9hh@login.freenet.columbus.oh.us>
Source record: 80222

Jim Treber (jtreber@cris.com) wrote:
: Richard Heldmann wrote:
: >
: > Can I use something other than a translator disk, to switch between
: > the 800XL operating system and the 800 operating system, to run programs
: > written specifically for the 800?
: >
: > Rick

: My XE130 has the UltraSpeed Plus operating system which has a
: switch on the back that changes from XE/XL to 800. Works good. Check with
: Bob Puff at CSS to see if he still has them.

Is there a way to get a catalogue on the Internet?

2288. Re: Weird-*** XE cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528na0$bl6@login.freenet.columbus.oh.us>
Source record: 80223
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Mr. Maddog (mrmaddog@prolog.net) wrote:
: On 23 Sep 1996, Daniel Klugh wrote:

: > Dennis Brown (brownde@cs.unc.edu) wrote:
: > : In article <01bba8c3$c5508c20$6be248a6@pash>,
: > : A.P. Hilliard <ash@ibm.net> wrote:
: > : >Here's the weird thing though: when I was trying to get BugHunt to work
: > : >(pulling it out and putting it back in several times, blowing on it,
: > : >cleaning it, jostling it while plugged in..you know the routine) I at one
: > : >point got the opening screen for Missile Command!! What's up with this?

: Ok, Missile Command is a built-in game without any cart or keyboard
: plugged in. My guess is that you didn't put the cart in right and the
: 'game' came up. Had you had a keyboard then you would have Basic, this
: happens to me a few times.

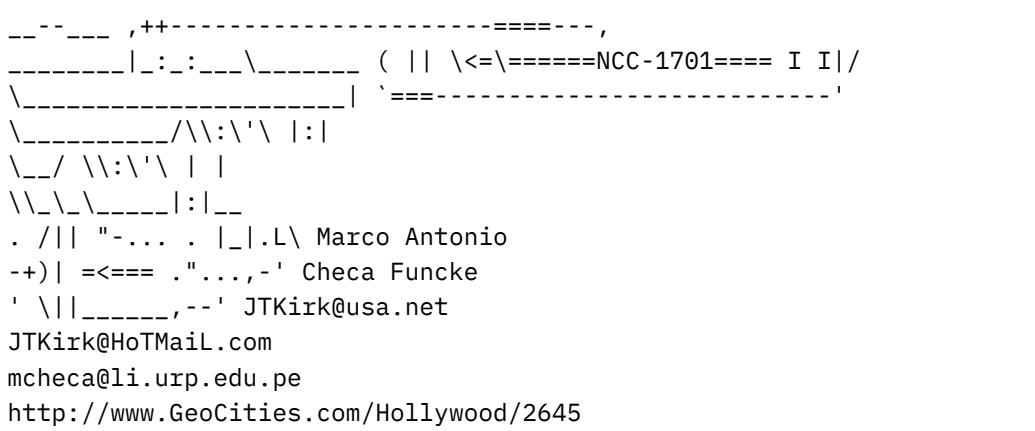
: > : Yep, Missile Command is built-in. If the keyboard is plugged in, and
: > : you turn on the system without a cart, you get basic. If the keyboard
: > : isn't plugged in, you get Missile Command.
: > : Maybe the time MC came up, your keyboard connection was loose/bad/not
: > : recognized.
: >
: > You can get Missle Command eveen with the keyboard by holding down SELECT
: > when you cold start (power up).
: > (OPTION de-activates BASIC and START boots a tape)

: One quick point, Antic came out with a cool type-in program called XEGS
: Manager which can not only turn Basic on and off, do Pokes from DOS, and
: mess with the ROM font but also let you play Missile Command. This
: feature is only availbile on the XEGS but the others will work on any
: XL/XE computer. :)

One of those GUI's on the Atari also had a menu option to play
Missle Command.

2289. 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: "machf@jro.igp.gob.pe" <machf@jro.igp.gob.pe>
Message-ID: <19960924103408.aaaa004XJ@babyblue.cs.yale.edu>
Source record: 80224

Please, if anyone can answer (I haven't received the digest for months
and don't have direct access to the newsgroup, so I've forgotten):
How was it that you could connect a 1050 drive to a PC and use it
for reading your old disks?
TIA.
--


2290. PROSYS CABLE QUESTIONS

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <5291qj$6mq@amdint2.amd.com>
Source record: 80225

I tried email, however I don't know if it got thru, so I'll try this medium...

To: Steve Tucker

Steve,

I've had this interest for a while to try out your ProSystem cable
(build it, that is). However, I have a few questions:

1. Can I hook it up to a 1050 with a USDoubler chip installed?
2. What is the purpose of the Zener diode.
3. Where is the power source for the 14C89?
4. Is the SIO DIN line (Orange) driven by an open-collector output on the
disk drive? (ie, is that why we have a pull-up resistor on pin 10 of
the 14c89?)
5. Should the connection from "14c89 pin 1" be to "PC Serial 22"
not "PC Serial 20" ?
6. If the netlist is correct as stated for "PC Serial 20" above, then
what is the 9-pin Serial equivalent for "DB25 pin 20".

Cyrus

cyrus.malek@amd.com

opinions are my own

2291. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2409961813030001@cisjx91.demon.co.uk>
Source record: 80226

In article <5276ik$njd@newsbf02.news.aol.com>, rford10445@aol.com
(RFord10445) wrote:

> My reply to all of the replies: (remember me? I posted the original
> question!)
>
> The first reply cut right to the chase. thanks. m.u.l.e still doesn't
> work. personally my favorite program. and no better sound?? damn. i was
> hoping.
>
> As for Mr. Mihocka, yes, he is a bit touchy, but right now he's the only
> water in the desert, you know what i'm saying----If you can shroud
> yourself from his scathing personality, and still be nice to him, more
> power to ya
>
> Still, I am thrilled to be able to play so many atari games on my
> IBM..though it's disappointing when your favorites don't work....But I do
> have a rather long list of programs that do work and I do play now &
> then.....
>

If you have Windows 95, why not try the Rainbow 95 Preview at

http://www.cityscape.co.uk/users/jx91/emulators.html

Rainbow 95 emulates the 400/800/800XL/130XE and 5200 machines.

Chris Lam,
Rainbow Keeper.

2292. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.96Sep24132246@slackey-sun.lightstream.com>
Source record: 80227
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <528j3q$o3k@login.freenet.columbus.oh.us> dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

Not such a bad idea,but you'd want to swap it out to a RAM-disk/bank
switched memory.On a C128 you have a much greater address space.
(around 16MB or somesuch)
I've never seen a C128 with more than 128k but I've seen a 512k Apple][gs.
(and I know you can go much further with the Apple)

The apple][gs does not use a 6502. It used the 16-bit upward
compatible version (whose name I forgot), which has something like a 1
or 2M addressing range. Too bad the chip was available so late, and
also too bad Atari didn't do the same thing. I would have loved to
upgrade my CPU/keyboard and keep all my old programs and peripherals.

-Stan

2293. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn54g8nl.7b2.asmolar@nscs.fast.net>
Source record: 80228

On Mon, 23 Sep 1996 17:16:08 -0800, John Kawakami <johnk@crl.com> wrote:
>
>Feh - I had a Spectre GCR Mac emulator. The Mac OS was faster than the
>ST. It handled windows, regions, buttons, and mouse clicks faster than
>the ST. It was just coded closer-to-the-metal. I eventually went "Mac".
>It's a bigger pain in the ass to program, unfortunately. Even today, I
>find myself wishing that I had a souped up ST to do some unix-style
>coding...

I've used the Mac OS on '30 and '40 macs, and my 8 mhz 68000 ST was more responsive than the '30 macs. Perhaps MacOS has become more bloated like MS stuff since the GCR days.

2294. J&R's RetroTek Books, Manuals & Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: John & Robin Whitcore <retrotek@phoenixat.com>
Message-ID: <3247E02F.529B@phoenixat.com>
Source record: 80229

Hello again!

This time we have books, overlays, manuals, catalogs and computer
software. Be sure to include a bidding name as well as your address
with your first bid.

Let us know if you want to be on the update list!

Thanks!

....J&R

==========

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Collectibles ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½

DC Comics Swordquest (EarthWorld) 1 $2
DC Comics Atari Force 3 $2
Atari Comic Yarsï¿½ Revenge: The Qotile Ultimatum! $2

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Hardware/Accessory Manuals ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½

Atari 5200 (2 Port) $1
ActionMax $1
Atari Installing the TV/Game Switch Box $1
Atari Service Contract & Atari Authorized Service
Center Booklet $1
Intellivision II $1
Atari Video Computer System Ownerï¿½s Manual
(black one) $1
Tandy Color Monitor CM-4 manual $1
Alphacom 42 Cable Interfdace Manual $1
Gemini-10X/15X Users Manual - Very Good Condition $1

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Books ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½

C-64: Commodore 64 User's Guide 1st ed. 2nd printing
-missing back cover - in decent condition $1

C-64: The Elementary Commodore 64 from DATAMOST
SoftCover c1983 - Good Condition - all pages there
but 10 of them are loose $1

C-64: Easy Script userï¿½s guide $1

C-64 & Plus/4: Superbase Userï¿½s Manual by Precision
Software c1984 (for cassette) cassette holder is in
the front cover - Good Condition $1

Atari: Atari Games and Recreations c1982 SoftCover
- Very Good Condition $1

Atari: Inside Atari BASIC c1983 Reston Publishing
SoftCover - 1st 20 pages have a water stain on them
and the front and back cover is well used $1

ColecoVision ADAM: Turtle Talk manual and Reference
manual by SMARTLOGO in small 3-ring binder c 1984 -
Very Good Condition - pages are a litle yellowed $1

TRS-80: Getting Started with COLOR BASIC c1981
SoftCover - Missing cover and a little beat up on
first and last pages $1

Apple IIc: Introducing the Apple IIc c1984
SoftCover - by SAMS - Excellent Condition $1

Pascal: An Introduction to Methodical Programming
Instructorï¿½s Manual 3rd ed. 1985 - Great Condition $1

Computer Programming in BASIC textbook HardCover
by Houghton Mifflin 1986 - Mint Condition $1

Macintosh Pascal textbook SoftCover by THINK
Technologies c1985 - Very Good Condition $1

Turbo Pascal Vs2.0 Reference Manual SoftCover
by Borland c1984 - Very Good Condition $1

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Software ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
**** All Untested ****

Atari: The Home Accountant - software with manual $1

Atari Computer: Letter Wizard manual by Datasoft
c1984 in small 3-ring binder - software in it's own
plastic folder - Very Good Condition $2

Atari 400/800/1200XL: Spell Wizard by DataSoft
Open Box includes software and manual
- Great Condition $1

Atari: SynFile+ by Synapse (Uses all 128k in the
130XE) Open Box with all contents
- Excellent Condition $1

C-64: Easy Script Software Open Box - contents
include manual and Business Disk (C64700)
- Excellent Condition $1

C-64: PaperClip III by Batteries Included Open Box
includes software and manuals - Excellent Condition $3

C-64: The Word Processor by Pro-Line in original
softcover binder includes software and manual $1

Macintosh Pascal v1.0 by Apple c1984 Includes all
Manuals and Software in Box - Great Condition $1

Apple IIc: How To Program in Apllesoft BASIC -
Software Open Box w/Manual $1

Amiga: Software plastic case w/manuals only -
JEWELS OF DARKNESS by Firebird $1

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Overlays ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
Increments for OLs
Under $5 --------- $.50 increments
$5 to $10 -------- $ 1 increments

---- 5200 Overlays ----
Pac-Man (1) $.50
Super Breakout (1) $.50

---- Intellivision Overlays ----
Armor Battle (2) $.50
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Bowling (1) $.50
The Dreadnaught Factor (1) $.50
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Lockï¿½nï¿½Chase (1) $.50
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Sea Battle (2) $.50
Soccer (1) $.50
Space Armada (2) $.50
Space Battle dark Blue (2) $.50
Space Spartans (2) $.50
Sub Hunt (2) $.50
Triple Action (2) $.50
Tron Deadly Discs (2) $.50

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Software Manuals ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
C-64: Flight Simulator II: Pilotï¿½s Operating Handbook
and Airplane Flight Manual (with xeroxed Flight
Physics & Aircraft control) $1

C-64: Groverï¿½s Animal Adventures (instruction card) $1

C-64: Xeroxed Manuals -
OmniWriter & OmniSpell, EasyScript keyboard overlay,
SuperBase 64 User's Manual, Pascal 64 Compiler Manual,
Merlin 64 Macro Assembler Instruction Manual,
SpeedScript User's manual for c-64 and vic-20,
Flight Simulator II (both manuals) $1

TRS-80: ColorMath - scribbles on back cover
otherwise in Good Condition $1

Apple/Commodore/IBM: Personal Publisher manual $1

Atari BASIC Reference Guide CO61570 Rev.A $1

----- Intellivision Game Manuals (somw w/overlays) -----

Advanced Dungeons & Dragons (2) a little beat $1
Armor Battle (2) $1
Astrosmash (2) $1
Auto racing (2) $1
Auto Racing INTV $1
Bowling $1
Boxing $1
BurgerTime (2) $1
Frogger a little beat $1
Frog Bog (1) $1
Horse racing (2) $1
LasVegas Poker & Blackjack (1) $1
LasVegas Poker & Blackjack INTV $1
Lockï¿½nï¿½Chase INTV (2) $1
Night Stalker INTV (2) $1
PGA Golf (1) $1
Pitfall! $1
Sea Battle (2) $1
Sharp Shot INTV $1
Snafu $1
Space Armada (2) $1
Space Battle (2) $1
Space Hawk (2) $1
Star Strike (2) $1
Tron: Deadly Discs INTV (2) $1
Tron: Maze-A-Tron (1) $1
Utopia (2) a little beat $1

----- Atari 2600 Game Manuals -----
Centipede $1
E.T. The Extra-Terrestrial (w/tipbook) $1
Krull $1
Raiders of the Lost Ark $1
Swordquest Earthworld $1

Asteroids $1
Berzerk $1
Circus Atari $1
Defender $1
Missile Command $1
Pac-Man $1
Peleï¿½s Championship Soccer $1
Space War $1
Super Breakout $1
Warlords

black covers
Breakaway IV - Sears - cover not in perfect condition $1
Combat $1
01 Combat $1

Football $1
Golf $1
Othello $1
Space Invaders $1
Street Racer $1
Video Chess $1

Superman (red cover) rev 3 $1

Ice Hockey $1
Starmaster $1
The Power of Starmaster $1

Frogger $1
Q*Bert $1
Amidar $1

Donkey Kong $1

Adventures of Tron (INTV) $1
Astroblast $1
Dark Cavern $1
Tron Deadly Discs $1

----- Atari 5200 Game Manuals -----
Centipede $1
Defender $1
Dig Dug $1
Galaxian $1
Joust $1
Kangaroo $1
Missile Command $1
Pac-man $1
Pole Position $1
Q*Bert $1
Super Breakout $1
Wizard of Wor $1

----- Atari 7800 game Manuals -----
Asteroids $1
Choplifter! $1
Food Fight $1
Galaga $1
Karateka $1
One-On-One $1
Xevious $1

ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Catalogs ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
Datasoft catalog (pamphlet) - Excellent condition $1
Parker Brothers Video Games (1983) $1
Spinnaker Commodore Games catalog $1

----- 5200 -----

Atari 5200 The Advanced System CO18270 Rev.2 $1
Atari 5200 Super System (poster style) CO21880 Rev.A $1

----- Intellivision -----

Intellivision (black cover) $1
Intellivision (blue cover) $1

----- 2600 -----

Mnetwork 0151-0050 $1
The Atari Video Computer System Catalog
(green) CO16725 Rev.C $1
The Atari Video Computer System Catalog
(red) CO16725 Rev.D $1
The Atari Video Computer System Catalog
(blue) CO14356 Rev.D $1
The 1983 Atari Game Catalog Atari Stars
(poster) CO21776 Rev.A $1
Imagic Video Games Cartridges
(pamphlet) 700500-1 Rev.A $1

---------- GUIDELINES ----------

1] ***** Shipping *****

Shipping costs will be the responsibility of the buyer. At the end of the auction EXACT shipping costs will be assessed by weight and zone via UPS and totals will be EMailed to the winners. All packages under 5lbs. will be sent USPS Priority. Do take into account the weight of what you're bidding on BEFORE you make a bid, especially if you are from outside of the U.S.

2] ***** Bidding *****

SERIOUS BIDS ONLY!!!! Please, only bid on items if you intend to BUY! Bid withdrawals are NOT PERMITTED and are grounds for exclusions from future auctions and sales.(Plus it ain't very nice....)

3] We reserve the right to make corrections to and retract any item from the auction. (Will only occur if there is indeed an error.)

4] Trades are always considered. We reserve the right to trade an item at any time during the auction.

5] This auction will run with open bidding until Oct. 1, 1996. At that point no new bids will be accepted and we'll go into the ONCE, TWICE, SOLD mode.

6] Bids must be in even dollar amounts.
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**IF YOU DO NOT USE THE PROPER INCREMENT, YOUR BID WILL NOT

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7] Please include your name, shipping information and "auction name" along with your first bid. If you had bid in a previous auction, we will use the same info. If anything has changed or you want to use a different biiding name, let us know.

8] All itmes have been thoroughly cleaned and tested unless otherwise noted.

9] Once you bid or ask to be put on the update list, your name will be placed in our address book so that you will automatically get all auction updates for current and future auctions. If you do not wish to be in any current and/or future auction update mailing, let us know and we can either permanenetly or temporarily remove you from the list.

**** Payment Policy ****

At the end of the auction after total winnings with shipping costs are EMailed to the winners, please send a check or Money Order (US$) - M.O.s preferred - within a week of notification. We'll post our mailing address at that time. Checks must clear both banks before we can ship your package to you. Money Order packages will be sent out within three days of receipt.

***Lack of payment received will result in forfeiture of participation in all future auctions held by us.

2295. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn54g9ec.7b2.asmolar@nscs.fast.net>
Source record: 80230

On 23 Sep 1996 05:09:51 -0400, Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

>Are you kidding?!?
>That was what turned me off of the ST.It didn't come with a DUP (command
>processor).You had to get one seperately.

Whoa! And the 8-bit comes with a command processor? Atari DOS 2.5?

And the PATH was set to "A:\".
>(I guess they never thought that anyone would have a hard disk)

So change it in the startup, no big deal. That's how every other OS does it.

Back in 1985, a 10MB hard disk cost around $1000, more than the ST.
Natuarally the ST had to be geared towards floppy use, because most ST users
wouldn't be able to afford a Hard drive anytime soon.

The 8-bit certainly wasn't designed to be used with a harddrive either.

>So,if you used a hard disk,the extention-asociation thing was useless
>unless you edited the configuration file yourself to specify a direct path
>to the programme.
>SpartaDOS was so much easier to use with a hard disk.

ahem SpartDOS did not come with the 8-bit, you had to buy it separately.

You could get a powerful command interpreter for the ST, like GNU's BASH, for
nothing. This is a real Unix interpreter.

I don't understand your line of thinking. You are criticizing the ST's
operating system for lacking features that the 8-bit was even more lacking in.
To get the features you want, you have to get add-ons for both systems.

2296. Re: Which is the best emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn54ga3v.7b2.asmolar@nscs.fast.net>
Source record: 80231

On 24 Sep 1996 07:30:42 GMT, Wolf Gross <wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE> wrote:
>Are there any differences between the XL/XE-Emulators for PC in
>performing/compatibility? Which one is the best?

If you're talking DOS/Win, I'd say that it's a toss-up between XL-it and
Pokey.

XL-it's latest version is faster, is better at reproducing some of the
trickier graphics displays. Has sound emulation through Sound Blaster.

Pokey can run some things that Xl-it can't, has PC joystick support, and
has support for sound through a Pokey chip device for 98% accurate sound.

Check out both.

2297. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn54gavo.7b2.asmolar@nscs.fast.net>
Source record: 80232

>The first reply cut right to the chase. thanks. m.u.l.e still doesn't
>work. personally my favorite program. and no better sound?? damn. i was
>hoping.

M.U.L.E. works with PC Xformer. I've run it on both the 2.5 and 3.3 versions,
and I've also seen the author give a demo of PC-Xformer running M.U.L.E.
One thing I have noticed is that you often have to switch Xformer into 800
mode to run many games, because XL mode seems screwed up on it.

I'm not trying to defend Mihocka. I'm just trying to be fair.

2298. Re: MIO II: What happened to it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dy933C.8yn@iglou.com>
Source record: 80233

In article <525v6r$kuu@dfw-ixnews4.ix.netcom.com>, Robert Smith Ely wrote:
> Was that being built by ICD? If so, you'll be waiting a very long
>time. ICD sold all of it's 8-bit products to Fine Tooned Engineering. I
>don't know what the status of FTE is these days.
>
It was FTE that was going to build the MIO II. Nobody seems to know what
has happened to FTE.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2299. Re: Please help.....how to install Epson LQ 400 Printer driver

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dy938I.91v@iglou.com>
Source record: 80234

In article <526jon$oek@selene.rz.uni-duesseldorf.de>,
farrag@sunserver1.rz.uni-duesseldorf.de wrote:
>Hi,
>
>Can someone tell me where I can find the proper driver for the Espon LQ 400
>24 pin matrix printer. I am runing word+ on a atari ST
>
You want the comp.sys.atari.st newsgroup.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2300. Atari 1040 240volt to 115 volt <question>

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: Jim Wiggins <jim.wiggins@ci.seattle.wa.us>
Message-ID: <529g6k$gva@lal.interserv.com>
Source record: 80235

I brought an Atari 1040 ST with megadrive (HUGE 60 megabytes :>}) over
here from England. Now I want to run it. I can either
1) plug it in in to the drier socket
2) buy a 115/240 steup up transformer
3) convert it to 115.

I would like to convert it to 115 volts.

Does anyone have experience with this?

Thanks a lot!

2301. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: hermit@cats.UCSC.EDU
Message-ID: <HERMIT.96Sep24140552@ese.UCSC.EDU>
Source record: 80236
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <SLACKEY.96Sep24132246@slackey-sun.lightstream.com>,
slackey@slackey-sun.lightstream.com (Stan Lackey) writes:
) Followup-To: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit
) NNTP-Posting-Host: slackey-sun.cisco.com

) In article <528j3q$o3k@login.freenet.columbus.oh.us> dklugh@freenet.columbus.oh.us
(Daniel Klugh) writes:

) Not such a bad idea,but you'd want to swap it out to a RAM-disk/bank
) switched memory.On a C128 you have a much greater address space.
) (around 16MB or somesuch)
) I've never seen a C128 with more than 128k but I've seen a 512k Apple][gs.
) (and I know you can go much further with the Apple)

) The apple][gs does not use a 6502. It used the 16-bit upward
) compatible version (whose name I forgot), which has something like a 1
) or 2M addressing range. Too bad the chip was available so late, and
) also too bad Atari didn't do the same thing. I would have loved to
) upgrade my CPU/keyboard and keep all my old programs and peripherals.

The Apple //gs uses the 65C816 processor, which happens to be the same
one that CMD is using in its new SuperCPU 20 MHz upgrade for the C64.
So while it's too bad that your Atari never had that ability, the
Commodore now does (for an extra $299).

CMD's home page is available at http://www.the-spa.com/cmd/

--Bill.

--
William R Ward Bay View Consulting http://www.bayview.com/~hermit/
hermit@bayview.com 1803 Mission St. #339 voicemail +1 408/479-4072
hermit@cats.ucsc.edu Santa Cruz CA 95060 USA pager +1 408/458-8862

2302. WANTED: choplifter!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: wiegand@mathcs.duq.edu
Message-ID: <529it9$8j3@news.duq.edu>
Source record: 80237

Dear Atari Enthusiasts,

I have been a long-time fan of the Atari's. From the 2600 right on through to the ST's. But recently I have had an inkling to play choplifter! on the 8-bit series on cart. My uncle Al had that game, and has since sold it! Unfortunately, he did'nt sell it to me :(.

Sooo... If you have choplifter! (that's the one where you have to rescue hostages) please give me a buzz.

Long Live Atari!

-jw

--
Jason Philip Wiegand of Dr. Beechwood's w3 Page
http://www.mathcs.duq.edu/~wiegand

2303. Re: Atari 1040 240volt to 115 volt <question>

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32486232.378A@ncweb.com>
Source record: 80238

Sorry .. but the power is not only of a different "potential" in
England (220v vs 110v in the States), but also of a different frequency.
In the U.S., it is 60hz in freq. ... in the U.K., it is 50hz. There
are power converters made, but you have to be sure it can handle the
load demands. In the minimal case, your computer and monitor will not
work properly, and in the worst case, you will actually damage one or
the
other. Take care ...

Bill
--

```
*********************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
*********************************************************************
```

2304. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <529qkm$324@sjx-ixn6.ix.netcom.com>
Source record: 80239

>: IDE interface
>
>Did he ever fix the problem with slow writes?
>(since it had to read in a 512byte sector to write out a 256 one)
the IDE interface reads 256 bytes of 16 bit words, not 512 8-bit bytes. seems pretty fast to me. aahhh - he didn't use the whole 512 bytes, by the way. You throw out half your data..... but, it's FAST! bitch, bitch, bitch.... I got a 1040meg drive the other day (that's 1.04GB) for $80 - brand new Maxtor. so I can only use 500 megs.. who cares? buy a 4GB if you need it. buy TWO 4GB drives.... the interface uses one IC and it's fast. 'nuff said.

>: dual ANTIC mods (now, that's a real jewel....)
>
>What is the point of two ANTIC chips?
you can have two display lists outputting two independent video screens - all in sync to one monitor. like colored text? or 160x160x16?
>: floppy drive interface
>: 65816 upgrade
>
>How does the Antic chip pause the 65816 chip to access memory.(DMA)
ANTIC raises HALT to the CPU. HALT stops the 65816 clock and tri-states the data and address lines.
>: PBI generic controller
>
>huh?
just a basic PBI device to do things like ramdisks and stuff....

2305. Copying/emulating BASIC XL and other SuperCarts

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <3248612B.3FAF@Asymetrix.com>
Source record: 80240

[A reply to Mark Simonson's mail re copying(???) BASIC XL.]

> <<< snip >>>
> BASICXL1,A000,BFFF
> Repeat procedure for D502 (to select bank 2) and D503 (to select bank 3),
> writing the ROMs to disk each time.
> Finally, transfer the files to my Mac and stitch them together.
>
> Well, it didn't work. Is there some reason why this shouldn't work?
>
> Mark Simonson
> marksim@bitstream.net

I don't think you read my message carefully enough.

The "SuperCarts" were arranged like this:

```
+-------------+-------------+-------------+
| Bank 1 | Bank 2 | Bank 3 |
| $B000-$BFFF | $B000-$BFFF | $B000-$BFFF |
+-------------+-------------+-------------+
| All Banks |
| $A000 - $AFFF |
+---------------------------------------+
```

In BASIC XL (and, in fact, in all the SuperCarts except Action!)
the SEQUENTIAL flow of code SELDOM stays in a single bank!

Typically, common subroutines (e.g., convert line number to
address of line) will be in the "common" part ($A000 thru $AFFF)
and individual statement processing will be in a single bank,
BUT there are MANY special functions, etc., that almost ALWAYS
require going to a specific bank.

Let's say you see the BASIC XL line:

```
20 A$ = STR$(34.5)
```

The "LET" processing might be in Bank 1, but the STR$ processing
(which is actually the same as the "print a number" processing)
might be in Bank 3.

So the assembly language FLOW might look SOMETHING like this:

```
**IN BANK 1**
at $B300:
< load 34.5 into FR0 >
jsr $A030
```

```
** IN COMMON BANK **
at $A030:
sta BANK3SELECT ; change to bank 3
jsr $B300 ; well, it COULD happen!

** IN BANK 3 **
at $B300:
< convert FR0 number to string in BUFFER >
ret

** IN COMMON BANK **
at $a036:
sta BANK1SELECT
ret

** IN BANK 1 **
at $B312 (or some such address...just after the JSR $A030
above)
< copy BUFFER to A$ >

So "stitching together" the banks doesn't do ANYTHING!
You end up with DIFFERENT code at the same addresses.
Or at the wrong addresses. Whatever.

If you are trying to write an Atari emulator that can
handle a SuperCart, you would have to put the different
banks in different "based" memory, have your
emulator detect any bank change instruction (any store
[or load or test or whatever] to $D500 through $D5FF,
and change the "base" register appropriately.

Is that really worth it? I doubt it.

Bill Wilkinson

--
"Don't take life so seriously, son.
It ain't nohow permanent."
Porky Pine [Walt Kelly]
```

2306. For Sale: Rare Atari 8-bit Items

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: mbates@s3.sonnet.com
Message-ID: <mbates-2409961700190001@ppp2-stk.sonnet.com>
Source record: 80241
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.atari

I have the following 8-bit items for sale or trade:

Make offers:

1450 XLD motherboard. Tong version $150 or best offer

CSS Mutliplexer w/ 3 slave units $125 or best offer
and docs and software
(okay so this isn't rare but it is a good price!)

XTM121 Thermal printer no ribbon, no p/s $75 or best offer
(working and finished prototype)
Has a serial number and the words 'working sample' on the back

XTC1411 Color Composite monitor $275 or best offer
'Working Sample' on back of monitor

1400 XL in a 1400XL case with power supply. $375 or best offer
has an anodized label which says 1450XLD on it
(i.e. the model number is 'real' not just pasted on there. it is
identical in form to any of the XL series model 'labels'

ALL ITEMS WORK!

Prices do NOT reflect shipping.

-Marlin
---*** Volkswagen & Atari - That which rules me
---*** Marlin Bates 1969 VW Westfalia Bus aka Lazarus
---*** 2600: 425 / 7800: 56 / XL/XE: 199 / Lynx: 76 / Jaguar: 42
--*-*-* Please check out my web page:
-*--*--* http://www.stocko.sonnet.com/Fujidom/

2307. Re: Atari 1040 240volt to 115 volt <question>

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <529sao$iei@ornews.intel.com>
Source record: 80242

In article <32486232.378A@ncweb.com>, Bill Somrak <cooncat@ncweb.com> wrote:
>
>Sorry .. but the power is not only of a different "potential" in
>England (220v vs 110v in the States), but also of a different frequency.
>In the U.S., it is 60hz in freq. ... in the U.K., it is 50hz. There
>are power converters made, but you have to be sure it can handle the
>load demands. In the minimal case, your computer and monitor will not
>work properly, and in the worst case, you will actually damage one or
>the other. Take care ...

I didn't see the original question (looks like it should have been in comp.sys.atari.st.tech, however), but I can say from personal experience that it is perfectly safe to take an Atari ST made for European power and plug it in to US mains - my son is using a British Mega 2 and has been for years. The power supplies are of the switching type, so as long as there is enough juice, and not too much (no more than 200% of rated value in most cases), it will work. I would NOT try this going the other way (110v computer with 220v outlet) without having a spare computer on hand, however. The power-convertor plugs will probably work fine, though - the ST really isn't too picky about power line frequency.

Monitors are another kettle of fish. Don't use it on a power line it isn't rated for. Period. IF going acroos The Pond, plan on buying or borrowing a suitable monitor there, or take a multi-voltage TV set along (and live with lower resolution), or try to find an older multi-sync multi-volt monitor (see comp.sys.atari.st - possibly .tech - today for a list of multi-syncs that are known to work with the ST, and the tech details of how to connect them).

These rules are applicable only to the STf and fm series - the old "brick" power supplies are probably analog (non-switching). You can get transformers in Europe that reduce the line power from 220 to 110, and I used my old 520ST (and the 800XL and 130XE) that way for several years in Germany. It also works on monitors. You would need a transformer rated at least 300 watts for a monitor and computer, though, and that will cost quite a bit and be very heavy.

My bookmarks: http://www.teleport.com/~atari
Files at ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

2308. Re: Monitor Cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: sdh5319@ksu.edu
Message-ID: <sdh5319-2409962011190001@129.130.99.158>
Source record: 80243

In article <3238FB6C.321D@total.net>, "David A. Paterson"
<davepat@total.net> wrote:

> Brian M Gajewski wrote:
> >
> > Hi,
> >
> > I picked up an Atari 800XL recently and I want to get a monitor
> > cable for it. I have a cool Commodore Composite Monitor I can use. Is
> > there a company that sells cables for the good old ataris?
> >
> > -Brian Gajewski
> > bmg95960@pegasus.cc.ucf.edu
>
> Radio Shack used to have some patch cables that give four RCA female
> plugs from an Atari Monitor-type plug. They were about $3 or $4.
>
> Dave

Ditto. That's what I use for my XL. I think the cable was originally
intended to be used for TRS-80 cassette tape storage. You have to put some
other connectors on it, of course, but mine seems to work just great.
Scott

--
"...it would not be an exaggeration to describe the history of the computer industry for
the past decade as a massive effort to keep up with Apple."
--BYTE, Dec 94

2309. Desert Falcon (RX8089) on 600XL????

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: rvanloo@cs.utwente.nl
Message-ID: <528utg$20l@pandora.cs.utwente.nl>
Source record: 80244

Hi,

I just recently bought the desert falcon RX8089 catridge for my 600XL. but ehmm... it didn't work. My question is: Is is supposed NOT to run on the 600XL (due to the 16k of mem) or was it realy the catridge that's defect? (It did say on the bottom of the box 'Also plays on XE and XL systems'..)

---Reinard

p.s. If you happen to live in the Netherlands, the Intertoys toy-store chain still has some atari catridges for sale for about Fl 5,- each (is approx $3) I just picked up pole position and moon patrol. Most of the catridges they have are for the 2600 game system though.

2310. Re: Monitor Cable for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: sdh5319@ksu.edu
Message-ID: <sdh5319-2409962311060001@129.130.99.158>
Source record: 80245

In article <3238FB6C.321D@total.net>, "David A. Paterson"
<davepat@total.net> wrote:

> Brian M Gajewski wrote:
> >
> > Hi,
> >
> > I picked up an Atari 800XL recently and I want to get a monitor
> > cable for it. I have a cool Commodore Composite Monitor I can use. Is
> > there a company that sells cables for the good old ataris?
> >
> > -Brian Gajewski
> > bmg95960@pegasus.cc.ucf.edu
>
> Radio Shack used to have some patch cables that give four RCA female
> plugs from an Atari Monitor-type plug. They were about $3 or $4.
>
> Dave

I guess one thing was incorrect about my posting. The cable I used had
phono plugs on it, not RCA plugs. I just happened to have one around, so I
patched an RCA plug into it, and it works great.
Scott

--
"...it would not be an exaggeration to describe the history of the computer industry for
the past decade as a massive effort to keep up with Apple."
--BYTE, Dec 94

2311. Re: OS: 800 <-> XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <527qk5$o55@oolong.memphis.edu>
Source record: 80246

rely@ix.netcom.com(Robert Smith Ely) wrote:

>In <5243o0$8df@news.internetmci.com> Richard Heldmann
><richard.heldmann@internetMCI.com> writes:
>>
>>Can I use something other than a translator disk, to switch between
>>the 800XL operating system and the 800 operating system, to run
>programs
>>written specifically for the 800?
>>
>>Rick
>>
> The only other thing you could do is to use a real 800 computer.
>You could probably find a used working one in this newsgroup. Just ask
>around. That would be much better than using the translator, especially
>for carts.

>rely@ix.netcom.com -or rsely@dhs.state.nj.us

There are also some switchable ROM setups that would work--I'm not
particularly familiar with the details, but I recall ads for several.

2312. Re: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <3247E7A4.118F@earthlink.net>
Source record: 80247

Actually, m.u.l.e. runs fine on xl-it. I have a 486 dx2 80 with 8 megs
ram. runs too slow with sound on my system, but other than that, it
works fine.

Jeff
Matty wrote:
>
> RFord10445 wrote:
> > The first reply cut right to the chase. thanks. m.u.l.e still doesn't
> > work. personally my favorite program. and no better sound?? damn. i was
> > hoping.
> > -thanks for all the replies.
> > regards
> > Z
>
> You know, I hate to even suggest this but... if you really like M.U.L.E.
> (I'm not afraid to admit it, probably my favorite Atari 8-bit game
> ever),
> you should swallow any pride and get "PC-64" (the commy emulator). I
> know, I know, it initially felt awful to do it, but I had to play
> M.U.L.E
> damnit!!!
>
> Unlike the Atari emulators, it runs the game flawlessly and
> the Commy version actually has an unexpected bonus! You can play with
> up to three people! It's awesome, I hadn't played a three person
> game since I first played it on the ol' 800 (later got an XL, only two
> joystick ports!?). Unfortunately, the Commy has inferior music (3
> voices
> instead of 4), and the earthquakes no longer occasionally move a
> mountain... Also, if you are interested in other "classic" 8-bit games,
> most of the old Atari games can also be found in C-64 format on the
> internet...
>
> If your interested, e-mail..
>
> matt

2313. copying subdirectories with SPARTA ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3247f2cc@pianosa.demon.co.uk>
Source record: 80248

Whilst reading the usual rubbish I find here, Daniel Klugh wrote something
interesting to All about copying subdirectories with SPARTA ?:

Hello Daniel,

>> Id like to know, if theres any tool for SD3.2, that allows copying
DK> Your apostrophes are coming out as weird characters.I think the high

They look fine here. I even went back and looked at the original post, just to
double check.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... Forget it brother, you can go it alone. - London Calling; The Clash

2314. Re: FS: Atari 800, Disk Drive, Tape Drive, and More

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: jcp@cs.pdx.edu
Message-ID: <529kgj$4l0@sirius.cs.pdx.edu>
Source record: 80249

In article <01bba9ae$64c730c0$9cc9400f@hpsdm341.sdd.hp.com>,
Carl Sobeski <csobeski@sdd.hp.com> wrote:
>For sale:
>
>Books: De Re Atari, Compute's Atari Series (1st, 2nd books on Atari,
> Mapping the Atari, Atari Graphics), and others
>
>Carl Sobeski
>csobeski@sdd.hp.com
>

if no one else makes any offers, id offer $10 + shipping on the
books...

james

2315. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: pjm@hakea.cs.ntu.edu.au
Message-ID: <x7g248dbih.fsf@hakea.cs.ntu.edu.au>
Source record: 80297
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

I don't know about porting gcc (as a cross compiler) to work
on the 6502 but in the dreamtime I ported an old version of the
Amsterdam Compiler Kit to work on a 6502 (well actually a 65C124).
Its still being used six years down the track and generates not
entirely implausible code for embedded systems. Anyways if anyone is
seriously interested in the gcc port (or the ACK one) get in touch with
me and we'll see if we can get a couple of students to do some work
on it.

--
Phil Maker Email: pjm@cs.ntu.edu.au
School of I.T. Ph: +61 89 854939 (home)
Northern Territory University,Darwin Fax: +61 89 466630
Casuarina, Australia.

2316. FS: Atari 800, Disk Drive, Tape Drive, and More

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: Carl Sobeski <csobeski@sdd.hp.com>
Message-ID: <01bba9ae$64c730c0$9cc9400f@HPSDM341.sdd.hp.com>
Source record: 80298

For sale:

Atari 800 (48K)
1050 Disk Drive
410 Tape Drive
Communicator Package (includes interface module and 300 baud modem)
Software (Ms. PacMan, Pole Position, Joust, Star Raiders, Basic,
Assembler, among others)
Books: De Re Atari, Compute's Atari Series (1st, 2nd books on Atari,
Mapping the Atari, Atari Graphics), and others

Everything is in pristine condition, having spent most of its life in boxes
in
the back of my closet.

I don't really want to go through the trouble of selling this stuff
separately.
You can have the whole thing for $50 (US) plus shipping. Shipping from
San Diego, California.

Anybody who is interested should respond via e-mail to me before
October 1 since I'll be giving this stuff to charity if I don't sell it by
then.

Carl Sobeski
csobeski@sdd.hp.com

2317. 800 Assembly

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <527gsp$rre@kirin.wwa.com>
Source record: 80299

I have two books. Both COMPUTE! publications. "Machine Language for Beginners" and "The Second Book of Machine Language." It covers ml for the Atari,Pet,Commie,TRASH-80, and Apple. Very good.....

2318. Re: antic '85 mags with PBI articles...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: jmudge@world.std.com
Message-ID: <Dy7vtz.6yu@world.std.com>
Source record: 80300

In article <32372A71.5390@mad.com>, hobo <hobo@mad.com> wrote:
>Is there a site that has the ANTIC Magazine Parallel Bus Interface
>article
>online? There are 4 parts to the article, and I have the first two
>parts.
>I'd like to see the last two parts.

It's 11:00pm on a Monday night, and here I am, after reading this article, digging through the darkest corners of my Closet-o-Stuff(tm) searching for my back issues of Antic magazine. Ah. Such memories.

Well anyway, I have Vol 4, Num 2 (Jun 85) and up...do I have the issues that you need? I'd be happy to send the info to you, knowing how hard these articles are to come by...

Hope I can help!

..jm
--
=-=-=-

2319. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: mhill@one.net
Message-ID: <32474a52.11095752@news.one.net>
Source record: 80301

On 23 Sep 1996 19:30:28 -0400, rford10445@aol.com (RFord10445) wrote:

>My reply to all of the replies: (remember me? I posted the original
>question!)
>
>The first reply cut right to the chase. thanks. m.u.l.e still doesn't
>work. personally my favorite program. and no better sound?? damn. i was
>hoping.
>
>As for Mr. Mihocka, yes, he is a bit touchy, but right now he's the only
>water in the desert, you know what i'm saying----If you can shroud
>yourself from his scathing personality, and still be nice to him, more
>power to ya
>
>Still, I am thrilled to be able to play so many atari games on my
>IBM..though it's disappointing when your favorites don't work....But I do
>have a rather long list of programs that do work and I do play now &
>then.....
>
>-thanks for all the replies.
>regards
>Z
>
>
>
>

Z,

Have you tried Pokey, or Xl-it? Im the author of Pokey for MSDOS
systems.

Mule runs fine on Pokey. Pokey also supports two PC joysticks so two
players can play with no problem. If you build the printer port sound
card detailed on my Web page you can have 98% true sound emulation on
your PC.

I believe Xl-it runs Mule too. Markus has done a fine job with Xl-it
and has very good sound emulation built in.

I think you will find that both Pokey and Xl-it have very high
compatibility rates.

Mike Hill Author of Pokey
mhill@one.net The Atari 800/XL/5200

http://w3.one.net/~mhill Emulator for MSDOS systems

2320. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: mhill@one.net
Message-ID: <32474b90.11413876@news.one.net>
Source record: 80302

On Sun, 22 Sep 1996 13:00:26 GMT, starship@3rdplanet.com (Rich
Tietjens) wrote:

>That is, to coin a phrase, just a crock. Sound emulation is far easier than
>video mode emulation; XL-it! uses .WAV files and does a good job with sound.
>Shoot, even on my ST, I have a couple of sound players that convert audio
>files to the desired format and sample rate on the fly, while playing them.
>The Intel machines should be able to handle such emulation and conversion far
>more easily, since they are designed primarily to crunch numbers ratehr than
>as general-purpose processors.
>

Rich,

I have to disagree. After working on Pokey my 8-bit emulator for DOS
systems I have had to tackle both video and audio emulation....

Accurate sound emulation is probably the most difficult aspect of an
8-bit emulator. Video modes while tricky are not that bad.

If the Atari didn't have 4 channel sound with Distortion it wouldn't
be too difficult.

I do agree though that Markus's sound emualtion is pretty good. I
sent him some much cleaner samples that I made with my Pokey printer
sound card. They improve the sound quality of Xl-it greatly.
Hopefully Markus will be releasing a newer version of Xl-it soon using
those new samples.

Mike Hill Author of Pokey
mhill@one.net The Atari 800/XL/5200
http://w3.one.net/~mhill Emulator for MSDOS systems

2321. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: mhill@one.net
Message-ID: <32474899.10654473@news.one.net>
Source record: 80303

On 20 Sep 1996 19:56:28 -0400, asharkis@aol.com (ASharkis) wrote:

>I'm not a defender (paid or unpaid, honest!) of Darek Mihocka, but it is a
>fact that he stated that as a software publisher, he cannot have his
>emulators running copy-protected software. I have to respect that
>position.
>
>On the other hand, Xformer has printer support. The developers of XL-It,
>POKEY and Rainbow 95 probably have that feature low on their list of
>priorities for future upgrades.
>
>I guess the choice of an emulator depends on what task you want it to
>accomplish.
>
>My advice : get, try and support all of them.

Asharkis,

Well I doubt Mule or any other program doesn't run on Xformer because
it is copy protected or not.

Im the author of Pokey the 8-bit emulator for DOS systems. This topic
has been a very interesting one to read.

As for printer support being a low priority for Pokey....Printer
support will be in the next version of Pokey which should be out this
weekend.

Mike Hill Author of Pokey
mhill@one.net The Atari 800/XL/5200
http://w3.one.net/~mhill Emulator for MSDOS systems

2322. Re: 800 assembly

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: jmudge@world.std.com
Message-ID: <Dy7x31.Gsw@world.std.com>
Source record: 80304

In article <51mmoa$187s@useneta1.news.prodigy.com>,
Robert Stone <UASZ40A@prodigy.com> wrote:

>[snip] Compute's Memory Map for the Atari by Ian Chadwick.

This is *the* book that you'll need. If you can find it, get the
revised edition of Chadwick's book. 'Course, if you need to learn 6502,
a no-nonsense approach is Lance A Leventhal's "6502 Assembly Language
Programming" (1979, Osborne/McGraw-Hill, Berkley, CA; ISBN 0-931988-27-6).
While this book is rather technical and makes for dry reading, it
explanes *everything* that you'll ever need - and not need - to know
about the 6502 AL.

Another book that I referenced frequently was Richard Mansfield's "The
Second Book of Machine Language" (1984, COMPUTE! Publications, Inc.,
Greensboro, NC; ISBN 0-942386-5301). Mansfield also wrote "Machine
Language for Beginners" (1983, COMPUTE! Publications, Inc., Greensboro,
NC; ISBN 0-942386-11-6), which compares many of the ML commands to BASIC
counterparts (ie LDA/STA to POKE, etc.).

Well, there's my $0.02. Dollars...not hex. :-)

..jm
--
=-=
James M Mudge Boston MA jmudge@world.std.com
SPAM is a registered trademark of the Hormel Foods Corporation.
=-=

2323. Re: Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32473180.2B1D@osu.edu>
Source record: 80305

On the subject of people who were left out of the Atari tree (somebody mentioned that Chris Crawford was a major omission):

They also left out Dave Theurer! He was the original author of Tempest; more recently he's worked at Kaleida Labs, and is credited with creating DeBabelizer for Equilibrium software.

Any others that should have been mentioned?

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

2324. Re: MyDOS 5.43/3 doesn't work on 130XE!?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <527pt9$lh2@news.asu.edu>
Source record: 80306

No problem, don't be sorry. Seem I even dyslexia suffer too
times at.

:)

Iffen it don't work, then the file may have been either corrupted
or is modified to work with just the emulator. So glad to hear
you have a real Atari as well. Even though I have this state-of-
the-art Compaq Deskpro 386/20e (cough, cough), I will never give
up my beloved Atari.

Atari is dead! Long Live Atari!
--
ooooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooooo

2325. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <Pine.PMDF.3.91.960924143118.619603468A-100000@cc.newcastle.edu.au>
Source record: 80307
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

On 22 Sep 1996, Daniel Klugh wrote:

> : >
> : > But if you strip the binary it'll only be about 40k. GCC puts lots
> : > of symbol table stuff in there.
>
> : Wow! 'Only' 40K. And that leaves nearly 24K for doing something
> : *and* printing the result.
>
> How does it "leave" 24k???
> The whole printf routine is linked in to the executable.This includes code
> for several different conversions.So even thought you use it to convert a
> number to text,it still takes up as much room.

I was reacting to the notion that trimming printf down to a mere
40K solves the problem, by doing some simple address space mathematics:

64K - 40K leaves 24K (less, if certain areas of the address space
are used for system specific resources: such as the zero page and stack
page, so we're already down to 23.5K and counting down)

> There's also the start-up code.
> (on Linux,both of these are kept in a seperate "library" file that all
> programmes access)

Now I get it. The Linux for the C64 is going to swap memory
out to disk to give an effective memory much larger than the 64K address
space. <chagrinned, crestfallen look> I can see how that would solve
the problem.

8-)#

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

2326. SX212 Software Help

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <527ndh$3qv@news.calweb.com>
Source record: 80308

Help! I just recently got an SX212 modem but have no software to use with it.

Several people had said they would send me various term programs, but I have lost my printout of those messages.

So again....does anyone out there have a term program(s) they can send me, or perhaps the 850 handler program so that maybe 850 Express would work?

I will gladly send you a pre-stamped mailer and disk to put it on if you can send me and SX212 term programs.

Joe Blenkle
jblenkle@calweb.com

2327. Which is the best emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <5282n2$485@isoit109.bbn.hp.com>
Source record: 80309

Are there any differences between the XL/XE-Emulators for PC in performing/compatibility? Which one is the best?

2328. Re: copying complete Subdirectories with SPARTA ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <528gs2$jip@sjx-ixn2.ix.netcom.com>
Source record: 80310

In <525pa4$cjv@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:
>: Hello !
>
>: Is ther any toll, that allows copying complete subdirectories with
>: Sparta 3.2
>
>Me again.What's a toll?!?
>
>I tried MENU and XCOPY but they were no help.
>DUPDSK will do a sector copy,but it won't give you a choice in what to
copy,
>everything gets copied.
>
I think I remember a program called XMOVE.COM, that will move a
directory and it's files to another disk (not to be confused with
MOVE.COM that only moves directory info from one location os a disk to
another on the same disk). Unfortunately, this is coping, so it may not
be what you want. I'll have to get on the 130XE and check around and
get back with the results.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2329. Atai 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C8F1B1.10C1000BCF.uuout@compudata.com>
Source record: 80311

Can I hook an Atari 800 up to a regular PC type monitor of any kind?

 OLXWin 1.00b It's not just a hobby, it's an obsession!

2330. Re: Atari advice!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <528ga5$6q2@sjx-ixn6.ix.netcom.com>
Source record: 80312

In <524in4$erj@nuke.csu.net> kendrick@sitka.sonoma.edu (William Kendrick) writes:
>
>David Bennett (sunlord@zot.io.org) wrote:
>:
>: I currently have APE, a 1050 and an XF551. I have all the different
>: DOS's on disk. I am wondering what other programs I need to run a
>: succesful system. I have seen many notes regarding something called
>: a 'Boot menu loader' and programs such as this. Can anyone suggest
>: programs that could be useful to the everyday operation of my atari?
>
>A boot menu loader is simply a tiny program which sits on the boot sectors
>of your disk. They know a little bit about reading a disk directory and
>how to do a "binary-load".
>
>They're used to replace DOS. Most games don't need to know how to do
>lots of DOS commands (like "delete", "rename", etc.), so why bother loading it
>up?
>
>Also, the nearly instant speed you get with a boot loader (versus first loading
>DOS, then the DOS interface (menu, command line, whatever)) is pretty nice
>as well. :)
>
>The only boot loader installer that >I< personally know of is "Chaos Loader."
>I know for a fact there are a few others you can use, too.
>
>Finally, remember, they aren't a replacement for a DOS. They're just a
>replacement for a DOS on a game disk. (Got a disk full of .COM or EXE
>games? Use a boot menu to speed the access!)
>
>: (Which DOS should I use? How do I run bootable programs without
>: turning on and off the cpu while holding option? SpartaDOS reads
>: MYDOS, But mydos doesnt read Sparta.. does that make it better? etc
>: etc.)
>
>DOS to use: My suggestion is MyDOS. Compatibility AND features,

versus
> slight incompatibility and TONS of features. They both have
> subdirectories, they both have RAMdisk support, etc. MyDOS is a
menu
> (yay!), SpartaDOS is a command line interpreter (cool! (harder to
learn)).
> SpartaDOS has time/date stamping (a MUST for BBS Sysops!). MyDOS
doesn't.
> MyDOS is VERY Compatible. SpartaDOS isn't (relatively
speaking...)
>
>To boot a disk w/o turning your machine on and off, you can simply
reboot
>it (warm-boot (vs. the "off/on" 'cold boot')). In Atari DOS or MyDOS,
>do a [R]un at address:
> E477 (that's hex for 58487)
>
>
>-bill!
>kendrick@zippy.sonoma.edu ||| kendrick@vax.sonoma.edu
>** New Breed Software ** / | \ ** William Kendrick **
>http://zippy.sonoma.edu/~kendrick/ http://sterba.com/
I have a couple of cute little BASIC menu/launchers. These are from
around 1982/83. They will run an binary load/run programs from disk. I
can e-mail it/them to anyone that would like to have 'em. If there are
enough requeses I'll have them put up at the Umich archive.

rely@ix.netcom.com -or rsely@state.nj.us

2331. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528j3q$o3k@login.freenet.columbus.oh.us>
Source record: 80313
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Bruce R. McFarling (ecbm@cc.newcastle.edu.au) wrote:
: On 22 Sep 1996, Daniel Klugh wrote:

: > : >
: > : > But if you strip the binary it'll only be about 40k. GCC puts lots
: > : > of symbol table stuff in there.
: >
: > : Wow! 'Only' 40K. And that leaves nearly 24K for doing something
: > : *and* printing the result.
: >
: > How does it "leave" 24k???
: > The whole printf routine is linked in to the executable.This includes code
: > for several different conversions.So even thought you use it to convert a
: > number to text,it still takes up as much room.

: I was reacting to the notion that trimming printf down to a mere
: 40K solves the problem, by doing some simple address space mathematics:

: 64K - 40K leaves 24K (less, if certain areas of the address space
: are used for system specific resources: such as the zero page and stack
: page, so we're already down to 23.5K and counting down)

Assuming that Linux only uses 32-bit addresses and knowing that MS-DOS uses
16 and 32 bit,I would guess that the C64 would use less memory.
(the 6502 uses 8 and 16-bit addresses)

: > There's also the start-up code.
: > (on Linux,both of these are kept in a seperate "library" file that all
: > programmes access)

: *Now* I get it. The Linux for the C64 is going to swap memory
: out to disk to give an effective memory much larger than the 64K address
: space. <chagrinned, crestfallen look> I can see how that would solve
: the problem.

Not such a bad idea,but you'd want to swap it out to a RAM-disk/bank
switched memory.On a C128 you have a much greater address space.
(around 16MB or somesuch)
I've never seen a C128 with more than 128k but I've seen a 512k Apple][gs.
(and I know you can go much further with the Apple)

For that matter,I've never seen a RAM-disk or bank-switched memory for the
C128.

2332. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528jni$r2s@login.freenet.columbus.oh.us>
Source record: 80314

Robert Woolley (rwoolley@ix.netcom.com) wrote:

: >Bob Woolley had plans for swapping out the mechanism, along with
: patches to the XF551
: >ROM that were needed (I think you can use a 2764).
: >
: >What the Atari community _really_ needs is a Bob Woolley hardware
: archive!
: >
: >Dave Paterson
: why? when you can just ask him here!

: he has a bunch of h/w hacks for those few folks not afraid of a little
: soldering....
: 80 columns in hardware
: 4mb SIMM upgrade
: IDE interface

Did he ever fix the problem with slow writes?
(since it had to read in a 512byte sector to write out a 256 one)

: dual ANTIC mods (now, that's a real jewel....)

What is the point of two ANTIC chips?

: floppy drive interface
: 65816 upgrade

How does the Antic chip pause the 65816 chip to access memory.(DMA)

: PBI generic controller

huh?

: and a few other 'things' probably better left alone..... <G>

: I see a 1050 with an IBM mechanism here...
: I see an XF551 with a 720K mechanism here...
: I see a 14.36mhz 65816 here...
: I see an IBM mouse here...
: I see a video/audio digitizer here...
: I see a 33.6kbd modem here...

2333. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528jho$q39@login.freenet.columbus.oh.us>
Source record: 80315

Tony Smolar (asmolar@nscs.fast.net) wrote:
: On 23 Sep 1996 05:02:12 -0400, Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
: >Tony Smolar (asmolar@nscs.fast.net) wrote:
: >: >You mean far LESS advanced.
: >: >At least in terms of graphics (colors) and sound (yeech)
: >
: >: Huh? How is a minimum resolution of 320x200x16 colors out of 512 or 4096
: >: less advanced than a maximum of 320x192x2 colors out of 128? Of course
: >: you can display more colors on both computers with special programming.
: >
: >An Atari is really 320x200,not 192.That's just a Atari convention.
: >And you get four colours,not two.It's just that you can only control two of
: >them.The other two are functions of the (one) foreground colour.
: >(kinda like the Apple)

: It's two colors. The other two only show up because of the limited resolution
: of the TV screen. If you use a high-quality monitor, you won't get those
: extra colors.

Actually I use my Atari on a Amiga monitor and I still get artefacting.
(Of course the atari plugs in the composite video and the Amiga plugs in it's
own kind of thing (RGB?))

2334. Re: How can I connect Atari800XL with a PC?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528js2$rlg@login.freenet.columbus.oh.us>
Source record: 80316

Elvis Smurf (esmurf@ibm.net) wrote:
: angel, i highly recommend hte APE PRO system. please check the popular
: atari 8bit archives for a link. not only will it let you use pc
: harddisk as mass storage, but it gives you access to pc files through
: atari dos, use your pc modem (R: !), and of course (!) your pc printer.
: highly recommended. btw, also reads/writes heavily protected atari
: disks.
: es-

Does it make the "PC Mirror" disk appear as a AtariDOS disk?
That'd mean only 64 files per directory.

2335. Re: A8 Books For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528k62$stk@login.freenet.columbus.oh.us>
Source record: 80317

Bob Bell (dj390@FreeNet.Carleton.CA) wrote:

: ==

: I have a baker's dozen of ATARI 8-bit books to sell.
: The following is a description of one of those books.

: Contact Bob Bell at <dj390@freenet.carleton.ca> for
: a complete description of all of the books via e-mail.

: ==

: ITEM NINE:

: ***************
: ** Asking $5 **
: ***************

: Mapping The Atari (Original Edition)
: By Ian Chadwick w/Introduction By Bill Wilkinson
: COMPUTE! Books, 1983, 194 pages
: (Excellent Condition, Some Writing On Pages Inside)
: List: $14.95

: From the front and back covers:

: "A comprehensive sourcebook and memory guide
: for beginning and veteran programmers of the
: Atari 400 and Atari 800 personal computers.

: Created to fill a need for a complete, comprehensive
: guide to the memory locations in the Atari 400/800,
: useful to both beginning and veteran programmers.
: Although parts are available in other publications
: no previous collection has provided complete cross-
: references, detailed explanations, and a tutorial
: approach."

: Contact: Bob Bell (dj390@freenet.carleton.ca)

: This book was published prior to the release
: of the XL/XE operating system, and only deals
: with the original 400/800 operating system.

Mine has the XL OS as well.

You know,as cool as that book is,it probably contributed to the problem of
programmes accessing the OS (and DOS) in ilegal ways making later (D)OSes
incompatible.It gives jump points into the handler subroutines,

(like one to print as character to the screen)
DUP routines and BASIC routines.

2336. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <528kol$1tr@login.freenet.columbus.oh.us>
Source record: 80318

David A. Paterson (davepat@total.net) wrote:
: Reposting article removed by rogue canceller.

: Bruce Willard wrote:
: >
: > In article <19960920085027.aaaa002.L@babyblue.cs.yale.edu> Halliwell E Sra 436TS/TAC
<halliwee@TS436.dyess.af.mil> writes:
: > >From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
: > >Subject: Unusual Request
: > >Date: 20 Sep 1996 08:50:28 -0400
: >
: > >Alright, if anyone can come up with a shorter type-on-the-screen-with-
: > >big-letters program than THIS, I'll eat my 8-bit:
: >
: > >GR.2:POKE87,0
: >
: > >There. <g>
: >
: > >(some caveats... you must hit Break instead of Return or you'll get
: > >an error message, and if you type a logical line more than two screen
: > >lines long the display will glitch)
: >
: > Hmmm, do you have to eat it if your program doesn't work? If so, want
: > some fries with that?
: >
: > Because Graphics 2 is a screen mode, not an editor mode (except for the
: > four lines of Gr.0 on the bottom), your program only outputs to the
: > four lines on the bottom, with nothing in the GR.2 area. Poke 87,0
: > just moves the margin to the far left of the GR.0 area.
: >
: > Bruce Willard bwillard@mindspring.com

: Actually, it's POKE 82,0 to change the margin. The Revised version is this:

: GRAPHICS 18:POKE 87,0

: (or use GR.17 for more text on screen)

GR.17 is better also becuase it won't crash the computer.
If you go to far off the bottom of the screen in GR.18,it goes all crazy
where 17 just gives you error-141's.

2337. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <52c2fe$2eb@freenet-news.carleton.ca>
Source record: 80169

Tony Smolar (asmolar@nscs.fast.net) writes:
> On Wed, 25 Sep 1996 09:48:27 +0100, Dr Jest <robp@owl.co.uk> wrote:
>
>>M.U.L.E. does not work at all with 3.5 or xf33demo, and it doesn't work
>>properly on earlier versions - even in 800 mode (I don't think M.U.L.E.
>>works on a real 800XL without a translator anyway).
>
> M.U.L.E does work on an 800XL without translator. I ran it all the time.
> You just have to disable Basic with the Option key.

There are 2 versions of MULE. One will work on 800 or XL and one
will NOT work on the XL because of its rom paranoia routines. The
'cracked' 800 version I have works without the on disk protection, but
still wont run without the real 800 rom.

The game itself is identical.

Steve (im catching up on e-mail soon)

2338. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Eyvind Bernhardsen <eyvind@apollo.orakel.ntnu.no>
Message-ID: <jpbvid2a3x2.fsf@apollo.orakel.ntnu.no>
Source record: 80170

asharkis@aol.com (ASharkis) writes:

[...]

> BTW, when I run BASIC or DOS in POKEY, the screen shows up blue with
> bright green text. Colors seem normal otherwise. Is this the way it
> should be?

If you look at the colour registers, then yes; the colours are defined
that way (look at the four base colours in the four-colour modes:
blue, green, orange, black). However, in the two-colour hi-res modes
(BASIC modes 0 and 8), the foreground hue is the same as the
background hue, no matter what the colour registers say. You might
consider it a bug (doesn't look like a real Atari) or a feature
(slightly more flexible graphics).
--
Eyvind Bernhardsen

2339. Re: Desert Falcon (RX8089) on 600XL????

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960925174227.16885H-100000@ns1.ptd.net>
Source record: 80171

On 24 Sep 1996, Reinard R.J. van Loo wrote:

> Hi,
>
> I just recently bought the desert falcon RX8089 catridge for my
> 600XL. but ehmm... it didn't work. My question is: Is is supposed
> NOT to run on the 600XL (due to the 16k of mem) or was it realy the
> catridge that's defect? (It did say on the bottom of the box 'Also
> plays on XE and XL systems'..)

Here's a clue...

Some newer XEGS carts need up to 64K of RAM. Now, you can see where this
is going. Hope this helps... :)

Eric Noss
a.k.a
Mr. Maddog

2340. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.960925181313.14449C-100000@moose.erie.net>
Source record: 80172

On 24 Sep 1996, Tony Smolar wrote:

> On Mon, 23 Sep 1996 17:16:08 -0800, John Kawakami <johnk@crl.com> wrote:
> >
> >Feh - I had a Spectre GCR Mac emulator. The Mac OS was faster than the
> >ST. It handled windows, regions, buttons, and mouse clicks faster than
> >the ST. It was just coded closer-to-the-metal. I eventually went "Mac".
> >It's a bigger pain in the ass to program, unfortunately. Even today, I
> >find myself wishing that I had a souped up ST to do some unix-style
> >coding...
>
> I've used the Mac OS on '30 and '40 macs, and my 8 mhz 68000 ST was more
> responsive than the '30 macs. Perhaps MacOS has become more bloated like MS
> stuff since the GCR days.

Me, too. And I totally agree with you!

2341. Re: function of the atr-file header

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3249DFAE.4856@total.net>
Source record: 80173

Matthias Belitz wrote:
>
> Reposting article removed by rogue canceller.
>
> Hello !
>
> Is anyone here, could tell me the function of the 16 byte file-header of
> the ATR-files.
>
> Thanks Matt
STRUCTURE OF AN SIO2PC ATARI DISK IMAGE:

It's extremely simple. There is first a 16 byte header with the
following
information:

WORD = special code* indicating this is an Atari disk file
WORD = size of this disk image, in paragraphs (size/16)
WORD = sector size. (128 or 256) bytes/sector
WORD = high part of size, in paragraphs (added by REV 3.00)
BYTE = disk flags such as copy protection and write protect; see copy
protection chapter.
WORD=1st (or typical) bad sector; see copy protection chapter.
SPARES 5 unused (spare) header bytes (contain zeroes)

After the header comes the disk image. This is just a continuous string
of
bytes, with the first 128 bytes being the contents of disk sector 1, the
second being sector 2, etc.

* The "code" is the 16 bit sum of the individual ASCII values of the
string
of bytes: "NICKATARI". If you try to load a file without this first
WORD, you get a "THIS FILE IS NOT AN ATARI DISK FILE" error
message. Try it.

(From SIO2PC Docs)

2342. Re: Atari Pilot or Logo Available?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3249bd14.775307@news.superlink.net>
Source record: 80174

-
-I have a Logo cartridge but it won't let me go to DOS.
-I wonder if renaming DUP.SYS to AUTORUN.SYS would work.
-Do you know if Logo is a 8k or 16k cartridge?
-
-If I do get it,I can only send it as text (uuencoded).

Logo is 16K if I remember correctly. If it doesnt let you go to dos,
does it let you boot dos? The Autorun.sys idea should work. It doesnt
hurt to try!

2343. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3249be06.1017840@news.superlink.net>
Source record: 80175

On 25 Sep 1996 15:12:44 GMT, buescher@ugcs.caltech.edu (Brent
Buescher) wrote:

-dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
-
->Actually I use my Atari on a Amiga monitor and I still get
artefacting.
->(Of course the atari plugs in the composite video and the Amiga
plugs in it's
->own kind of thing (RGB?))
-
-Yeah, it's analog RGB.
-
-I use my Atari, which has the Super Video 2.1 upgrade installed, with

-a Commodore 1702 monitor (in the split video input) and get no
-artifacting. Surprising the number of games that rely on that
(probably
-mostly apple ports) when they could just as easily have used mode
"7.5".
-

My 800xl has the video 2.1 in it also with the switch option to
restore the composite color so I can switch back and forth for the
artifacting effect.

2344. Re: Copying/emulating BASIC XL and other SuperCarts

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3249bfc9.1468256@news.superlink.net>
Source record: 80176

-BTW, I feel a little funny getting advice from the author of BASIC XL
on
-how to copy the BASIC XL ROMs to disk for use with an emulator. This
whole
-emulator business is probably in a rather ambiguous area legally. I
could
-very well be violating my licensing agreement with OSS (or whoever
has the
-rights now--FTE?), but it seems like fair use to me. Anyway, I
promise not
-to pass them around if I ever do manage to get them out.
-
-Mark Simonson
-marksim@bitstream.net

I promise TO pass them around if I manage to get them out.
Now theres a challenge! I will look at Basic XL tonight (although, to
be honest with you, I don't think I've every used the cart for
anything - it's that darn orange casing!)
Remeber people - no one should d/l anything from the atari archive
unless they own the original program.

2345. Re: Copying/emulating BASIC XL and other SuperCarts

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <3249D2D3.6EB1@Asymetrix.com>
Source record: 80177

Yogi wrote:
>
> I promise TO pass [BASIC XL image] around if I manage to get them out.
> Now theres a challenge! I will look at Basic XL tonight (although, to
> be honest with you, I don't think I've every used the cart for
> anything - it's that darn orange casing!)
> Remeber people - no one should d/l anything from the atari archive
> unless they own the original program.

I should point out that BASIC XL **IS** still being sold
by the current owner of the product: Mike Hohman of
FineTooned (FTooned?) Engineering.

I don't understand the fascination of running BASIC XL
on PCs and MACs (where there are, let's face it, MUCH
more powerful BASICs, not to mention other languages),
but if you gotta you gotta.

If you are intending to run it on an Atari 8 bitter, though,
you really SHOULD get a legit copy from Mike.

2346. Help: 1200XL Video Mod

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: biglous@aol.com
Message-ID: <52cnub$pen@newsbf02.news.aol.com>
Source record: 80178

I recently picked up a 1200XL and would like to fix the video circuit.
Could someone please forward it to me or point me to a site that has it.

Thanks.

2347. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <52d6i5$a2i@nnrp1.news.primenet.com>
Source record: 80179

>On 24 Sep 1996, Tony Smolar wrote:
>
>> On Mon, 23 Sep 1996 17:16:08 -0800, John Kawakami <johnk@crl.com> wrote:
>> >
>> >Feh - I had a Spectre GCR Mac emulator. The Mac OS was faster than the
>> >ST. It handled windows, regions, buttons, and mouse clicks faster than
>> >the ST. It was just coded closer-to-the-metal. I eventually went "Mac".
>> >It's a bigger pain in the ass to program, unfortunately. Even today, I
>> >find myself wishing that I had a souped up ST to do some unix-style
>> >coding...
>>
>> I've used the Mac OS on '30 and '40 macs, and my 8 mhz 68000 ST was more
>> responsive than the '30 macs. Perhaps MacOS has become more bloated like MS
>> stuff since the GCR days.

Ever see someone trying to run System 7 on a Mac Plus? A school I went to
did this. It was not pretty at all.

In article <Pine.LNX.3.95.960925181313.14449C-100000@moose.erie.net>,
Dennis McGuire <mcguired@moose.erie.net> wrote:
> Me, too. And I totally agree with you!

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2348. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199609252021.a47013@do2.maus.de>
Source record: 80180

M>I do agree though that Markus's sound emualtion is pretty good. I
M>sent him some much cleaner samples that I made with my Pokey printer
M>sound card. They improve the sound quality of Xl-it greatly.
M>Hopefully Markus will be releasing a newer version of Xl-it soon using
M>those new samples.

That would be great. I love XL-It. (Pokey is also nice but unfortunately
on my system its a bit too slow). How about doing some brainstorming and
releasing a Pokey/XL-It merger?

Tschuess
Frank

2349. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <Dy9t2r.1D1@espada.chi.il.us>
Source record: 80250
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

******* Special Demo ********** Special Day, Time, and Place *******

The Suburban Chicago ATarians (SCAT) user group will hold its October meeting on ***Saturday October 5 at 10:00 AM at the Glen Ellyn Public Library*** on Duane St. just West of Prospect St. in Glen Ellyn (IL). A map to the Library is available (as an IMG bitmap) on the SCAT BBS ("Graceland North"), (630) 545-2554 (24hrs.) - or you may request a uuencoded copy by email (see below).

This meeting will feature a ***demo by John Trautschold of Missionware Software*** which will start as soon as possible after 10:00 (due to unavoidable restrictions on John's schedule).

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT! :-)

For more information, send me email at one of the addresses below. [If this article shows up outside the greater Chicago area, sorry... the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that Saturday morning, feel free to stop by!]

Nick DiMasi (SCAT President) ____
/|| | |__/*| (`\
nickd@vpnet.chi.il.us (on 1-2x/wk) |||/|\| |o o |__ _))
turbonick@delphi.com (on 1x/wk) \||___| __ (=T=) ` /
dimasi@ssd.comm.mot.com .---'-`-. _((_ `^--' /_< \^
(temp. but on all day M-F) ~-|_TT030_|__.-||__)`-'(((/ ((((

[If cats used computers, they'd use Atari computers]

2350. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <3248F1DB.6DB0@owl.co.uk>
Source record: 80251

Tony Smolar wrote:
>
> >The first reply cut right to the chase. thanks. m.u.l.e still doesn't
> >work. personally my favorite program. and no better sound?? damn. i was
> >hoping.
>
> M.U.L.E. works with PC Xformer. I've run it on both the 2.5 and 3.3 versions,
> and I've also seen the author give a demo of PC-Xformer running M.U.L.E.
> One thing I have noticed is that you often have to switch Xformer into 800
> mode to run many games, because XL mode seems screwed up on it.
>
> I'm not trying to defend Mihocka. I'm just trying to be fair.

M.U.L.E. does not work at all with 3.5 or xf33demo, and it doesn't work
properly on earlier versions - even in 800 mode (I don't think M.U.L.E.
works on a real 800XL without a translator anyway).

The fact is XFormer is at version 3.5, it works with very few games,
those that do run are usually buggy.
XLit, POKEY and ATARI800 (which are free and at far earlier stages than
XFormer) all work better.
The only advantage XFormer has is that it is fast, but who cares how
fast a game is if it doesn't work !

2351. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: obilynoh@ktb.net
Message-ID: <52ath8$qiu@ktb2.ktb.net>
Source record: 80252
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

[snip]
>) The apple][gs does not use a 6502. It used the 16-bit upward
>) compatible version (whose name I forgot), which has something like a 1
>) or 2M addressing range. Too bad the chip was available so late, and

No, actually, it can address 8.25M. The actual limit was 16M, but Apple
decided to limit it. :(

However, I've seen AppleIIe's with 1M, AppleIIc+'s with 4M, etc. I believe
there was a 4M card for the AppleIIe from Applied Engineering, but I
don't remember anymore. Still, porting gcc to the 6502 seems to be an
interesting alternative to watching paint dry. :)

obilynoh@ktb.net
Graffiti

2352. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn54icij.dr6.asmolar@nscs.fast.net>
Source record: 80253

On Wed, 25 Sep 1996 09:48:27 +0100, Dr Jest <robp@owl.co.uk> wrote:

>M.U.L.E. does not work at all with 3.5 or xf33demo, and it doesn't work
>properly on earlier versions - even in 800 mode (I don't think M.U.L.E.
>works on a real 800XL without a translator anyway).

M.U.L.E does work on an 800XL without translator. I ran it all the time.
You just have to disable Basic with the Option key.

M.U.L.E under Xformer may have some graphical flaws, but it runs well enough
to be played. I'm also pretty sure I had it running with the xf33demo too.
(Although I must say that the emulation and speed of the xf33demo are inferior
to the xf251 version for some reason)

2353. Re: Atai 800 question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DyAIB1.701@iglou.com>
Source record: 80254

In article <8C8F1B1.10C1000BCF.uuout@compudata.com>, GENE EHRICH wrote:
>Can I hook an Atari 800 up to a regular PC type monitor of any kind?
You need a regular composite monitor (one with RCA jacks labeled "video"
and "audio", for example a Commodore 1702) or a TV set.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2354. Re: Copying/emulating BASIC XL and other SuperCarts

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2509961004160001@port10.bitstream.net>
Source record: 80255

In article <3248612B.3FAF@Asymetrix.com>, Bill Wilkinson
<BillW@Asymetrix.com> wrote:

> [A reply to Mark Simonson's mail re copying(???) BASIC XL.]
>
> > <<< snip >>>
> > BASICXL1,A000,BFFF
> > Repeat procedure for D502 (to select bank 2) and D503 (to select bank 3),
> > writing the ROMs to disk each time.
> > Finally, transfer the files to my Mac and stitch them together.
> >
> > Well, it didn't work. Is there some reason why this shouldn't work?
> >
> > Mark Simonson
> > marksim@bitstream.net
>
>
> I don't think you read my message carefully enough.
>
> The "SuperCarts" were arranged like this:
>
<<<snip>>>
>
> So "stitching together" the banks doesn't do ANYTHING!
> You end up with DIFFERENT code at the same addresses.
> Or at the wrong addresses. Whatever.
>
> If you are trying to write an Atari emulator that can
> handle a SuperCart, you would have to put the different
> banks in different "based" memory, have your
> emulator detect any bank change instruction (any store
> [or load or test or whatever] to $D500 through $D5FF,
> and change the "base" register appropriately.
>
> Is that really worth it? I doubt it.

I understand what you're saying. Nevertheless, Rainbow (an
800/800XL/130XE/5200 emulator) *does* handle SuperCarts--at least
according to the docs that came with it. But it's a little sketchy about
how to obtain them.

The part that "didn't work" for me wasn't the "stitching together" part--I
never got that far. When I tried the procedure outlined above, it seemed
as if the ROMs had been written to disk. After I transfered the entire
disk image to my Mac, I mounted it in Rainbow and tried to "export" the

files to my Mac hard drive. Although DOS 2.0s running on Rainbow could "see" the files, the export function in Rainbow could not. I then opened the disk image in AtariVDedit and took a peek at the files. This sort of worked, but the first and third files appeared to be identical, and probably not the BASIC XL code (I noticed the word "Roklan" in one section!); the second file was corrupt. I was able to extract the 1st and 3rd files, but got an error when I tried it with the 2nd file.

So... Apparently, the method I tried (doing everything from DOS) does not work.

BTW, I feel a little funny getting advice from the author of BASIC XL on how to copy the BASIC XL ROMs to disk for use with an emulator. This whole emulator business is probably in a rather ambiguous area legally. I could very well be violating my licensing agreement with OSS (or whoever has the rights now--FTE?), but it seems like fair use to me. Anyway, I promise not to pass them around if I ever do manage to get them out.

Mark Simonson
marksim@bitstream.net

2355. Re: 800 assembly

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32496D47.1453@total.net>
Source record: 80256

James M Mudge wrote:
>
> In article <51mmoa$187s@useneta1.news.prodigy.com>,
> Robert Stone <UASZ40A@prodigy.com> wrote:
>
> >[snip] Compute's Memory Map for the Atari by Ian Chadwick.
>
> This is *the* book that you'll need. If you can find it, get the
> *revised* edition of Chadwick's book. 'Course, if you need to learn 6502,
> a no-nonsense approach is Lance A Leventhal's "6502 Assembly Language
> Programming" (1979, Osborne/McGraw-Hill, Berkley, CA; ISBN 0-931988-27-6).
> While this book is rather technical and makes for dry reading, it
> explanes *everything* that you'll ever need - and not need - to know
> about the 6502 AL.
>
> Another book that I referenced frequently was Richard Mansfield's "The
> Second Book of Machine Language" (1984, COMPUTE! Publications, Inc.,
> Greensboro, NC; ISBN 0-942386-5301). Mansfield also wrote "Machine
> Language for Beginners" (1983, COMPUTE! Publications, Inc., Greensboro,
> NC; ISBN 0-942386-11-6), which compares many of the ML commands to BASIC
> counterparts (ie LDA/STA to POKE, etc.).
>
> Well, there's my $0.02. Dollars...not hex. :-)
>

Beware of ML for beginners - it uses some non-standard calls that work
fine on the 400/800, but will send your XL/XE to bit heaven. I
personally like Zaks two 6502 books; I find them more "user-friendly"
than Leventhal.

2356. Bob Woolley and Re: MIO II: What happened to it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32496C86.5CF1@total.net>
Source record: 80257

David Wyn Davies wrote:
>
> Anyone know what happened to the MIO II?
>
> Last I knew was that a prototype was up and running but as yet still
> no sign of it ...
>

I saw it up and running at the Toronto show about a year and a half ago.

Or, we could just ask Bob W for his IDE interface plans...

2357. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <52bi5c$a11@gap.cco.caltech.edu>
Source record: 80258

dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>Actually I use my Atari on a Amiga monitor and I still get artefacting.
>(Of course the atari plugs in the composite video and the Amiga plugs in it's
>own kind of thing (RGB?))

Yeah, it's analog RGB.

I use my Atari, which has the Super Video 2.1 upgrade installed, with
a Commodore 1702 monitor (in the split video input) and get no
artifacting. Surprising the number of games that rely on that (probably
mostly apple ports) when they could just as easily have used mode "7.5".

Brent

2358. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <52bljl$dvu@newsbf02.news.aol.com>
Source record: 80259

In article <32474899.10654473@news.one.net>, mhill@one.net (Mike) writes:

>As for printer support being a low priority for Pokey....Printer
>support will be in the next version of Pokey which should be out this
>weekend.

Shucks, Mike, you're making a liar out of me already. How am I ever going to get my article written if you guys keep adding features <G!>

It's nice to see that someone thinks that emulators are for more than just playing games. Thanks for the addition.

BTW, when I run BASIC or DOS in POKEY, the screen shows up blue with bright green text. Colors seem normal otherwise. Is this the way it should be?

2359. Re: antic '85 mags with PBI articles...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <52blo5$d@tlpnews.tlp.com>
Source record: 80260

> jmudge@world.std.com (James M Mudge) writes:
> In article <32372A71.5390@mad.com>, hobo <hobo@mad.com> wrote:
> >Is there a site that has the ANTIC Magazine Parallel Bus Interface
> >article
> >online? There are 4 parts to the article, and I have the first two
> >parts.
> >I'd like to see the last two parts.

If someone can make the articles available to me in electronic form (or heck, even hard-copy) I would be more than willing to put them online on my website....

It is an educational site and so should be able to handle the traffic :)

We had a Kathy Ireland page and we handled the 80,000+ hits /day of that for over a year, so I think we can handle the additional load.

Kurt Mosiejczuk
kurt@mail.csh.rit.edu

P.S. Besides, I don't have a home page right now because I don't have anything I feel is useful to share with the world...

2360. Re: Atari 1040 240volt to 115 volt <question>

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Jim Wiggins <jim.wiggins@ci.seattle.wa.us>
Message-ID: <52blva$b29@lal.interserv.com>
Source record: 80261
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st.tech

>I didn't see the original question (looks like it should have been in
>comp.sys.atari.st.tech, however), but I can say from personal experience that

Sorry about the mis-posting, I have now crossposted this to st.tech.

>is perfectly safe to take an Atari ST made for European power and plug it in to
>US mains - my son is using a British Mega 2 and has been for years. The power
>supplies are of the switching type, so as long as there is enough juice, and not
>too much (no more than 200% of rated value in most cases), it will work. I

This sounds hopeful - now my question is: Are you plugging in directly to
110 volt or using a step-up transformer?

>
>Monitors are another kettle of fish. Don't use it on a power line it isn't
>rated for. Period. IF going acroos The Pond, plan on buying or borrowing a

So, my British monitor will not work on 110 volt, but I am under the impression
that it will work on 220 volt U.S. 'appliance voltage'

>lower resolution), or try to find an older multi-sync multi-volt monitor (see
>comp.sys.atari.st - possibly .tech - today for a list of multi-syncs that are
>known to work with the ST, and the tech details of how to connect them).
>
Thanks for the advice - it may actually be easier to do that than sort out
a new power source.

>These rules are applicable only to the STf and fm series - the old "brick" power
>supplies are probably analog (non-switching).

I think this is answering my above question - the STf power supplies will
switch automatically from 220volt to 110 volt. Please correct me if I am
misunderstanding this point.

>on monitors. You would need a transformer rated at least 300 watts for a
>monitor and computer, though, and that will cost quite a bit and be very heavy.

Absolutely right! An expensive boat anchor (which is what my Atari is until
I sort this problem out!)

Thanks for your help.

Jim Wiggins

2361. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <3249DCCE.3412@mi.com.pl>
Source record: 80262
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Graffiti wrote:
>
> [snip]
> >) The apple][gs does not use a 6502. It used the 16-bit upward
> >) compatible version (whose name I forgot), which has something like a 1
> >) or 2M addressing range. Too bad the chip was available so late, and
>
> No, actually, it can address 8.25M. The actual limit was 16M, but Apple
> decided to limit it. :(
>
> However, I've seen AppleIIe's with 1M, AppleIIc+'s with 4M, etc. I believe
> there was a 4M card for the AppleIIe from Applied Engineering, but I
> don't remember anymore. Still, porting gcc to the 6502 seems to be an
> interesting alternative to watching paint dry. :)
>
> obilynoh@ktb.net
> Graffiti

AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
Ataris
(with the Sweet 16 or something similar). By the way: the 6502 code is
much
shorter than INTEL's or MC680x0's. A program, that uses about 100k on a
PC,
on the Atari takes about 30k or something. Anyways, the PRINTF routine
is inside
the SpartaDOS X and actually it does not use 40k of RAM.

Isn't it much easier to port the gcc to the 65c816 (with it's 16 MB
address
space, 64k stack, 16-bit registers etc.), before anybody can port it to
the
6502? 6502 has a C compiler yet: it is the CC65. Additionally, there
exist
several good programming languages for the 6502, such as the Action!,
Forth,
or at least the Turbo BASIC XL. At the other hand, most people I know,
write
6502 applications just in the assembly language. But there is no good
programming
language, that produces the 65c816 code (except for the assemblers like
the MAE).
So it would be nice to have the gcc for this chip.

Regards

Konrad Kokoszkiewicz (Draco)
e-mail: conradus@plearn.edu.pl
conradus@orient.uw.edu.pl
draco@mi.com.pl
http://www.orient.uw.edu.pl/~conradus/draco.html
http://www.orient.uw.edu.pl/~conradus/atari.html

2362. Re: UMICH FTP SITE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <3249DDDF.38BA@mi.com.pl>
Source record: 80263

Robert Smith Ely wrote:
>
> In <5241ul$seh@news.asu.edu> irata@aztec.asu.edu (JOHN COLLINS) writes:
>
> >
> >
> >Sorry, it doesn't exist. I tried and tried to get on there and
> >I keep getting refused. Seems the same 50 or 60 people are
> >always on there, no matter what time of day you try to log on.
> >
> There is another way that I used and works fine.
> FTP://wuarchive.umich.edu/atari/8bit. I can't u/l, but getting in and
> retrieving files works. You can also
> gopher://gopher.archive.umich.edu:7055/11/atari/8bit. This works great
> for getting files.
>
> rely@ix.netcom.com -or- rsely@dhs.state.nj.us

It is easily reachable via the WWW, too:

http://www.umich.edu/~archive/

Draco

2363. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <3249DF6C.69DA@mi.com.pl>
Source record: 80264

```
Daniel Klugh wrote:
>
> Robert Woolley (rwoolley@ix.netcom.com) wrote:
>
> : IDE interface
>
> Did he ever fix the problem with slow writes?
> (since it had to read in a 512byte sector to write out a 256 one)
>

The only solution is a new DOS.
```

2364. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <3249E092.741C@mi.com.pl>
Source record: 80265

Robert Woolley wrote:
>
>
> I see a 14.36mhz 65816 here...

My question is: how did you solved the ANTIC and CPU clock management?
AFAIK, the ANTIC cannot work with faster clock and, if I remember it
correctly, the clock signal goes from the oscillator to the Antic,
then to the CPU, then back to the Antic as the fi2...

KMK

2365. Atari for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C90313.10C1000BEF.uuout@compudata.com>
Source record: 80266

```
Atari Items for Sale plus shipping

Atari Power Supply part # C017945.................. $10
WICO Power Grip Joystick 50-2020 (2)............... $13 each
DVE Printer Power Supply Model DV-2412A............ $10
U-Print Model A printer interface for Atari Comp.... $ 9
Nintendo DMG-04 Cable.............................. $ 6
Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks................ $ 6
10 Nashua single sided double density disks......... $ 6
19 Single sided single density disks for............ $ 5
14 Double side double density disks for............. $ 5
MPS801 Printer for Commodore...(two)................ $15 each
Okimate 20 Color Printer for Commodore.............. $33
Okidata 120 Printer Manual for Commodore Computers.. $ 2
TI Video Modulator & Cable......................... $10
TI Modulator PN 321453-01.......................... $ 9
TI Cartridge - Reading On for 99/4A................. $ 5
................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

2366. Atari 800 & more Atari th

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C90313.10C1000BF0.uuout@compudata.com>
Source record: 80267

```
Atari Items for Sale plus shipping

Atari 800 Computer with power supply..... $35
Atari 400 Program Recorder (tape deck)..... $19
RanaSystems 1000 Disk Drive with power supply.....$39
Drive connector cable..... $10
Atari Power Supply part # C017945..... $10
WICO Power Grip Joystick 50-2020 (2)..... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
U-Print Model A printer interface for Atari Comp.... $ 9
.....
Cartridges for Atari 800 $7 each (4 for $25)

Assembler Editor Basic
Centipede Chess
Frogger Jumpman Junior
Missile Command Music Composer
PacMan Pole Position
Q Bert

15 Atari 400 Diskettes w/various programs (not mfg)
in plastic diskette box $12

Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Don't let your mind get so open that your brains fall out

2367. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-25 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52btl7$862@dfw-ixnews11.ix.netcom.com>
Source record: 80268

In <R.3244372F.308E@total.net> "David A. Paterson" <davepat@total.net>
writes:

>Actually, it's POKE 82,0 to change the margin. The Revised version is
this:
>
>GRAPHICS 18:POKE 87,0
>
>(or use GR.17 for more text on screen)
I tried this on my 130XE and was very impressed. That's very
interesting. I found that you do have to do a clear screen after the
screen fils up though or you get errors. I like it. I guess you can
always learn something new. Even back space worked correctly. Wow.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2368. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <52coq6$f15@nntp.crl.com>
Source record: 80181

In article <528ll7$5a1@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: XL-it was too slow on my 80486-33 and Pokey needs a math co-processor.

: Which is funny because I thought that DJGPP programmes didn't need a real
: math processor. (they just use the EMU387 emulator)
: I have go32 1.12.maint3,so I assume that the rest of my DJGPP stuff is
: around that version.I saw a DJGPP version 2 somewhere.
: Do I need to get the runtime stuff for it?

DJGPP v2 is the latest available. It's at:

ftp://ftp.cdrom.com/pub/simtelnet/gnu/djgpp/v2*

(There's a v1* set of directories if you want older stuff). Anyway,
in there, check out:

v2misc/wmemu2b.zip
v2misc/wmemu2s.zip

wmemu is a 387 emulator. The zip suffixed with b is binaries, the one
with s is source. If you don't have a .zip decompressor, unzip386.exe is
in the djgpp directory.

-Kyle R. Hofmann

2369. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn54io50.4g.asmolar@smol.fast.net>
Source record: 80182

On 25 Sep 1996 19:51:10 GMT, Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:
>
>There are 2 versions of MULE. One will work on 800 or XL and one
> will NOT work on the XL because of its rom paranoia routines. The
> 'cracked' 800 version I have works without the on disk protection, but
> still wont run without the real 800 rom.
>
>The game itself is identical.

Thanks for clearing that up. I guess I got lucky and got the XL
compatible one.

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

2370. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Stuart Nicholson <stuartn@iap.net.au>
Message-ID: <324A1873.5B96@iap.net.au>
Source record: 80183

>
> This P.O.S. software should be listed as Xformer beta 0.35 ... not v 3.5!!!
> (sorry .. but it's the truth .. just ask any sucker who's laid out cash
> for the program and then has gotten kicked in the teeth by the Author of
> this program)

Amen to that. I'm one of the suckers too.

Whereas Pokey and Xlit which are Freeware run heaps better. In fact if
Pokey gets the Sound Blaster part working it will be nearly perfect. The
only game I still would like to get working properly is Crisis Mountain
which in every version I've downloaded has a line through the middle
which makes level two impossible to play.

Who else has had problems with the Branch always Mob?

Stuart
Perth, Western Australia

|It's not the dog in the fight, but the fight in the dog that counts|

2371. GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: SANTA <Vortex@iTFSnet.com>
Message-ID: <01bbab76$34dfe680$05b09ace@TFSnet.tfs.net>
Source record: 80184

I can not believe that you people are messing around with that old
equipment. I mean really!! I used to have a Atare 400,800,800xl,1024 the
whole bit. That was several
years ago and my old equipment is either in the land fill or is in the
basement
somewhare collecting dust.
ATARI is dead unless you live in Europe. Even then IBM comp. unit
have started to take over. Unless you are using those old computers for
robotics experiments "due to
interupts" you are out there.
BUY A used 386 for heaven's sake!!!!

2372. Re: GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Kathleen Ferrante <ferrante.fmy@worldnet.att.net>
Message-ID: <52dcbc$o20@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 80185

You must have been in a cave for sometime, Most of us here have top of the line PC clones 486-Pentiums Pro's However we all started with the Atari 8bit and still USE them. To think that we are unaware of the world aound us is Stupid. Perhaps your the one that needs a Life.

Ferrante.fmy

2373. 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: intern@world.std.com
Message-ID: <DyBxpv.Fsr@world.std.com>
Source record: 80186

Please help me get my hands on some (one) ROMs for the 5200 to use with the Rainbow emulator...any help sincerely appreciated
--Int.

2374. [Q] ISA 8-bit Card?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: mjr@zoo.bt.co.uk
Message-ID: <52dgp6$j74@pheidippides.axion.bt.co.uk>
Source record: 80187

I know this has been talked about quite a bit, but, is it feasible? Would it be possible to get hold of the components, or are some of the chips Atari standard? ;-) Do you think it would be possible to squeeze the whole thing on a card? I have a dying 800XL so could remove chips from that.

If someone started building them, I'd buy one without hesitation. Wishful thinking?

Kind regards.
--

+----------------------+-------------------------+----------------------------+
Mark Ridley	"Well, if I Called the	E-Mail mjr@zoo.bt.co.uk
System Administrator	Wrong Number, Why Did	Telephone +44 1473 647636
BT Laboratories	You Answer the Phone?"	Mobile +44 410 036555
England	JAMES THURBER 1894-1961	Facsimile +44 1473 640468
+----------------------+-------------------------+----------------------------+
| THE VIEWS EXPRESSED ABOVE ARE MY OWN AND ARE DEFINITELY NOT THOSE OF BT PLC |
+---+

2375. Re: GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <52djav$1eb@nnrp1.news.primenet.com>
Source record: 80188
Cross-posted to: comp.sys.atari.8bit,alt.religion.kibology

In article <01bbab76$34dfe680$05b09ace@TFSnet.tfs.net>,
SANTA <Vortex@iTFSnet.com> wrote:
> BUY A used 386 for heaven's sake!!!!

The 386 is an enigma.

Too fast to play Joust, too slow to play Doom.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2376. Question: Coping directories with all subdirectories in it with SD3.2

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <324A5191.1691@kawo2.rwth-aachen.de>
Source record: 80189

Hello once again.

Because of my terrible English, my former question was easy to
missunderstood.
Here I try to explain, what I really want:
I want to copy (not move) a complete dirictory with all subdirectories
in it to another disk (like XCOPY on MS-DOS machines), so that on copy
command will allow to copy 20 directoreis for example.

Waiting for your answers.

Thanks, Matt

2377. Re: GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <324A542A.5139@kawo2.rwth-aachen.de>
Source record: 80190

SANTA wrote:
>
> ATARI is dead unless you live in Europe. Even then IBM comp. unit
> have started to take over. Unless you are using those old computers for
> robotics experiments "due to
> interupts" you are out there.
> BUY A used 386 for heaven's sake!!!!

I think, itï¿½s a dream to work with the old machines - you know every bit personally and itï¿½s fantastic to see whatï¿½s possible to do with these old machines ...

And if the computer run - it runs and you donï¿½t have to reboot twice an hour ï¿½cause a program crashes down and takes to whoole machine with it (as my Bugware 95 does) 8-)

So please, donï¿½t be so ignorant - we know whatï¿½s the technic uptodate is but iï¿½ll never understand how a machine with so crippled concepts and especially software as the IBM-compatibles became "just the standard" .

Matt

2378. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_843734080@rtfm.mit.edu>
Source record: 80191
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 27, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following four Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

2379. Re: [Q] ISA 8-bit Card?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52drfl$pej@sjx-ixn2.ix.netcom.com>
Source record: 80192

In <52dgp6$j74@pheidippides.axion.bt.co.uk> mjr@zoo.bt.co.uk (Mark Ridley) writes:
>
>I know this has been talked about quite a bit, but, is it feasible? Would it
>be possible to get hold of the components, or are some of the chips Atari
>standard? ;-) Do you think it would be possible to squeeze the whole thing
>on a card? I have a dying 800XL so could remove chips from that.
>
>If someone started building them, I'd buy one without hesitation. Wishful
>thinking?
>
>Kind regards.
>--
Sure it is possible, but it would be rather expensive. You'd have to reengineer the entire machine to interface with the PC, use its memory and peripherals. The advantage would be that you could have real SIO and ECI ports, POKEY sound and real ANTIC/GTIA graphics. Maybe someone with enough engineering and software backgroundand lots of energy could redesign the 130XE to work this way and sell the schematics and instructions for assembly. The card would be the next block to tackle. Parts would probably be the easiest to get. I personally have a dead 800XL, 600XL and 130XE. The XE has a 1MB RAM upgrade in it too. I suppose the boards could be designed and printed for sale without any other parts.
I would love to own one of these (maybe even two (1 for home and one for work)). Hmmm... Let's see... Schematic, parts list, assembly instructions and pc card... Oh about $150-$200 should cover it. Any takers?

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2380. FS 1050 & US Doubler

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: tech204@apk.net
Message-ID: <tech204-2509962136570001@pm1-6.elyria.apk.net>
Source record: 80193

For sale:

1 working Atari 1050 drive with US Doubler chips installed and SpartaDos
Construction Set with manual all for $50.

Contact me for more information:

David
tech204@apk.net

--
Evil only exists in the hearts of men.

2381. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <ysdhgolv4rw.fsf@kastor.ra.ibr.cs.tu-bs.de>
Source record: 80194
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <3249DCCE.3412@mi.com.pl>
Konrad Kokoszkiewicz <draco@mi.com.pl> writes:

> 6502 has a C compiler yet: it is the CC65.

Is that free software? Also, what machines does that compiler run on
and where can I get it.

urs

2382. Ooops!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Vortex@iTFSnet.com
Message-ID: <52ecqh$d7m@ornews.intel.com>
Source record: 80195

I'm sorry, I'm a stupid troll who only posted that "buy a 386" message because my IQ is lower than that of the average virus, and I expected to make lots of money by selling Pieces of Cr*p to all you people. My idiocy has led me to start asking winos on the street to "buy a used 386" and now I have to spam the Atari newsgroups, because even Amiga users told me what a complete moron I am.

If only mom and dad hadn't been borther and sister, I might be able to think for myself. Aren't I a pathetic git?

2383. CC65 (Was Re: GNU C-compiler port to 6502)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Marko.Makela@HUT.FI
Message-ID: <m1ybhxgnma.fsf_-_@sranje.tky.hut.fi>
Source record: 80196
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit,comp.sys.oric

>>>>> "Urs" == Urs Thuermann <thuerman@ibr.cs.tu-bs.de> writes:

Urs> In article <3249DCCE.3412@mi.com.pl> Konrad Kokoszkiewicz
Urs> <draco@mi.com.pl> writes:

>> 6502 has a C compiler yet: it is the CC65.

Urs> Is that free software? Also, what machines does that compiler
Urs> run on and where can I get it.

Yes. Atari 800 and 130XE (among others).
http://www.funet.fi/pub/cbm/programming/cc65/.

But beware, it doesn't have any floating point (it uses the Atari ROM calls and some 6-byte packed char arrays). It has been ported to more standard C, e.g. it can be run on any computer that has a C compiler, e.g. gcc. Many of the libraries are based on Atari's ROM routines, so you'd have to rewrite the libraries. I wouldn't base them on Commodore's ROM either, but rather write a real OS where the C programs could run. I'm looking forward to see the next version of Daniel Dallman's LUnix (Little Unix) operating system.

But you should also contact the Oric people who are working on a C compiler for the Oric (also a 6502 machine). One version is based on gcc (32-bit register machine emulation), and one is based on something else (16-bit register emulation). Some references:

http://www.ensica.fr/~frances/oric/
comp.sys.oric

Unlike the CC65 which is from late 1980's or early 1990's, this Oric C compiler project is actively going on, and it might even become something. :-)

Follow-ups set to comp.sys.cbm and comp.sys.oric.

Marko Mï¿½keliï¿½
http://www.funet.fi/pub/cbm/
http://www.hut.fi/~msmakela/cbm/

2384. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DyCqzI.GFx@cix.compulink.co.uk>
Source record: 80197

> Yogi (scharles@superlink.net) wrote:
>
> : -
> : -I own both, and I like both, but I couldn't honestly pretend that the
> : 8-bit
> : -has more advanced graphics and sound.
> : -
> : Yeah, I have both too, and an Amiga right next to it, (which has the
> : best sound).
> : About the best thing I like about the ST is the GUI, far ahead of its
> : time. Better than what the MAC had at the time too.
>
> Are you kidding?!?
> That was what turned me off of the ST.It didn't come with a DUP (command
> processor).You had to get one seperately.And the PATH was set to "A:\".
> (I guess they never thought that anyone would have a hard disk)
> So,if you used a hard disk,the extention-asociation thing was useless
> unless you edited the configuration file yourself to specify a direct
> path to the programme.
Eh? I used a hard disc for years with various STs and never had any
problems with file association. As for a CLI, install and boot with MiNT
and have as many as you want in WIndows with lots of loverly Unix tools.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--+

2385. Re: Ooops!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <52em8h$rfv@nnrp1.news.primenet.com>
Source record: 80198

In article <52ecqh$d7m@ornews.intel.com>, SANTA <Vortex@iTFSnet.com> wrote:
>I'm sorry, I'm a stupid troll who only posted that "buy a 386" message
>because my IQ is lower than that of the average virus, and I expected to
>make lots of money by selling Pieces of Cr*p to all you people. My idiocy
>has led me to start asking winos on the street to "buy a used 386" and now
>I have to spam the Atari newsgroups, because even Amiga users told me what
>a complete moron I am.
>
>If only mom and dad hadn't been borther and sister, I might be able to
>think for myself. Aren't I a pathetic git?

Well, I think the reason you're a pathetic git is because you're forging
all these posts.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Oscar Nominee for Best Actor Not Appearing in a Film. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2386. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <324AFAC0.7DD2@nh.ultranet.com>
Source record: 80199

Stuart Nicholson wrote:
>
> >
> > > This P.O.S. software should be listed as Xformer beta 0.35 ... not v 3.5!!!
> > > (sorry .. but it's the truth .. just ask any sucker who's laid out cash
> > > for the program and then has gotten kicked in the teeth by the Author of
> > > this program)
>
> Amen to that. I'm one of the suckers too.
>
> Whereas Pokey and Xlit which are Freeware run heaps better. In fact if
> Pokey gets the Sound Blaster part working it will be nearly perfect. The
> only game I still would like to get working properly is Crisis Mountain
> which in every version I've downloaded has a line through the middle
> which makes level two impossible to play.
>
> Who else has had problems with the Branch always Mob?
>
> Stuart
> Perth, Western Australia
>
> |It's not the dog in the fight, but the fight in the dog that counts|

I'm real curious to see the "big improvements" to Xformer. I noticed
the page hasn't been updated in like 3 weeks. A new, and supposedly
vastly improved version was supposed to be available. What's the deal.

2387. Re: 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <324AFB7F.50CE@nh.ultranet.com>
Source record: 80200
Body handling: Binary attachment payload not displayed: 5200.zip

intern@world.std.com wrote:
>
> Please help me get my hands on some (one) ROMs for the 5200 to use with the
> Rainbow emulator...any help sincerely appreciated
> --Int.
I'm sending some but I would also appreciate a list of any emulator
stuff you have that I might want. Thanks

[One or more binary attachments are retained only in the source text.]

2388. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: egotrip@lesol1.dseg.ti.com
Message-ID: <52evos$g2e@sf18.dseg.ti.com>
Source record: 80201
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <51pejd$bas@news.reston.unisysgsg.com>, Bob Malay - Loral - X7750
said...
>
>In article <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph>, Cliff Anderson
<cliff@gridpoint.com> writes:
>|> C. Alex. North-Keys <erlkonig@magrathea.origin.ea.com> wrote in article
>|> <87ohpmr7fe.fsf@magrathea.origin.ea.com>...
>|> > | And then there is the problem that gcc does not only take much memory
>|> > | for its code but also for data - it's notorious as a memory tester
for
>|> > | PCs because of its huge working set. :-) Any 6502-based VM systems
out
>|> > | there?
>|> >
>|> > None of these problems should affect a cross-compiler to the 6502, just
>|> > native compilers.
>|>
>|> I think you missed his point. He was not saying that gcc takes too
much
>|> memory to run, he was saying that programs compiled w/ gcc take up too
much
>|> memory, and I believe he's right. I know a simple hello world using
printf
>|> rather than write takes up about 100k or so. Way too big to be very
>|> useful.
>|>
>
>But if you strip the binary it'll only be about 40k. GCC puts lots
>of symbol table stuff in there.

Don't know much about C but I do believe you're right. C tends to lump
commands together in header files. To use printf you need to call in all the
stdio routines which are compiled with the program weather they are used or
not. In other words, that 100K contains the machine code necessary for
several other C functions. Strip out all the bagage and sudenly you have a
pretty lean program.

2389. Re: Question: Coping directories with all subdirectories in it with SD3.2

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <324B0EFF.6BF@tcd.net>
Source record: 80202

What you need to do is do a whole disk copy with MyDos, will copy
everything.

2390. Re: [Q] ISA 8-bit Card?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <324B0E86.6017@tcd.net>
Source record: 80203

Your dead computers can still be fixed. I for one still work on them

Bob

2391. Re: Question: Coping directories with all subdirectories in it with SD3.2

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <324B103C.326E@tcd.net>
Source record: 80204

Ooops...didn"t read the heading..MyDos will not read Sparta..

DUPDSK.COM, page 44 sparta manual..will copy whole disk..

2392. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960926191605.25815D-100000@linet01>
Source record: 80205

On 22 Sep 1996, JOHN COLLINS wrote:

>
> Glad to hear it Bob! Way back in 1993 when I proposed the idea
> on the Pro! nets, it caused quite a stir and split us
> into 2 camps. Those who were vehemently against it (the IAN net)
> (US, that is) and those who were for it (USF net). Almost cause
> the two net to stop speaking to each other. So for all those
> on the IAN network (US side), a hearty raspberry to you. Now
> that most of those bozos are on the net, they think it's a
> wonderful idea, now! Shhesh!!!
> --
> oooooooooooooooooooooooooooooooooooo
> o John Collins Phoenix Ariz o
> oooooooooooooooooooooooooooooooooooo
>
>
I was closely involved in the formation of the IAN and the dealing with
the USF. First you have no understanding of what had transpired.
Second, grow up...

2393. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.960926192838.25815E-100000@linet01>
Source record: 80206

On 23 Sep 1996, Tony Smolar wrote:

> On 23 Sep 1996 05:02:12 -0400, Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
> >Tony Smolar (asmolar@nscs.fast.net) wrote:
> >: >You mean far LESS advanced.
> >: >At least in terms of graphics (colors) and sound (yeech)
> >
> >: Huh? How is a minimum resolution of 320x200x16 colors out of 512 or 4096
> >: less advanced than a maximum of 320x192x2 colors out of 128? Of course
> >: you can display more colors on both computers with special programming.
> >
> >An Atari is really 320x200,not 192.That's just a Atari convention.
> >And you get four colours,not two.It's just that you can only control two of
> >them.The other two are functions of the (one) foreground colour.
> >(kinda like the Apple)
>
> It's two colors. The other two only show up because of the limited resolution
> of the TV screen. If you use a high-quality monitor, you won't get those
> extra colors.
>
>
>
Actually Antic throws away 24 scan lines at the start to compensate for
some TV's that won't display image that high. As long as your willing to
adjust your monitor you could go 320X216...

2394. FS: Old Computer/Video game books and Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Cstever@on-ramp.ior.com
Message-ID: <Cstever.1672.000D06C3@on-ramp.ior.com>
Source record: 80207

```
SteveR's Classic Cartridges 9/22/96
-=-=-=-=-=-=-=-=-=-=-=-=-=-
**************************************
* Special 2 Year Anniversary SALE *
* From Now UNTIL Oct 31, 1996 *
* 10% Discount on Orders $0-$19.00 *
* 20% Discount on Orders $20-$79 *
* 30% Discount on Orders $80 and UP *
**************************************

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ -----
>>> OVERSEAS SHipping Cost MORE, Info at End of file <<<
--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard SAME As Cash----
^^^^^^^^^^^^^^^
-*W A N T E D*- All Video game Magazine 1984 and before
----------- Will Trade for these from the list below

This is NOT an Auction-all cartridge are sold for the price listed
^^^ ^^^^^^^
1. Intellivision Overlays
2. Misc. Manuals (ALL in USED Condition)
3. Misc Catalogs

(NOTE: All Overlays, manuals, Books, and Magazines are in
USED condition, Some have writing on them, SOme have
tears, etc, They are ALL READABLE though)

--------------------------------------
*MISC Catalogs
$1.00 EACH unless otherwise Noted

1983 Atari Game Catalog CO21776-Rev A (1) Fold-out
Activision warranty card (6)
Atari VCS Catalog CO-12737-02 (5)
Atari VCS Catalog CO14356-Rev.C (3)
Atari VCS Catalog CO14356-Rev.D (3)
Atari VCS Catalog CO14356-Rev.E (3)
Atari VCS Catalog CO16725-Rev.B (1) $2.00
Atari VCS Catalog CO16725-Rev.C (13)
Atari VCS Catalog CO16725-Rev D (17)
Atari VCS Catalog CO16725-Rev.E (13)
Atari Service Contract (2)
Atari VCS Warranty Card (3)
Imagic Catalog 700500-1 Rev A (2)
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Intellivoice Catalog (1)
Intellivision catalog 0007-3350 (3)
Intellivision catalog 0007-3350A (10)
Intellivision catalog 0007-3350-G1 (4)
Intellivision catalog 0007-3350G2 (4)
Intellivision catalog 0007-3350G3 (6)
Parker Brother Video Games (4) Includes unreleased games
Starpath SuperCharger Catalog $5.00
Suncom Catalog
Waco Controllers (2)

ATARI 400/800 Stuff
-=-=-=-=-=-=-=-=-=-

Books
-----

36 TI-99/4A Programs for Home, School & Office
96 Pages,1983 $5.00

ADAM Set-up Manual 64 Pages $5.00 (3)
and the Supplement for the Printer

ADAM System Check-out and Trouble-shooting Guide
29 Pages $5.00 (2)

ADAM Word Processing Manuel and Smartwriter Refence Guide
100 Pages $5.00 (2)

Atari Basic by Richard Haskell 1983
175 pages $5.00

Atari Games & Recreations 1982
338 pages $8.00

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari Sounds and Graphics, 234 Pages
1982, for Atari 400/800 $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer Manual w/ referance card 55 pages $5.00

The Best Vic/Commodore Software 192 pages $6.00

C-64 Programmers Referance Guide 485 Pages $10.00

C-64 User's Guide 161 pages $4.00

Commodore Data Cassette instruction 17 pages $2.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Compute's Second Book of ATARI GRAPHICS
220 Pages, copyright 1984
$8.00 Plus $3 shipping

Compute!'s TI Collection 1984 209-pages $8.00

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Easy Script Manual for the C-64 $5.00

Easy Spell Manual and DIsk for C-64 $5.00

Fundamentals of TI-99/4A Assembly Language (HARDBACK)
310 Pages, 1984 $6.00 Plus $2 postage

Idea Book for the Texas Insrument Computer
149 Pages, 1983 $6.00

Inside Atari DOS
120 Pages, copyright 1982
some writing in book
$8.00 Plus $3 shipping

Introduction to Assembly for TI home computers
1983 138-pages $6.00

Machine Language for Beginners
350 Pages 'a Compute! Book Publication'
$8 Plus $3 shipping

The AtariBASIC SOURCE BOOK (2)
296 Pages 'a COMPUTE! Book Publication'
$8 Plus $3 shipping

The Elementary APPLE
250 Pages for your Apple Computers
$7 Plus $3 shipping

SpartaDOS X
1/2 inch thick, referance Book for SpartaDOS
$8 Plus $3 postage

Technical Reference Notes
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics

About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

TI Extended BASIC for TI-99/4
1981 224-pages $6.00

TI Games for Kids by Compute! 1984 178-pages $8.00

User's Guide to the Texas Instrument by Consumer Guide
1983 240-pages $6.00

Vic-1541 Single Drive Floppy Disk User's Manual $5.00

Vic-20: 50 Easy-to-Run Computer Games,
Includes Case, Cassette, and 121 box $8.00

Magazines

MIDNITE SOFTARE GAZETTE 24 Issues 1982-1986
First Independent US Mag. for Commodore Computer
A Nice COllection and GREAT Condtion ALL - $35.00

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - Jan 1984 - 216 pages LARGE ISSUE $8.00
COMPUTE! - May 1985 - 128 pages $4.00
COMPUTE! - June 1985 - 128 pages $4.00
COMPUTE! - July 1985 - 96 pages $4.00
COMPUTE! - Aug 1985 - 95 pages $4.00
COMPUTE! - Sept 1985 - 128 pages $4.00
COMPUTE! - Oct 1985 - 128 pages $4.00
COMPUTE! - Nov 1985 - 160 pages $4.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00
COMPUTE! - Feb 1986 - 128 pages $4.00
Compute!'s Gazette C-65/Vic-20 April 1986 $4.00
Computers & Electronic May 1984 130-pages $3.00
Family Computing Oct 1983 112 Pages $6.00
Family Computing Feb 1985 116 Pages $3.00
Family Computing Mar 1985 96 Pages $3.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No1 1984 192 pages $5.00
Home Computer Mag. Vol4,No2 1984 161 pages $5.00

Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
Home Computer Mag. Vol4,No5 1984 130 pages $4.00
Home Computer Mag. Vol5,No1 1985 138 pages $4.00
Home Computer Mag. Vol5,No2 1985 130 pages $4.00
Home Computer Mag. Vol5,No3 1985 130 pages $4.00
Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00
PUGET SOUNG:ATARI NEWS - Aug 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Oct 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Dec 1988 - 36 pages $3.00
ST:LOG - Aug 1988 - 98 pages $3.00

TI-99/4A Magazines

R/D Computing Collection - Dedicated to TI 99/4A
15 Issues across 1985-1987 (TI Fanzine) ALL 15 for $15.00
Mini-Mag 99 May 85 27 pages $2.00
MICROpendium for the TI99/4a and Myarc 9640
61 Issues from 1985-1989
These ave. about 30-50pages per issue
$50 including Shipping for ALL 61 issues

WANT LIST: Chase the Chuckwagon, X-men, Crazy Climber, Custer's Revenge
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries
1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 or More for Hardware/Books

All Carts are sold as Working conditions Only, If you have
a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://www.ior.com/~stever (Classic Video Game Page)
SteveR@on-ramp.ior.com
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 6-lines 20.0-Gigs+30 CD-ROMS

2395. FS: Atari 400/800 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: Cstever@on-ramp.ior.com
Message-ID: <Cstever.1671.000C6158@on-ramp.ior.com>
Source record: 80208

```
SteveR's Classic Cartridges 9/22/96
-=-=-=-=-=-=-=-=-=-=-=-=-=-
**************************************
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FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
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>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard SAME As Cash----
^^^^^^^^^^^^^^^
This list contains: Atari 2600/5200/7800, Intellivision, ColecoVision
Odyssey 2, Atari 400/800, C-64, Vic-20, Channel F, Arcadia-2001
Hand-Helds, Texas Instruments, Sega Saturn, Timex Sinclear,
Aquarius, IBM Hardware, Books, Magazines, VECTREX

Every cartridge below is a double from my personal collection.
I personally don't need more than ONE copy of each title, this is
why I started selling my extras on Internet since October 1994.
If you think something is priced too high, watch my weekly list,
because I Lower the Prices of stuff that doesn't sell.

This is NOT an Auction-all cartridge are sold for the price listed
^^^ ^^^^^^^

ATARI 400/800 TESTED and Works
--------------------------------
BOOK: Atari Basic 332 Pages $8.00
BBOK: Atari Basic XE 125+ pages $8.00
BOOK: ATARI Games & Recreations 338 pages $12.00
ATARI 130XE Computers $40.00 w/PowerSupply, TESTED (1)
Atari 850 $5.00 (2) No Cables included/untested
Atari 1027 Printer $5.00 PLUS $5.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $8.00
Atari ARTIST $25.00 Touch Tablet (TESTED)
Atari ARTIST $30.00 Touch Tablet and Docs (TESTED)
Atari Logo $5.00
Basic Computer Language $1.00 (7)
```

BasketBall $5.00
Centipede $3.00 (4)
Delta Drawing $3.00
Donkey Kong $4.00
ET Phone Home $6.00
Final Legacy $18.00 RARE
Frogger $6.00 (2) Nice Label, Colorful graphics
Frogger $4.00 End label tear
Miner 2049er $3.00 (1) Wasted Label
Music Composer $5.00
Pac-Man $3.00 (6)
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Invaders $4.00
Star Raiders $4.00 (5)

IBM Comp. Hardware

Color Hand Scanner with ISA card and software $50.00
256 Grey scan Hand Scanner, card, $25.00
Colorado 120 Tape Back-up, Cable, and Disk $30.00
Colorado 250 Tape back-up, Cable, and Disk $50.00
Zoltrix 14.4 Internal Modem $35.00
Doesn't support Hardware compression
Smartlink 14.4 External Modem $40.00
2 16-Bit ISA Ethernet Cards
NE2000 Compatible, Software configurable
NEVER used before, NEW!
$60 for BOTH

*** Timex Sinclear 1000 ***

(They use the SAME 2600 power supply, NOT included)
Timex Sinclear 1000 With 16k Ram Module
Doesn't work, sometime on channel 2 $5.00

Original Data Tapes $2.00 EACH (Untested/AS-IS)
all are 16k unless noted
Grimm's Fairy Tail (Tape still in Shrinkwrap) $8

Automobile Analyzer Chess (2)
Critial Path Analysis Home Asset Manager
IRA Planner Pinball
Inventory Control Language Usage
List Manager Punctuation Master
Vu-Calc

MAGAZINES & Books

Electronic Games magazine Nov 1983 $14.00
Electronic Games magazine Jan 1985 $11.00
Mastering Pac-man by Ken Uston 1981 128 pages $3.00

HandHelds & Misc: (ALL hand-helds are in Working Condition)
---------- (UNLESS Noted otherwise)
SpectraVideo Controller $10.00 for Both
Two, One works, one needs work
Looks like it might me for the ColecoVision
But very DIFFERENT looking controller

Stunt Cycle by ATARI Model SC-450
Works GREAT, This is NICE, a Table top machine you sit on
a table, and hook to your TV. It has two handle grips on the
machine to gas your Stunt cycle. FOUR games in one: Stunt Cycle,
Drag Race, Motocross, and Enduro, THIS is a Classic.
$50 or Best TRADE

Atari ULTRAPONG Doubles by ATARI, in BOX!!
Included 3 controllers, UNTESTED/AS-IS $20.00
32 game variations

Boxing (Bambino)
Can't get to work, No battery Cover
$2.00 as-is PLUS $1.00 shipping

Electronic QuarterBack by Coleco Tested/Works
No Battery Cover $5.00

Head to Head HOCKEY (Coleco)
Very Nice condition, Includes Battery cover
$10.00

Hit and Missile (1979 TOMY)
Electro-Mechanical game
Works GREAT, includes battery Cover
$25.00 OBO

Team Play BasketBall by Sears
Battery Cover included
$10.00

Split Second (Doesn't seem to work)
But in Orginal BOX, It does look Nice!
$10.00 Or Best Offer

Muppet Learning Keys (1984)
This is a Kid controller, Blue 14x15 inches
Not sure what systems this was used with yet
$6.00

WANT LIST: Chase the Chuckwagon, X-men, Crazy Climber, Custer's Revenge
SwordQuest:WaterWorld, X-rated Double-enders, Cakewalk,
Cubicolor, Gas Hog, LockJaw, Master Builder, Q*Bert Qubes
Quadrun, Stronghold, 128 in 1 system, CompuMate,
anything else extremely Rare

SHIPPING USA/Canada ALL Other Countries

1 items $1.50 $3.50
2 items $2.00 $4.00
3 items $2.50 $4.50
4 items $3.00 MAX $5.00 More for Books/Hardware

All Carts are sold as Working conditions Only, If you have
a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 Days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 8-lines 20.0+GIGS
or TELNET in at: prowlers.net
Contact: Night Prowler

http://www.ior.com/~stever (Classic Video Game Page)
SteveR@on-ramp.ior.com
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 6-lines 20.0-Gigs+30 CD-ROMS

2396. Re: GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <324B7040.31F9@pacbell.net>
Source record: 80209

SANTA wrote:
>
> I can not believe that you people are messing around with that old
> equipment. I mean really!!
> BUY A used 386 for heaven's sake!!!!Gee... thanks for the advice. I'll run right out and get me one of those
really great '386 things! Probably the folks over in the Apple
newsgroups could use a little wake up call too. Why don't you give them
a ring?

2397. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <324B7374.12D9@pacbell.net>
Source record: 80210

Konrad Kokoszkiewicz wrote:
>

> My question is: how did you solved the ANTIC and CPU clock management?
> AFAIK, the ANTIC cannot work with faster clock and, if I remember it
> correctly, the clock signal goes from the oscillator to the Antic,
> then to the CPU, then back to the Antic as the fi2...
>
> KMKthe 65816 must drop down to 1.79mhz any time it is not using RAM. since the 20ns SRAM is the only h/w that will run at 14mhz.... the things i see here are all incomplete, by the way. the other stuff is up and running to some extent.

2398. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <324B7441.25AE@pacbell.net>
Source record: 80211

Konrad Kokoszkiewicz wrote:
>
> Daniel Klugh wrote:
> >
> > Robert Woolley (rwoolley@ix.netcom.com) wrote:
> >
> > : IDE interface
> >
> > Did he ever fix the problem with slow writes?
> > (since it had to read in a 512byte sector to write out a 256 one)
> >
>
> The only solution is a new DOS.a new DOS? the IDE works just great on DOS 2.0! or no DOS at all....

2399. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960926221628607512@mutl-d20.bctel.net>
Source record: 80212

Patrick Mulvey <pmulvey@li.net> wrote:

> I was closely involved in the formation of the IAN and the dealing with
> the USF. First you have no understanding of what had transpired.
> Second, grow up...

Perhaps I could make a little plug here; The Sysop of the Jail BBS (in toronto on) and myself have started up the next generation of the IAN, now interchangably called IMR (International Message Relay). Our network now has 10 BBS's Internationally, 4 in north america (2 us, 2 canada) , and 6 in europe. We wanted to start up a new network ourselves after the original IAN sort of fizzled away, and now the support of this network is great among all who have joined!

We would like to significantly expand this network geographically, so if anyone is interested, please get in touch! I encourage all to check out my BBS to see what it's all about. Maybe it would be good if I posted our current active nodelist? I'll do that in a bit. That would help to locate a node closest to you.

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
604-460-1195

2400. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-26 00:00:00 UTC
From: doug.cotton@the-spa.com
Message-ID: <doug.cotton-2609961815230001@s143.the-spa.com>
Source record: 80213
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <HERMIT.96Sep24140552@ese.UCSC.EDU>, hermit@cats.UCSC.EDU
(William R. Ward) wrote:

> The Apple //gs uses the 65C816 processor, which happens to be the same
> one that CMD is using in its new SuperCPU 20 MHz upgrade for the C64.
> So while it's too bad that your Atari never had that ability, the
> Commodore now does (for an extra $299).

Actually, it's $199, though the eventual RAM card and additional RAM would
be extra.

Doug Cotton
E-mail: doug.cotton@the-spa.com

==
Creative Micro Designs, Inc.	Orders: (800) 6383-CMD
P.O. Box 646	Support: (413) 525-0023
East Longmeadow, MA 01028	Fax: (413) 525-0147

| Visit our WWW Site at: http://www.the-spa.com/cmd/ |
==

2401. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: JYoungman@vggas.com
Message-ID: <52gao0$dlq@halon.vggas.com>
Source record: 80119
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <52evos$g2e@sf18.dseg.ti.com>, egotrip@lesol1.dseg.ti.com says...
>
>In article <51pejd$bas@news.reston.unisysgsg.com>, Bob Malay - Loral - X7750
>said...
>Don't know much about C but I do believe you're right. C tends to lump
>commands together in header files. To use printf you need to call in all the
>stdio routines which are compiled with the program weather they are used or
>not. In other words, that 100K contains the machine code necessary for
>several other C functions. Strip out all the bagage and sudenly you have a
>pretty lean program.

This is a misconception. The header files are just the declarationsof the
functions; these do not cause those library functions to be linked in from the
system libraries. However, printf() does a lot and refers to many other
functions which have to be linked in if you use it.

--
James Youngman VG Gas Analysis Systems |The trouble with the rat-race
Before sending advertising material, read |is, even if you win, you're
http://www.law.cornell.edu/uscode/47/227.html|still a rat.

2402. Re: Question: Coping directories with all subdirectories in it with SD3.2

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52gfjc$b2m@sjx-ixn3.ix.netcom.com>
Source record: 80120

In <324B0EFF.6BF@tcd.net> Bob Klaas <bobkla19@tcd.net> writes:
>
>What you need to do is do a whole disk copy with MyDos, will copy
>everything.
No, No, No. That's NOT what he's looking for. He wants to copy
specific directories with the contained files and subdirectories
benieth the object directory.
EX.: D3:>PROG> *.*
BASIC>*.*
BXE>*.*
M^%>*.*
otherfiles1
.
.
.
otherfiles n
while not copying other directories or files on the disk above PROG>.

This is probably a hard drive and he wants to copy the directories and
files to floppy or some such thing. A full disk copy is not what he's
looking for. I thing XCOPY.COM has the capability to do this, but I
can't test it right now. MY hard drive is not working at the moment. I
think my SASI<>MFM controller died.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2403. Re: [Q] ISA 8-bit Card?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52gfqj$6qf@dfw-ixnews6.ix.netcom.com>
Source record: 80121

In <324B0E86.6017@tcd.net> Bob Klaas <bobkla19@tcd.net> writes:
>
>Your dead computers can still be fixed. I for one still work on them
>
>Bob
It probably could be, but why, when I can pick up a fully
functional 130XE for $5.00 at the Trenton Computer Fest. I did so this
past spring. Now I might have to get a new SCSI<>MFM controller, but
who's counting. The 130XE, 256K MI/O, SDX and BXE are all working fine.
Blast that hard drive system. Oh well...

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2404. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <H29SyMezGqWG090yn@kenton.com>
Source record: 80122

In article <529qkm$324@sjx-ixn6.ix.netcom.com>,
rwoolley@ix.netcom.com(Robert Woolley) wrote:
>>: dual ANTIC mods (now, that's a real jewel....)
>>
>>What is the point of two ANTIC chips?
>you can have two display lists outputting two independent video screens
>- all in sync to one monitor. like colored text? or 160x160x16?

Now that would be an upgrade worth doing!! It seems like then you could
have 10 P/M graphic characters, all on a 160X192X16 screen!! (Or maybe
have a 320X192 display with 4 colors?)

Bob, any chance of seeing how this is done? Does it require any chance
to the OS?

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

2405. Year Atari was Born

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: glennb <glennb@interport.net>
Message-ID: <324C0906.349D@interport.net>
Source record: 80123

Whay year was Atari "officialy" launched. I think it was 1972 but not positive. Thanks.

--

Glenn B. (Spud)
"`'`'`'

2406. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <52h67q$d92@newsbf02.news.aol.com>
Source record: 80124

In article <jpbvid2a3x2.fsf@apollo.orakel.ntnu.no>, Eyvind Bernhardsen
<eyvind@apollo.orakel.ntnu.no> writes:

>If you look at the colour registers, then yes; the colours are defined
>that way (look at the four base colours in the four-colour modes:
>blue, green, orange, black). However, in the two-colour hi-res modes
>(BASIC modes 0 and 8), the foreground hue is the same as the
>background hue, no matter what the colour registers say. You might
>consider it a bug (doesn't look like a real Atari) or a feature
>(slightly more flexible graphics).

Thanks, I didn't think that far.

2407. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <52hlr2$dc0@nadine.teleport.com>
Source record: 80125
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him.
We were in the middle of a Trade and after I received my part of the
Trade, I lost touch with him. And I still need to complete the Trade.
If anyone can help... An E-Mail Address, a Phone Number. Direct any and
all Replies through E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

2408. Re: Copying/emulating BASIC XL and other SuperCarts

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <324C1ABF.7C0E@Asymetrix.com>
Source record: 80126

Bill Wilkinson wrote:
>
> Yogi wrote:
> >
> > I promise TO pass [BASIC XL image] around if I manage to get them out.
> > Now theres a challenge! I will look at Basic XL tonight >

I need to apologize to "Yogi." I didn't read his msg carefully
enough. He DOES own a copy of BASIC XL and he DOES propose
that only legit owners of such copies should download his
effort if he succeeds.

(He also asks if Mike Hohman is still "around". Anybody
know?)

2409. Re: Copying/emulating BASIC XL and other SuperCarts

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <52hpb6$gpp@news.internetmci.com>
Source record: 80127

Mike who??

Has anyone been able to contact FTe? Is it still in business? As far as
I know there is no working phone number for it.

2410. URGENT! Looking for Bill Hogue.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: qmnmaren@dingo.cc.uq.oz.au
Message-ID: <52han3$qg0@hobyah.cc.uq.oz.au>
Source record: 80128

Does anyone have Bill Hogue's address, phone number, E-Mail address? The Bill Hogue I am referring to is the Bill Hogue that ran Big Five Software in the early 80's and wrote the Atari classic "Miner 2049er".

If anyone can help, please leave me an E-mail.

Nickolas Marentes

2411. Re: antic '85 mags with PBI articles...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: "James R. DiGiacomo" <digiacomo@worldnet.att.met>
Message-ID: <324C7E10.3125@worldnet.att.met>
Source record: 80129

kmosiejc@lcp.com wrote:
>
> > jmudge@world.std.com (James M Mudge) writes:
> > In article <32372A71.5390@mad.com>, hobo <hobo@mad.com> wrote:
> > >Is there a site that has the ANTIC Magazine Parallel Bus Interface
> > >article
> > >online? There are 4 parts to the article, and I have the first two
> > >parts.
> > >I'd like to see the last two parts.
>
> If someone can make the articles available to me in electronic form (or heck, even
> hard-copy) I would be more than willing to put them online on my website....
>
> It is an educational site and so should be able to handle the traffic :)
>
> We had a Kathy Ireland page and we handled the 80,000+ hits /day of that for over a year,
> so I think we can handle the additional load.
>
> Kurt Mosiejczuk
> kurt@mail.csh.rit.edu
>
> P.S. Besides, I don't have a home page right now because I don't have anything I feel is
> useful to share with the world...

Hi kurt!

which months are the ones that contain the 1st two parts of the PBI
article...

JAmes

2412. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <52hpie$1vp@news.asu.edu>
Source record: 80130

Maybe I was harsh in using the words "bozo" and such, but you say you know what happened, but then you deprive us from your version of what transpired. I do know that the mere mention of the Internet seemed to put some people on both the USF and IAN into a tizzy. Since I wasn't privvy to messages on the Sysop's base, I cannot say if things escalated there. But in the Atari 8-Bit message base, I made a suggestion about using the Internet, it languished for a while, someone else picked up on it a few weeks later, a discussion on it ensued, then out of the blue, an onslaught of angry messages mostly from the IAN side with threats of dropping the cross-netting the two nets.

SOMETHING happened that I maybe didn't see. A lost thread? AAA continued thread from the sysop's base? But from my viewpoint it started a s friendly discussion and suddenly we were being blasted for no apparent reason! And Mr. Mulvey, wasn't it you who suggested, very angrily, splitting the nets? Just WHAT brought that on?!? I DIDN'T SEE IT!

PS - You can grow up too! (Nyyyyahhh!)

:)
--
ooooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooooo

2413. Atari Computer Goods For Sale! Free Catalogs To!

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <52hlbq$d2m@nadine.teleport.com>
Source record: 80131
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. For the last couple of weeks BSC has received a Half Dozen deliveries of Atari Stock. And in BSC's Catalogs, you may find something you've been looking. At BSC's Web Page you'll View, & DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Have problems connecting with BSC's web page? Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com.

I'm taking a few extra days off from the InterNet to catch up on the Backlog of Testing, Catalouging and Pricing the New Inventory that's been delivered in the last few weeks. With my problem with depression. Getting behind while watching work stack up and running out of room in my work area. This should be fixed once the new inventory after being tested, catalouged and priced is then put in Inventory Storage. Then I'll have Room to work. I should be back on the InterNet on Thursday, Oct. 3rd. Otherwise I might see a therapist for InterNet addiction.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

2414. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <324CA3F9.6C15@pacbell.net>
Source record: 80132

Yes, if you use only half
of each sector (i.e. if you lose a half of your hard drive capacity),
any writes are improved, but read operations are slowed down (sic!).

I meant, that the only radical solution for these is a DOS, that could
read and write 512-byte allocation units. Thus IDE drives could be
both fast and big.

KMK

the IDE interface reads and writes 140 sectors per second. with a drive
that has NO errors, it reads 180 sectors per second. that's as fast as a
1.79mhz 6502 can go.... MYDOS, yourDOS, noDOS - it will not do better.

2415. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <324CA1E0.800@pacbell.net>
Source record: 80133

And, as far as I know, the 6502 does a memory access on each clock
cycle. Could you> explain it further?

Thanks

KMK

Some of the Atari addresses select the OS ROM, hardware or the cartridge.
None of these sections of the Atari will run at 14mhz. The RAM addresses
will run at 14mhz - which is a little faster than a normal 8-bit. The
65816 does run just like a 6502 with extra instructions.

2416. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <324CA65D.189@pacbell.net>
Source record: 80134

>
> Now that would be an upgrade worth doing!! It seems like then you could
> have 10 P/M graphic characters, all on a 160X192X16 screen!! (Or maybe
> have a 320X192 display with 4 colors?)
>
> Bob, any chance of seeing how this is done? Does it require any chance
> to the OS?

gotcha! P/M is done in GTIA. sorry. 320x192x4? well.... the second ANTIC
outputs intensity information only, so you could have 4 shades of one
color at 320x192. it is done by mapping two ANTICS into the system, each
with it's own memory and D/L. you select one or the other and write the
D/L and screen data to it, using M/L or the operating system. for
example, select ANTIC2, GR.5, load a screen, select ANTIC1, GR.0,
type colored text...

2417. Re: Copying/emulating BASIC XL and other SuperCarts

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.960927201409.28218A-100000@pathogen.ecst.csuchico.edu>
Source record: 80135

On 27 Sep 1996, Richard Heldmann wrote:

> Mike who??
>
> Has anyone been able to contact FTe? Is it still in business? As far as
> I know there is no working phone number for it.

Yeah, Mike's still around. He's so busy working at his "real" job that he doesn't have much time to work on the Atari projects. But he *does* still exist, and he *does* still love the Atari.

2418. SUMMARY: Fixing 8-bit Atari's

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: Ray Johannsson <rpj@klg.com>
Message-ID: <324C138A.5F2C@klg.com>
Source record: 80136

I posted a couple of weeks back asking for help on
fixing my old Atari 400. Although I wasn't able
to get it working, I received some really cool
advice from some net-heads. My mom taught me to
share, so here's the info :-)

Thanks!
- Ray

"Black screen" is a classic symptom of a poor
connection of the RAM board with its' socket.
Overtime. even with gold-plated contacts,
the Atari 400/800 RAM boards and their sockets
slowly develop a poor electrical connection.

If you are not terrified of the insides of a
400, you need to open the case, remove the
RAM board from its socket. Perhaps, gently
clean the gold contacts on the RAM card
with alcohol, then place the RAM board back.

You can test the 400 *before* putting the case
back together by holding down the cartridge
door micro-switch (the tiny switch which is
usually depressed by the cartridge door)
and powering-up the system.

After cleaning & re-seating the RAM card,
your 400 should be good-as-new. If that doesn't
work...the RAM card may be defective. (Or my
diagnosis may be wrong!)

GOOD LUCK!

Bob Bell

Sure it aint the power supply? These seem to go bad quite often.

eightbit

2419. Re: MIO II: What happened to it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: starwars@enterprise.net
Message-ID: <52f4tu$2df@news.enterprise.net>
Source record: 80214

rely@ix.netcom.com(Robert Smith Ely) wrote:

>In <524iad$don@news.enterprise.net> starwars@enterprise.net (David Wyn
>Davies) writes:
>>
>>Anyone know what happened to the MIO II?
>>
>>Last I knew was that a prototype was up and running but as yet still
>>no sign of it ...
>>
>>David Wyn Davies Nintendo, Sony, Apple,
>>starwars@enterprise.net PC, Amiga, Atari, SEGA
>>---------------------- by Mail Order.
>>Award Winners, Gamdda Wen, Ask us about our products
>>LLanerchymedd, Anglesey and unique payment methods!
>>LL71 7AG. Wales.
>>
> Was that being built by ICD? If so, you'll be waiting a very long
>time. ICD sold all of it's 8-bit products to Fine Tooned Engineering. I
>don't know what the status of FTE is these days.

>rely@ix.netcom.com -or- rsely@dhs.state.nj.us

No, this was an updated one being developed by FTE. It was supposed to
be an IDE interface. I even made an advanced order for one almost 2
years ago.

I'll be a little ticked off if it doesn't turn up.

David Wyn Davies Nintendo, Sony, Apple,
starwars@enterprise.net PC, Amiga, Atari, SEGA
---------------------- by Mail Order.
Award Winners, Gamdda Wen, Ask us about our products
LLanerchymedd, Anglesey and unique payment methods!
LL71 7AG. Wales.

2420. Re: Question: Coping directories with all subdirectories in it with SD3.2

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <324B292F.53D0@kawo2.rwth-aachen.de>
Source record: 80215

Bob Klaas wrote:
>
> Ooops...didn"t read the heading..MyDos will not read Sparta..
>
> DUPDSK.COM, page 44 sparta manual..will copy whole disk..Yes-of course , but this woni¿½t solve the problems: I want to copy
complete directories i¿½cause of two reasons - first I want to change my
harddisk, so I have to move all files from one disk to another. second
is to do some unfrag mentation with this methos - because there is now
real unfragmentation tool and BeWe-DOS (sparta- comi¿½patible) became very
slow ...

Thanks

Matt

2421. 65c816 upgrade for Atari (was Re: GNU C-compiler port to 6502)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: "Jakub K.Boguslaw" <madej@mi.com.pl>
Message-ID: <324B929A.2F20@mi.com.pl>
Source record: 80216
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

William R. Ward wrote:

> The Apple //gs uses the 65C816 processor, which happens to be the same
> one that CMD is using in its new SuperCPU 20 MHz upgrade for the C64.
> So while it's too bad that your Atari never had that ability, the
> Commodore now does (for an extra $299).
>

Hmmm... perhaps somebody doesn't know, but there is a 65c816 upgrade
for the Atari. It has been built in my machine for example.

KMK

2422. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <324B9593.3F56@mi.com.pl>
Source record: 80217

rwoolley@pacbell.net wrote:
>
> Konrad Kokoszkiewicz wrote:
> >
> > Daniel Klugh wrote:
> > >
> > > Robert Woolley (rwoolley@ix.netcom.com) wrote:
> > >
> > > : IDE interface
> > >
> > > Did he ever fix the problem with slow writes?
> > > (since it had to read in a 512byte sector to write out a 256 one)
> > >
> >
> > The only solution is a new DOS.
> a new DOS? the IDE works just great on DOS 2.0! or no DOS at all....

Bill, I do know. The IDE drives work just fine on DOS 2.0, 2.5, 3.0,
4.0,
MyDOS, SpartaDOS, SpartaDOS X etc... But with 256-byte sectors they are
slow, slow, slow. Especially in writing. Because to write a 256-byte
sector you must read-and-write 512 bytes. Yes, if you use only half
of each sector (i.e. if you lose a half of your hard drive capacity),
any writes are improved, but read operations are slowed down (sic!).

I meant, that the only radical solution for these is a DOS, that could
read and write 512-byte allocation units. Thus IDE drives could be
both fast and big.

KMK

2423. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-27 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <324B99C4.2606@mi.com.pl>
Source record: 80218

rwoolley@pacbell.net wrote:
>
>
> > My question is: how did you solved the ANTIC and CPU clock management?
> > AFAIK, the ANTIC cannot work with faster clock and, if I remember it
> > correctly, the clock signal goes from the oscillator to the Antic,
> > then to the CPU, then back to the Antic as the fi2...
> >
> > KMK
> the 65816 must drop down to 1.79mhz any time it is not using RAM. since
> the 20ns SRAM is the only h/w that will run at 14mhz.... the things i see
> here are all incomplete, by the way. the other stuff is up and running to
> some extent.

Hmmm... it seems to be phenomenal! :) But... where is the time the
65c816 is
not using RAM? I confess, I do not know much about this CPU, but I
always
thought, that these things went the same way as in the 6502. And, as far
as I
know, the 6502 does a memory access on each clock cycle. Could you
explain
it further?

Thanks

KMK

2424. XF551 Replacement Mechs 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19960928190426.aaaa000Cn@babyblue.cs.yale.edu>
Source record: 80069

I have two brand-new 5-1/4" Mitsumi 360K half-height floppy mechs to sell.
These are original equipment replacements for the mech in the Atari XF551
floppy drive.

Price is $17.00 per mech, postage INCLUDED. :)

USA buyers ONLY, please.

Note: Although in theory virtually any standard half-height DSDD IBM-compat-
ible mech will work in the 551, in practice only the Mitsumi mechs
will fit. That's because only Mitsumi mechs (as far as I know) have
both the power & signal connectors on the right side. The short
length of signal cable from the 551 controller card (which saved Atari
all of what, 4 cents?) won't reach the connector on any other brand of
drive mech. (God bless Tramiel.)

Contact me by e-mail if interested:

Ben Poehland
b.poehland@genie.geis.com

2425. SyQuest-44 HD Mech For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19960928191548.aaaa000In@babyblue.cs.yale.edu>
Source record: 80070

SyQuest 44-meg Removable Media drive mech for sale.

Price: $65.00 (Includes shipping & tech docs)
USA buyers ONLY

This is an embedded SCSI drive mech that works splendidly with the Black Box.
(Any other host adapter, I don't know, but should work. The SCSI imple-
mentation in this drive is *very* robust, they seem to have satisfied the
SCSI protocol requirements extremely well.)
The form factor for this mech is 5.25", half-height.
Minimum power requirements: +5V/1A & +12V/2A, 4-pin IBM-style connector.

Optional items (prices include shipping):

44-meg removable media cartridge w/docs & case: $35.00
(Note: these carts are now second-sourced by Verbatim, $37 each from
Club Mac, Irvine CA 1-800-258-2622)

Custom steel case, beige-grey finish: $12.00

Custom installed in shoebox case w/power supplies & fan: contact me.

External IBM-style switching supply: $25.00

My apologies if the price for this mech seems a bit steep, but these suckers
weigh a ton & I'll take a clobbering on postage. USA buyers ONLY, please.

Ben Poehland
b.poehland@genie.geis.com

2426. DIMS'96 is in alt.binaries.atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad73$ba5fb7a0$24f7aecc@blackat>
Source record: 80071

I upped DIMS'96 to the alt.binaries.atari NG...

Please grab it and let me know what you think!

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

2427. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: jamesch@ix.netcom.com
Message-ID: <52kdd9$s2u@dfw-ixnews3.ix.netcom.com>
Source record: 80072
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

```
In article <52evos$g2e@sf18.dseg.ti.com>, egotrip@lesol1.dseg.ti.com (Mike Neus) wrote:
>In article <51pejd$bas@news.reston.unisysgsg.com>, Bob Malay - Loral - X7750
>said...
>>
>>In article <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph>, Cliff Anderson
><cliff@gridpoint.com> writes:
>>|> C. Alex. North-Keys <erlkonig@magrathea.origin.ea.com> wrote in article
>>|> <87ohpmr7fe.fsf@magrathea.origin.ea.com>...
>>|> > | And then there is the problem that gcc does not only take much memory
>>|> > | for its code but also for data - it's notorious as a memory tester
>for
>>|> > | PCs because of its huge working set. :-) Any 6502-based VM systems
>out
>>|> > | there?
>>|> >
>>|> > None of these problems should affect a cross-compiler to the 6502, just
>>|> > native compilers.
>>|>
>>|> I think you missed his point. He was not saying that gcc takes too
>much
>>|> memory to run, he was saying that programs compiled w/ gcc take up too
>much
>>|> memory, and I believe he's right. I know a simple hello world using
>printf
>>|> rather than write takes up about 100k or so. Way too big to be very
>>|> useful.
>>|>
>>
>>But if you strip the binary it'll only be about 40k. GCC puts lots
>>of symbol table stuff in there.
>
>Don't know much about C but I do believe you're right. C tends to lump
>commands together in header files. To use printf you need to call in all the
>stdio routines which are compiled with the program weather they are used or
>not. In other words, that 100K contains the machine code necessary for
>several other C functions. Strip out all the bagage and sudenly you have a
>pretty lean program.
>

That can be done simply by opening the stdio.h file, looking at the entry for
printf, then copying it to the source code without including stdio.h
in other words, replace

#include "stdio.h"
```

```
with

extern void printf();

or however it is listed in stdio.h
```

2428. Re: [Hardware] Calling all Atari doctors...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <324DCB7D.3ED3@tcd.net>
Source record: 80073

No, don't jamit..just replace the frist row of ram..in fact you can probably just replace the first 4-5 rams then check it again..should take care of the problem..

Get handy at desoldering and soldering..

2429. Sale Failed Ref Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <324DD089.6E1D@tcd.net>
Source record: 80074

Looks like the sale failed on some of the cartridges I listed earlier,
and have dug out a couple more..these are straight 400-800+ carts and
can be used in the XL series.

2 Pacman..
1-Gridrunner
1-Donkey Kong
1-Delux Invaders
1-Donkey Kong Jr
1-Telelink II
8-Atari Logo
1-Joust
1-QIX
1-Music Composer
1-Kindercomp

Cartridges Only No docs..

Now for the 410/1010 Recorder...tapes
1- An Invitation to Programming
1-Introduction to Sound (cont)
1-Introduction to Graphics
1-Writing Programes One
1-Writing Programs Two.
No Docs, tapes only in cases..

1- 600XL Computer power supply and Video cable
4- 1200XL Computers power supply and Video cable
3- 800XL Computers power supply and Video cable
3- 130XE Computers power supply and Video cable (stock not modified)
1- 130XE Computer power supply and video cable...Modified 320K

2-1050 Disk Drives Stock
2-1050 Disk Drives modified double density
2-Indus Disk drives...stock
1-Indus Ram Board..software but no docs..
2-Traks..double density disk drives..
2-Rana Double Density Disk drives..
2 Atari 810 Disk Drives..
Boat Anchors..
1-410 Atari Recorder
2-1010 Atari Recorder.

1-850 Atari Interface
2-Atari Third Party Printer interfaces
Atri 835 Modem with cart power supply..

1 MPP 300b Modem
2 Acoustical Modems..

Plus some more to be found in the closet..shed??
Bob

2430. Re: [Hardware] Calling all Atari doctors...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <324DCBAD.6CA9@pacbell.net>
Source record: 80075

> I recently plugged in my Atari 130XE, and instead of getting BASIC after
> powering up, I instead got the Atari Memory Test screen. After watching
> the test, I was stunned to see that most of my RAM blocks were bad!

oddly enough, the warmest memory chip is often the problem.....

2431. Re: FS: Old Computer/Video game books and Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <324DE024.5114@total.net>
Source record: 80076

SteveR wrote:
> SteveR's Classic Cartridges 9/22/96
> -=-=-=-=-=-=-=-=-=-=-=-=-=-
SNIP
>
> Technical Reference Notes
> Includes: Operating System User's manual
> Operating System Source Listing
> HardWare manual PLUS Schematics
> About 500 PAGES in 3-ring binder
> $50 or BEST OFFER/TRADE
>

Hmm. Let's see. EITHER I can pay $50 (used) and get a three-ring
binder
thrown in, or I can pay $15 and get it still shrink-wrapped from Best
Electronics.

Wonder which way to go?

2432. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.960928194342.19804A-100000@pathogen.ecst.csuchico.edu>
Source record: 80077

On Fri, 27 Sep 1996 rwoolley@pacbell.net wrote:

> the IDE interface reads and writes 140 sectors per second. with a drive
> that has NO errors, it reads 180 sectors per second. that's as fast as a
> 1.79mhz 6502 can go.... MYDOS, yourDOS, noDOS - it will not do better.

Let's see, figuring on the low end that's:

(140 sect/second)(256 bytes/sect) = 35840 bytes/second !!!

So to save or load the ENTIRE contents of the computer (including the OS
and the like) would take at most UNDER TWO SECONDS.

Wow.

2433. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.960928194646.19804B-100000@pathogen.ecst.csuchico.edu>
Source record: 80078

On 28 Sep 1996, Ian Chadwick wrote:

> I was thinking of creating an HTML version of Mapping, with
> cross-references memory links and putting it up on the Web as shareware. Is
> there any interest among the Atari community for this? Would anyone like to
> contribute in the effort to retype the book into a PC-based text format?

Excuse me, but did you say, "retype the book"?!?

How about "scan the book"? Let's try and stay in the 90s here! ;)

2434. Atari 520ST FM question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: jb007@wineasy.se
Message-ID: <324d766e.10429818@news.wineasy.se>
Source record: 80079

How big is Atari 520 ST FM ram??
INQUARTRO BBS
24 h
+46-50028930

2435. Paperclip Key

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Lee Batdorff <bat@adva.com>
Message-ID: <324DF031.444@adva.com>
Source record: 80080

My father is looking to purchase a copy of the Paperclip word processor
and the key that goes with it. Does anyone have this available?
-Lee Batdorff
bat@adva.com

2436. PLEASE help! 2600 emulators 4 dos?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: NothingMore@worldnet.att.net
Message-ID: <324cafc7.68619505@netnews.worldnet.att.net>
Source record: 80137

Not too long ago a friend of mine sent me computer software
emulating atari games. However since then i've had to reformat my
hard drive and i lost all of the files. I've looked for hours on the
web and i can't find any files or zips containing the system or the
games. More than likely i'm missing some info that's keeping me from
getting the correct web pages or ftp sites. Does ANYONE know a web or
an ftp site that contains a good old fashioned atari 2600 emulator and
some games??? Please send any sites you know of to
NothingMore@worldnet.att.net. All help is greatly appreciated!
Thanks in advance,

LostinDepth

2437. Re: Year Atari was Born

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <52ibl2$otf@news.aros.net>
Source record: 80138

glennb (glennb@interport.net) wrote:
: Whay year was Atari "officialy" launched. I think it was 1972 but not
: positive. Thanks.

That sounds right to me.

2438. Re: [Q] ISA 8-bit Card?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad07$d469cb20$1df7aecc@blackat.direct.ca>
Source record: 80139

> I know this has been talked about quite a bit, but, is it feasible? Would
it
> be possible to get hold of the components, or are some of the chips Atari

> standard? ;-) Do you think it would be possible to squeeze the whole
thing
> on a card? I have a dying 800XL so could remove chips from that.
>
> If someone started building them, I'd buy one without hesitation. Wishful

> thinking?
>
> Kind regards.

I was just thinking this very same thing... =)

I'd love to buy one... I don't have my 800/800xl/130xe/130xe (upgraded)
anymore,
but i'd love to buy an Emu in a HOT SECOND!

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

2439. NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad09$00b08560$1df7aecc@blackat.direct.ca>
Source record: 80140

```
DIMS'96
-------

This is a BETA copy...
Unfortunalty this is also the only documentation you get right now! =)

You can run DIMS'96 by double clicking on it, but that will only
get you into the unfinished shell I am writing.

To access the disk images simply drag-n-drop an XFD,ATR, or DCM file
onto the program. If you pass it a ZERO-byte .XFD file it will ask
you to format the image. (thus new images can be instantly created)

Using DIMS is easy..all the menu items are very explanitory!!!

One note... when you add files any long filenames are truncated at
8.3 characters. NO CHECKS ARE MADE FOR DUPLICATE FILENAMES. (but
you can right click on the file and pick `rename`)

When you extract files they are extracted with brackets around the
filename - (dos.sys) - so that way Win95/NT won't think that it's
a system file and hide it... when you add the file to another disk
DIMS will automatically remove the brackets...

Other than that, i hope this is helpful... once i get it written
in VC++ i may be able to do ports to other systems... right now you
need Win95/NT...

William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
```

2440. DIMS'96 (32-bit for Win95)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad09$65c152e0$1df7aecc@blackat.direct.ca>
Source record: 80141
Body handling: Inline uuencoded payload not displayed: DIMS'96.zip

Please try the following attachment... it is a new disk image editor i am
writing,
it supports XFD,ATR, and de-compresses DCM's.

It is currently written in Visual Basic v4.0 Pro but I am in the process of
re-writing it
into Visual C++ v4.0 Pro becase VB is not quite powerfull enough.

Comments are appriciated...

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

[Inline uuencoded payload not displayed: DIMS'96.zip]

2441. DIMS'96 (Visual Basic v4.0 Runtime Files)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad09$a52b2640$1df7aecc@blackat.direct.ca>
Source record: 80142
Body handling: Inline uuencoded payload not displayed: VBRUN400.zip

Hi again,

If you need the VB v4.0 runtime files (ie: DIMS gives you Can't Find
DLL/OCX errors when you try to run it) simply grab the following ZIP and
extract into your Windows/System directory and then run DIMS... if it still
wont work... e-mail me!
--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

[Inline uuencoded payload not displayed: VBRUN400.zip]

2442. Re: GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad0c$c36353a0$1df7aecc@blackat.direct.ca>
Source record: 80143

SANTA <Vortex@iTFSnet.com> wrote in article
<01bbab76$34dfe680$05b09ace@TFSnet.tfs.net>...
> I can not believe that you people are messing around with that old
> equipment. I mean really!! I used to have a Atare 400,800,800xl,1024 the
> whole bit. That was several
> years ago and my old equipment is either in the land fill or is in the
> basement
> somewhare collecting dust.
> ATARI is dead unless you live in Europe. Even then IBM comp. unit
> have started to take over. Unless you are using those old computers for
> robotics experiments "due to
> interupts" you are out there.
> BUY A used 386 for heaven's sake!!!!

For me it's the novelty value alone that keeps me hooked... i LOVED my
Atari's and still like to
play with them... heck, i even write utils program for them on my `lowley`
Pentium-120... =)

Another thing, perhaps if you do not like the old Atari's you should not be
in this group??

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

2443. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad0f$bb78ee40$1df7aecc@blackat.direct.ca>
Source record: 80144

> I'm real curious to see the "big improvements" to Xformer. I noticed
> the page hasn't been updated in like 3 weeks. A new, and supposedly
> vastly improved version was supposed to be available. What's the deal.

Get in line on that one...

Heck i even called them (Long Distance)... got to listen to his voice drone
on and on untill the machine went BEEP and left a message... The web site
hasn't been updated and I have recieved no e-mail...

After reading about BRAsoft/Emulators Inc, i do not think i will be buying
an emu from him!

-----

to the author of POKEY...

PLEASE GET SB SOUND WORKING!
I love your program, you and the guy who wrote XL-It should get togeter...
either of your
products alone beats Xformer... together you would kick a**... =)

I would like to suppory pokey but need to know how! =)

And if you get the chance add speed control to make P-120's run at the
original Atari's speed (like xformer supposedly does)

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

2444. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad10$315bc380$1df7aecc@blackat.direct.ca>
Source record: 80145

>
> I do agree though that Markus's sound emualtion is pretty good. I
> sent him some much cleaner samples that I made with my Pokey printer
> sound card. They improve the sound quality of Xl-it greatly.
> Hopefully Markus will be releasing a newer version of Xl-it soon using
> those new samples.
>

How about e-mail-ing me those samples??? =)

I use XL-It! for sound programs (unfortunatly i can't get BallBlazer by LucasArts to play, the audio plays, just no video)... and pokey for lot's others (like playing BallBlazer)

Here's an idea: why don't you two get tother and release a new Emu that combines Pokey and XL-It?

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

2445. Y-Adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <52ikd9$m6r@news.calweb.com>
Source record: 80146

Does anyone know if there is a Y-Adapter type cable available for the Atari 800xl. I have both a printer interface and modem I would like to plug in, but only have one remaining I/O port to work with. If there was a cable to plug into the port that then had two ends on it so I could plug in both devices it would make life a lot easier.

Joe Blenkle
jblenkle@calweb.com

Visit Video Game Corner at:
http://www.calweb.com/~jblenkle/games

2446. Disk Formats for differnet DOS'es

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad11$99c69c00$1df7aecc@blackat.direct.ca>
Source record: 80147

Hello everyone,

If anyone has the disk formats for the differnet DOS'es out there (ie: AtariDOS, MyDOS, SpartaDOS, etc) could they either post them here or e-mail me the specs? I need this information to support more than AtariDOS v2.x in my Disk Image program (DIMS)

Also, if anyone has any info on how to construct a cable to talk to Atari 8-Bit drives and how you go about sending/recieving data i would like to add this feature to DIMS...

Thanks in advance!!!

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

2447. Re: 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Chris Friend <76101.1012@compuserve.com>
Message-ID: <324D2942.5A06@compuserve.com>
Source record: 80148

machf@jro.igp.gob.pe wrote:
>
> Please, if anyone can answer (I haven't received the digest for months
> and don't have direct access to the newsgroup, so I've forgotten):
> How was it that you could connect a 1050 drive to a PC and use it
> for reading your old disks?
> TIA.
> --
> __--___ ,++----------------------====---,
> ________|_:_:__________ (|| \<=\======NCC-1701==== I I|/
> _____________________| `===---------------------------'
> __________/\\:\'\ |:|
> __/ \\:\'\ | |
> _______|:|__
> . /|| "-... . |_|.L\ Marco Antonio
> -+)| =<=== ."...,-' Checa Funcke
> ' \||______,--' JTKirk@usa.net
> JTKirk@HoTMaiL.com
> mcheca@li.urp.edu.pe
> http://www.GeoCities.com/Hollywood/2645

You can use an xformer cable or even better an SIO2PC cable. The SIO2PC
will allow you to use images on your IBM hard disk directly on your 8bit.

2448. Re: 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Chris Friend <76101.1012@compuserve.com>
Message-ID: <324D294D.1D5F@compuserve.com>
Source record: 80149

machf@jro.igp.gob.pe wrote:
>
> Please, if anyone can answer (I haven't received the digest for months
> and don't have direct access to the newsgroup, so I've forgotten):
> How was it that you could connect a 1050 drive to a PC and use it
> for reading your old disks?
> TIA.
> --
> __--___ ,++----------------------====---,
> ________|_:_:__________ (|| \<=\======NCC-1701==== I I|/
> _____________________| `===---------------------------'
> __________/\\:\'\ |:|
> __/ \\:\'\ | |
> _______|:|__
> . /|| "-... . |_|.L\ Marco Antonio
> -+)| =<=== ."...,-' Checa Funcke
> ' \||______,--' JTKirk@usa.net
> JTKirk@HoTMaiL.com
> mcheca@li.urp.edu.pe
> http://www.GeoCities.com/Hollywood/2645

You can use an xformer cable or even better an SIO2PC cable. The SIO2PC
will allow you to use images on your IBM hard disk directly on your 8bit.

2449. Re: 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Chris Friend <76101.1012@compuserve.com>
Message-ID: <324D298D.65B6@compuserve.com>
Source record: 80150

You can use an xformer cable or even better an SIO2PC cable. The SIO2PC will allow you to use images on your IBM hard disk directly on your 8bit.

2450. Re: 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Chris Friend <76101.1012@compuserve.com>
Message-ID: <324D2935.2F3F@compuserve.com>
Source record: 80151

machf@jro.igp.gob.pe wrote:
>
> Please, if anyone can answer (I haven't received the digest for months
> and don't have direct access to the newsgroup, so I've forgotten):
> How was it that you could connect a 1050 drive to a PC and use it
> for reading your old disks?
> TIA.
> --
> __--___ ,++----------------------====---,
> ________|_:_:__________ (|| \<=\======NCC-1701==== I I|/
> _____________________| `===---------------------------'
> __________/\\:\'\ |:|
> __/ \\:\'\ | |
> _______|:|__
> . /|| "-... . |_|.L\ Marco Antonio
> -+)| =<=== ."...,-' Checa Funcke
> ' \||______,--' JTKirk@usa.net
> JTKirk@HoTMaiL.com
> mcheca@li.urp.edu.pe
> http://www.GeoCities.com/Hollywood/2645

You can use an xformer cable or even better an SIO2PC cable. The SIO2PC
will allow you to use images on your IBM hard disk directly on your 8bit.

2451. Re: 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Chris Friend <76101.1012@compuserve.com>
Message-ID: <324D2960.D49@compuserve.com>
Source record: 80152

machf@jro.igp.gob.pe wrote:
>
> Please, if anyone can answer (I haven't received the digest for months
> and don't have direct access to the newsgroup, so I've forgotten):
> How was it that you could connect a 1050 drive to a PC and use it
> for reading your old disks?
> TIA.

You can use an xformer cable or even better an SIO2PC cable. The SIO2PC
will allow you to use images on your IBM hard disk directly on your 8bit.

2452. Re: 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Chris Friend <76101.1012@compuserve.com>
Message-ID: <324D2972.51C4@compuserve.com>
Source record: 80153

machf@jro.igp.gob.pe wrote:
>
> Please, if anyone can answer (I haven't received the digest for months
> ...

You can use an xformer cable or even better an SIO2PC cable. The SIO2PC
will allow you to use images on your IBM hard disk directly on your 8bit.

2453. Re: 1050 to PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Chris Friend <76101.1012@compuserve.com>
Message-ID: <324D297C.5BCD@compuserve.com>
Source record: 80154

machf@jro.igp.gob.pe wrote:
>
> Please, if anyone can answer (I haven't received the digest for months
> ...

You can use an xformer cable or even better an SIO2PC cable. The SIO2PC
will allow you to use images on your IBM hard disk directly on your 8bit.

2454. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <324D1986.7F21@tcd.net>
Source record: 80155

With use of the Internet there is no need to contact anyone close to another board for Networking modules.

Networking can and is being accomplished right here on the Internet, packets received and transfered to the BBS..Why pay Canadian or US phone rates to Network when you can get the packets here?

Bob

2455. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <324D2352.1F12@erols.com>
Source record: 80156

Dear John,

I have been indirectly involved with the IANet since day one. The IANet was an outgrowth of NEAR*US network on the northeast coast. What transpired is now history; there is little reason for any of us to look back. You can be assured that much more went on to cause hard feelings, than what you read in the networked bases.

Using the Internet for Pro networking was suggested by many people over the years. It is especially cost effective for connecting to Europe. The biggest problem was everyone was big on suggesting it, but no qualified programmer was willing to devote several months of his or her life, to tackle the project.

Take care, Jon

2456. WANTED: MISC. ATARI STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: kokeman@ix.netcom.com
Message-ID: <52je88$2e0@dfw-ixnews12.ix.netcom.com>
Source record: 80157

I am looking for the following, all in working usable condition:

Atari 1200XL
XF551 Disk Drive
Defender Cartridge
Atari 850 Rs-232 Interface

Anything Else you may think of, I am archiving all the old stuff that
I can find!

Thanks for any help.
Please E-mail Kokeman@ix.netcom.com

2457. Re: bincancel:14 large binaries:AR617:@@NCM

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: red@redpoll.mrfs.oh.us
Message-ID: <ARMM-Report-617.a@redpoll.mrfs.oh.us>
Source record: 80158
Cross-posted to: alt.retromod,comp.infosystems.www.authoring.html,comp.sys.atari.8bit,matketplace,rec.antique,rec.arts.disney.parks,rec.collecting,rec.martial-arts,rec.music.makers.songwriting,rec.parks.theme,rec.sport.pro-wrestling

Large binary posts do not belong in unmoderated discussion groups.

I run a program that searches for, and issues advisory cancels for,
large binaries in the akr, biz, comp, misc, news, rec, and sci
hierarchies.

I have issued 14 cancels for large binary files (average size 441,317
characters - total size 6,178,440 characters) posted to 10 different
unmoderated discussion groups in the comp, misc, and rec hierarchies
(with cross-posts into matketplace groups) as follows:
3 rec.martial-arts
2 rec.music.makers.songwriting
2 comp.sys.atari.8bit
1 rec.sport.pro-wrestling
1 rec.parks.theme
1 rec.collecting
rec.antique
matketplace
1 rec.collecting
1 rec.arts.disney.parks
1 misc.test
1 comp.infosystems.www.authoring.html

The cancels in non-targeted groups are a consequence of the way
cross-posts work. A cross-posted article has only one Message-ID.
When it is canceled from one group it is canceled from all groups.

This pointer is being posted to each affected group listed above,
with the exception of test groups. Follow-ups are directed to
news.admin.net-abuse.misc.

If you want to see exactly which file was deleted from a particular
group, read the full report in news.admin.net-abuse.announce. The
full report can also be found in alt.nocem.misc and alt.retromod.
Look for AR617 in the subject, or, if your reader supports it, use
this <URL:news:ARMM-Report-617@redpoll.mrfs.oh.us>

The criteria used to search for this batch of large binaries were:
NEWSGROUPS: Unmoderated akr, biz, comp, misc, news, rec, or sci
(except for comp.binaries.apple2, comp.bugs.2bsd,
and rec.games.bolo)
BINARY: base64, binhex, uuencode, and xbtoa encoded files, etc.
SIZE: > 100,000 characters [(size * (# of parts - .5)), if multi-part]

If you must post a binary to Usenet, please post it *only* to an appropriate binaries newsgroup such as alt.binaries.misc, and do *not* crosspost it to non-binaries groups. Then, if you like, post something in the appropriate discussion group telling people where to find the binary in the binaries group (a pointer to the binary). This will permit news administrators and users to decide for themselves whether to receive the binary files.

For more information about binary cancels, see the bincancel FAQ, <URL:http://www.geocities.com/Paris/5886/binfaq.txt>.

Please direct public feedback to news.admin.net-abuse.misc and private feedback to red@redpoll.mrfs.oh.us. In the interests of preventing cross-posted flame wars, please honor the followup-to header and do *not* cross-post your reply to multiple groups. Thanks for your cooperation.

Best wishes,
Dick
--
Richard E. Depew, Munroe Falls, OH red@redpoll.mrfs.oh.us (home)
It's over, and can't be helped, and that's one consolation, as they always say in Turkey, when they cut the wrong man's head off''
-- Charles Dickens, _The Pickwick Papers_

2458. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <52ji9l$9ju@newsbf02.news.aol.com>
Source record: 80159

I tried AT&T. No luck. There's a guy who has a program that automatically searches for large binary files and cancels them. He says that they don't belong in unmoderated discussion groups.

I guess you need a different form of distribution.

2459. Re: DIMS'96 (32-bit for Win95)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <52ji7e$9if@newsbf02.news.aol.com>
Source record: 80160

My AOL will not permit me to download binary files. I'm going to try this
with AT&T. Just thought I'd let you know ...

2460. [Hardware] Calling all Atari doctors...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: jmudge@world.std.com
Message-ID: <DyGB0s.D69@world.std.com>
Source record: 80161

Hi!

I recently plugged in my Atari 130XE, and instead of getting BASIC after powering up, I instead got the Atari Memory Test screen. After watching the test, I was stunned to see that most of my RAM blocks were bad!

My question: is there anyway to fix this problem? All 48k blocks of RAM were bad - with the exception of blocks 1, 13, 21 and 22.

Any advice? Or should I pull the plug on this patient and give it a proper burial?

TIA

..jm
--
James M Mudge Boston MA
email: jmudge@world.std.com web: www.world.std.com/~jmudge
Think.
...or thwim.

2461. DIMS'96 was deleted???

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbad5d$2cc6a400$07f7aecc@blackat.direct.ca>
Source record: 80162

Hmm,
It would seem someone (Richard E. Depew) deleted DIMS'96 and the VB4
runtime file
messages from the server?
Is there any where i can distribute DIMS for the ppl on this NG???

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca

2462. Re: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Ian Chadwick <ichadwick@georgian.net>
Message-ID: <01bbad77$429b2d40$53a065cc@ichadwick.georgian.net>
Source record: 80163

> You know,as cool as that book is,it probably contributed to the problem
of
> programmes accessing the OS (and DOS) in ilegal ways making later (D)OSes
> incompatible.It gives jump points into the handler subroutines,
> (like one to print as character to the screen)
> DUP routines and BASIC routines.
>
Hey! Don't kill the messenger! If people choose to use jump points into the
OS that's their choice. It's the same with PC DOS: you use the routines at
your own risk. But it wouldn't be proper not to include the locations in a
book that attempted to be comprehensive. Think of it the other way round...
knowing people were using these routines, why did the OS designers decide
to change their locations? Besides, it gave hackers something to do, to
come up with patches...

Cheers.

--
Ian Chadwick, author: Mapping the Atari
@
_[]-=*
.....(o)Z_/(o)
Cruising on two wheels along the Information Highway!
Collingwood, Ont., Canada

2463. HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Ian Chadwick <ichadwick@georgian.net>
Message-ID: <01bbad86$01f6e040$53a065cc@ichadwick.georgian.net>
Source record: 80164

I was thinking of creating an HTML version of Mapping, with
cross-references memory links and putting it up on the Web as shareware. Is
there any interest among the Atari community for this? Would anyone like to
contribute in the effort to retype the book into a PC-based text format?
--
Ian Chadwick
@
_[]-=*
.....(o)Z_/(o)
Cruising on two wheels along the Information Highway!
Collingwood, Ont., Canada

2464. FS: 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: markd@pravda.cc.gatech.edu
Message-ID: <MARKD.96Sep28161801@pravda.cc.gatech.edu>
Source record: 80165

Atari 800XL, no power supply, not sure if it works. Looks good at least, no scratches, etc.
$5 + shipping.

Mark
--
|----_____-----_____-----_____-----_____-----_____-----_____-----_____-----|
Mark Devaney "Mister Order, he runs at a very good pace
Georgia Institute of Technology But old Mother Chaos is winning the race"
markd@cc.gatech.edu _The Illuminatus! Trilogy_
http://www.cc.gatech.edu/ai/students/markd/
PGP public key available via finger

2465. EASY MONEY$$$$$

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: Fuckyamama <Fuckyamama@sincity.com>
Message-ID: <324D91C4.560E@sincity.com>
Source record: 80166

Taking 5 minutes to read what follows can change your life :

"I read an article, someone had kindly posted on an Internet
newsgroup, describing how to send A ONE DOLLAR BILL TO ONLY
FIVE PEOPLE AND MAKE $50,000 IN CASH WITHIN ABOUT 4 WEEKS!!"

OK. Here's my try. I just sent $5 to five different people
around the world.

Why should I do it? Here's what I think :

I don't typically trust "get rich schemes". We've all seen
them on late night television -and we've all tuned them out.
The difference with this was it was only $5.00 --the cost of
a lunch, and a quick turnover.

What if nobody responds? Well, I am responding already
-- other people did too. And, even if the amount returned
is not as great as folks tell us -- even if it's only $2000,
$1000, or even $500 -- I would just put in $5 on the
possibilities. And, think, what if it IS true and $50,000
comes in about four weeks.

OK, so maybe $50,000 in cash is a tough amount to reach, but
it doesn't keep me from trying.

Well, I don't know about you folks, but I will do it, so
plenty of other people must be doing it too. I think they
are helping themselves and others.

The remainder of this article is a message from someone else
who knows better how it works.

I read an article, someone had kindly posted on an Internet
newsgroup, describing how to send A ONE DOLLAR BILL TO ONLY
FIVE PEOPLE AND MAKE $50,000 IN CASH WITHIN ABOUT 4 WEEKS!!!

Of course, I thought this was rediculous at first. Then,
after a short period, I saw another one in a newsgroup I go
to a lot. The more I thought about it, the more I became
curious. I thought, "I have already heard of such things
-- but on the Internet ?!?!? Maybe this is legitimate!"
Besides, what's $5,00 ? I decided that even if I had to
throw $5 into the fire, I wouldn't mind it much, and gave it
a try. After all, I needed a LOT more than five dollars.

I carefully followed the instructions and then waited to watch the money come in ... prepared maybe to receive about $1000 to $1500 in cash or so ...

Two weeks later, I began receiving money. It was indeed unbelievable! What a welcome surprise when those envelopes kept coming!! I knew what they were as soon as I saw the return addresses from people all over the world -- most from the U.S., but some from Canada, even some from Europe, Japan and Australia! I tell you, THAT WAS EXCITING !!

Soon, hundreds, and then thousands of dollars began to roll in like an avalanche! So -- how much did I get in total ? $1,000 ? $5,000 ? Not even !!! Within 4 weeks, I had received a total of $32,445 ! My bank account changed its "-" into a big "+"(++++)!!! I bought myself a car and things I wanted for a long time for my wife and kids!

There is not any reason why the same shouldn't happen to you. If you're not interested then don't participate.

It seems to work for other folks:

* Mike Walsh -- claims that he recd nearly $47,000
* Markus Valppu -- says he made $57,883 in four weeks
* Dave Manning -- claims $53,664 in same amt of time
* Dan Shepstone -- says it was only $17,000 for him
* Oliver Arcadipane -- claims $32,445 within four weeks

Do I know these folks? No, but when I read how they say they did it, it made sense to me. Enough sense, that I'm taking a similar chance with $5 of my own money. Not a big chance, I admit -- but one with incredible potential, because $5 is all anyone ever risks -- PERIOD. That's all Mike, Markus, Dave, Dan, or Oliver needed, yet their $5 netted them tens of thousands of dollars each.

So, how do you do it, you ask? It's truly simple. Go ahead and get a printout of this information:

STEP 1

Write the following on five separate pieces of paper:

a) a name, address, and e-mail

b) name of the newsgroup where you learned of it

c) the words "PLEASE ADD ME TO YOUR LIST"
(You are not just sending a dollar to someone;
you are paying for a legitimate service.)

d) as a courtesy, also write the position their
name was in: "You were in position 3"

STEP 2

Now, fold each piece of paper around a $1 dollar bill (no checks or money orders), and deliver them on the way to the following five people. Folding the paper around the bill will ensure its arrival to an intended recipient. This step is important.

****
NAMES LIST NAMES LIST NAMES LIST NAMES LIST
****

! ! HONESTY IS WHAT MAKES THIS WORK FOR YOU TOO ! !

1. Nir Levi,
PO BOX 342
Yavne, ISRAEL

2. Landon
#1 Lakeway Drive
Conroe, Tx 77304 USA

3. Olivier Arcadipane
237 rue Francois Andre
7390 Quaregnon BELGIUM

4. BTech
5641 Apgar St
Houston, Texas 77032 USA

5. Hugo Desmeules,
6100 Deacon apt 1-P
Montreal, Quebec, H3S 2V6, CANADA
.....

STEP 3

Now, listen carefully -- here's where you get YOUR MONEY COMING. Look at the list of five people; remove the top name from the list, and move everyone up one position. This way #5 becomes #4 and so on. Put your name, address, postal code, and COUNTRY in the fifth one on the list using a simple text editor.

STEP 4

Now, take this revised article with your name on the list and repost it to as many newsgroups as you can -- try for more than 200 newsgroups. There are at least 17,000 newsgroups, so it shouldn't be hard to find that many. Remember, the more groups you post to, and the bigger the newsgroup is, the more people will see your article and the greater probability they may send you cash!

If you wish to be anonymous, you may use a psuedonym. -- call yourself "The Boss" or something -- whatever,

just be sure the address is correct.

Give a catchy title -- something like "EA$Y MONEY", "FA$T CA$H", "NEED CASH TO PAY OFF DEBTS?". The more posts, the more money you may get -- and, of course, the more money others on the list probably make too. REMEMBER, BE HONEST AND EVERYONE MAY MAKE MONEY FROM THIS EASY CONCEPT. You can reap the benefits, believe me !!

Now, hypothetically, here is why it should work:

- Of every 200 posts I made, I received 5 responses. Yes only 5. You could make $5 for every 200 posts with your name at #5.

- Each person who sends you $1 now makes an additional 200 postings with your name at #4. ie. 1000 postings On average, therefore, 50 people could send you $1 your name at #4. $50

- Your 50 new agents make 200 postings each with your name at #3 -or- 10,000 postings. Average return 500 people = $500. They make 200 postings each with your name at #2 = 100,000 postings = 5,000 return at $1 each = $5,000.

- Finally, 5,000 people make 200 postings with your name at #1 and you could get a return of $50,000 before your name drops off the list. AND THAT'S IF EVERYONE DOWN THE LINE MAKES 200 POSTINGS ! Total in one cycle $55,000

Remember 200 postings is only a guideline. The more you post, the greater the probability of return. Maybe it is possible to get $50,000 in cash -- I don't know, IT LARGELY MAY DEPEND ON THE INDIVIDUAL. You can follow-through and repost this article everywhere you can think of ! The more postings you achieve can affect how rewarding the experience will be. It's just too easy !!!

LET'S ALL TAKE CARE OF EACH OTHER BY JUST BEING HONEST AND BY PUTTING FORTH 150 PERCENT OF EFFORT. Please, don't take away the hope from deserving people, just like you, who did already put in their money the right way.

From time to time when you see your name is not still on the list, if you want, you can take the latest posting you can find and start all over again.

Let's review why you may want to do this. Almost anyone can afford $5 with the possibility of such SPECTACULAR RETURNS.

Some people have said, "What happens if no one sends me any money?" Big Deal -so you lose $5 -but what are the chances of that happening? Are you willing to try on the possibility of such BIG money as 50,000.00 $$$$???? -- all just for the microscopic amount of five separate dollars? Just think of all the new Internet users that join every day !!!

So, that's it. Pretty simple sounding stuff, huh? There are millions of people surfing the net every day, all day, all over the world. You know that -- you've seen the stories in the paper. There are millions of new net surfers every month !!! This is the great plus of the Internet -- people all over the world can hear you and will listen if you talk reasonably. If this wasn't the Internet, and was a smaller circle of people, the possibilities would be different -- if the amount of money had to be bigger, it wouldn't succeed. But here, on the Internet, it is a giant village, where thousands of members join every day! One can hardly lose !!

So pay off your bills and debts. HOLD OFF ON THOSE LOTTERY NUMBERS FOR TODAY -OR- EAT AT HOME TONIGHT INSTEAD OF TAKEOUT FROM McDONALDS (You can make up for it later). Then you can JUST SIT BACK, RELAX AND WAIT FOR THE RESPONSES TO ARRIVE !! The first one or two weeks will be slow, but it will pick up.

REMEMBER -- HONESTY IS THE BEST POSSIBILITY. YOU DO NOT NEED TO CHEAT THIS IDEA TO MAKE MONEY !!

****
ENJOY LIFE! YOU MAY WANT TO GIVE IT A TRY!
****

Print this out right now -- so you can refer back easily.

This is posted as an opinion news article and does not necessarily depict anything more. It should not be perceived to constitute either fact or advice to intentionally deceive anyone. The author and the deliverer will not be liable for the experiences of any other persons. ------- Please do NOT participate and be sure to disregard anything wherever it may be prohibited by law.

2466. Cassette recorders for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: vyn@abaldwin.demon.co.uk
Message-ID: <843935563snz@abaldwin.demon.co.uk>
Source record: 80167

Hello all,

I recently bought a boxfull of Speccy bits and pieces. At the bottom
of the box I was surprised to find the following:-
---

1. ATARI COMPUTER CASSETTE UNIT (Phonemark)
Model No. PM-4401A
Requires Seperate 240V power supply. Has lead.
Has also data lead with plug as:-

```
__________
\ o00oo0o/ 0=empty, 0=connector used
\o0o0oo/
~~~~~~
```

In poly bag. Includes user manual.
This works so far as can be tried (FFWD, REWIND & STOP).

2. ATARI XC11 PROGRAM RECORDER
(for use -it says- with all ATARI 8-bit computers)
Only one lead fitted so power supply from computer (?)
Single I/O lead as above - but connections not seen.

In original box with User Manual.

No power supply so cannot test.

Neither seems ever to have been used. Almost certainly new.
Either or both can be had very cheaply. What offers?
Buyer collects.

CARDIFF UK.

I'll keep a lookout here for a while but (culpa meum) I'm not an
ATARI user so best e-mail.

--
Best wishes,
Mervyn Baldwin.
vyn@abaldwin.demon.co.uk

2467. Re: Y-Adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-28 00:00:00 UTC
From: jhardie@usa.pipeline.com
Message-ID: <52jqi6$a9j@news1.t1.usa.pipeline.com>
Source record: 80168

On Sep 28, 1996 07:41:26 in article <Y-Adapter?>, 'jblenkle@calweb.com (Joe Blenkle)' wrote:

>Does anyone know if there is a Y-Adapter type cable available for the
>Atari 800xl. I have both a printer interface and modem I would like to
>plug in, but only have one remaining I/O port to work with. If there
>was a cable to plug into the port that then had two ends on it so I
>could plug in both devices it would make life a lot easier.
>
>Joe Blenkle

Joe,

There was a device called the Quintopus that was/is made by CSS. It basically was a board that gave you 3 or 4 I/O ports from one. I don't have the number for CSS handy (they are still in business). If you don't have it anywhere, e-mail me and I'll get it for you.

John

2468. 600xl and 12 cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <52l0r6$56b@macaw.cyberport.com>
Source record: 80081

```
shipping not included
email if interested

600XL, with power supply, tv cord, joystick,
with star raiders, pacman carts.... good cond....$25

Atari style joystick...$3

800/400/XL cartridges

Basic $3
Centipede $4
Star Raiders $4
Joust $6
Basketball $4
Missle Command $4
Computer Chess $4
Pac Man $3
Donkey Kong $4
Qbert $6
Defender $4

Atari Writer $4
Music Composer $4

XE CART
-------
Bug Hunt $4

Ape Face centronics Parallel printer interface $5
Mpp 1150 centronics Parallel printer interface $5
```

2469. Re: Disk Formats for differnet DOS'es

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: eru@sover.net
Message-ID: <324e2969.89077337@news.sover.net>
Source record: 80082

On 28 Sep 1996 07:51:17 GMT, "BlacKat" <blackat@direct.ca> wrote:

>Hello everyone,
>
> If anyone has the disk formats for the differnet DOS'es out there (ie:
>AtariDOS, MyDOS, SpartaDOS, etc) could they either post them here or e-mail
>me the specs? I need this information to support more than AtariDOS v2.x in
>my Disk Image program (DIMS)
>
> Also, if anyone has any info on how to construct a cable to talk to Atari
>8-Bit drives and how you go about sending/recieving data i would like to
>add this feature to DIMS...
>
I construct cables for $25 +$5 shipping for this purpose as well as
APE / SIO2PC cables. Other have knowledge about how exactly they
communicate. See http://seka.nacs.net/~classics for more info.

Rick

2470. Re: Y-Adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <52lbf6$23v@newsbf02.news.aol.com>
Source record: 80083

Sounds like you have more than just a need for additional SIO ports. Putting printer and modem interfaces anywhere in the SIO chain but FIRST may drain enough current to stop all your stuff from working properly.

CSS (Bob Puff) used to make a device called a Quintopus. It came with six SIO ports and some buffering. There was another model in which two of the ports are switched. I use that one. I connect the P: R: and my old, two-chip SIO2PC cable (a power hog) to the switched ports. I have an additional printer interface (XEtec) in a third, D1: in a fourth, D2: in a fifth. The sixth connects to my computer.

Best Electronics also had a kit at one time that you could build to do something similar, but without as many ports.

2471. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: str@gondolin.camelot.de
Message-ID: <DyHFI8.Aw@gondolin.camelot.de>
Source record: 80084
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <52kdd9$s2u@dfw-ixnews3.ix.netcom.com>,
ChrisC <jamesch@ix.netcom.com> wrote:
>>Don't know much about C but I do believe you're right. C tends to lump
>>commands together in header files. To use printf you need to call in all the
>>stdio routines which are compiled with the program weather they are used or
>>not. In other words, that 100K contains the machine code necessary for
>>several other C functions. Strip out all the bagage and sudenly you have a
>>pretty lean program.
>>
>
>That can be done simply by opening the stdio.h file, looking at the entry for
>printf, then copying it to the source code without including stdio.h
>in other words, replace
>
>#include "stdio.h"
>
>with
>
>extern void printf();

You are aware that this won't change anything? You may declare
prototypes or external references as much as you like, the code won't
grow until you actually *use* these references.

The problem of printf() is not, that `stdio.h' declares a bunch of functions,
but printf() depends on -buffered I/O, -string operations, -floating
point operations etc.

cu, Steffen
--
steffen.ries@gondolin.camelot.de | Gravity is a myth --
steffen_ries@m4.maus.de | -- the Earth sucks!

2472. Remapping the XL keyboard.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: archone@aloha.com
Message-ID: <52lhio$9e4@news.aloha.com>
Source record: 80085

Hi all. THIS is my stupid problem.

Since owning my first Atari, I now use the DVORAK keyboard layout.
Which is no a problem on the PC computers cuz they got LOTS of memory
space to waste.

But what I would LIKE to do would be to remap the XL keyboard with the
DVORAK layout (long touted, but never used) then dump it to disk ala
the "Translator."

Then when I boot up with the DVORAK Translator disk, I should in
theory be able to use it with any commercial program.

SO.... anyone know how to do this.

(BTW, this would also be helpful to those of us who are now used to
the PC keyboard with characters in all the different places.)

JF

2473. Re: WANTED: MISC. ATARI STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C941BB.10C1000C3B.uuout@compudata.com>
Source record: 80086

To:kokeman@ix.netcom.com N

Atari Items for Sale plus shipping

Atari 800 Computer with power supply..... $35
Atari 400 Program Recorder (tape deck)..... $19
RanaSystems 1000 Disk Drive with power supply.....$39
Drive connector cable..... $10
Atari Power Supply part # C017945..... $10
WICO Power Grip Joystick 50-2020 (2)..... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
U-Print Model A printer interface for Atari Comp.... $ 9
.....
Cartridges for Atari 800 $7 each (4 for $25)

Assembler Editor Basic
Centipede Chess
Frogger Jumpman Junior
Missile Command Music Composer
PacMan Pole Position
Q Bert

15 Atari 400 Diskettes w/various programs (not mfg)
in plastic diskette box $12

Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • It's not just a hobby, it's an obsession!

2474. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <52m418$r5i@news.xmission.com>
Source record: 80087

JOHN COLLINS <irata@aztec.asu.edu> wrote:
: message base, I made a suggestion about using the Internet, it
: languished for a while, someone else picked up on it a few weeks
: later, a discussion on it ensued, then out of the blue, an
: onslaught of angry messages mostly from the IAN side with threats
: of dropping the cross-netting the two nets.

I was fairly caught up and in the middle of the entire IAN/USF debacle. It primarily revolved around a bunch of closed minded people who didnt want to use the Internet as a means of transport. In addition, in my opinion, many of the sysops involved didnt even know what the Internet was, so the introduction of a foreign transport embarrassed them, due to their ignorance, so they responded in anger.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2475. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <52m4ih$r5i@news.xmission.com>
Source record: 80088

Ian Chadwick <ichadwick@georgian.net> wrote:
: I was thinking of creating an HTML version of Mapping, with
: cross-references memory links and putting it up on the Web as shareware. Is
: there any interest among the Atari community for this? Would anyone like to
: contribute in the effort to retype the book into a PC-based text format?

You would have my support. I've just purchased a scanner and should have
it in a couple days. I'd offer to help with any scanning of pages, etc..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2476. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <52m77s$s55@news.asu.edu>
Source record: 80089

Ian! This would be a great idea! Mapping the Atari is the
single most important and useful book ever written and compiled
for the 8-bits. The use of a hand-scanner would probably be
the easiest way to go about it.

(How about contacting the "authors" of Mapping the XL? If
I understand correctly, much of the text in their "book" (disk)
could be rearrainged and voila! you have Mapping the Atari!)

--
ooooooooooooooooooooooooooooooooooooo
o John Collins Phoenix Ariz o
ooooooooooooooooooooooooooooooooooooo

2477. DIMS'96 was deleted???

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <324efec3@pianosa.demon.co.uk>
Source record: 80090

Whilst reading the usual rubbish I find here, BlacKat wrote something
interesting to All about DIMS'96 was deleted???:

Hello BlacKat,

B> It would seem someone (Richard E. Depew) deleted DIMS'96 and the

Not before I received them, he didn't.

B> Is there any where i can distribute DIMS for the ppl on this

The best way (IMO) would be to post them to alt.binaries.comp.atari8bit or some
other group with wider distribution, and just leave a *pointer* to it in here.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... He said he wanted to be a great soldier. He said he wanted to fight
like his hero. - New Recruit; Penetration

2478. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <324eaa5d.1867144@news.superlink.net>
Source record: 80091

On 28 Sep 1996 12:04:05 -0400, asharkis@aol.com (ASharkis) wrote:

-I tried AT&T. No luck. There's a guy who has a program that
-automatically searches for large binary files and cancels them. He
says
-that they don't belong in unmoderated discussion groups.
-
-I guess you need a different form of distribution.

Try posting it to alt.binaries.atari

2479. ATARI ARCHIVE

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <324eab97.2181256@news.superlink.net>
Source record: 80092

Please, people u/l to cyberspy archive, check to see if the items are already there first. It takes awhile to get stuff deleted, so a lot of duplicates are just sitting there.
Thanks, Yogi
atari archiver keeper

2480. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <324eaaeb.2009494@news.superlink.net>
Source record: 80093

On 28 Sep 1996 18:41:13 GMT, "Ian Chadwick" <ichadwick@georgian.net>
wrote:

-I was thinking of creating an HTML version of Mapping, with
-cross-references memory links and putting it up on the Web as
shareware. Is
-there any interest among the Atari community for this? Would anyone
like to
-contribute in the effort to retype the book into a PC-based text
format?

YES!

2481. Re: Remapping the XL keyboard.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <324EF617.205E@total.net>
Source record: 80094

archone@aloha.com wrote:
>
> Hi all. THIS is my stupid problem.
>
> Since owning my first Atari, I now use the DVORAK keyboard layout.
> Which is no a problem on the PC computers cuz they got LOTS of memory
> space to waste.
>
> But what I would LIKE to do would be to remap the XL keyboard with the
> DVORAK layout (long touted, but never used) then dump it to disk ala
> the "Translator."
>
> Then when I boot up with the DVORAK Translator disk, I should in
> theory be able to use it with any commercial program.
>
> SO.... anyone know how to do this.
>
> (BTW, this would also be helpful to those of us who are now used to
> the PC keyboard with characters in all the different places.)
>
> JF

Step 1: Copy OS ROM to the underlying RAM

Step 2: Rewrite the 192 byte table at 64337 (pointed by 121,122). Or,
get the 1200XL addition to the OS source code and there's a program to
give the DSK. Or better still, burn a new EPROM (27128) to do it... or
use the Static RAM Smaret socket circuit in Atari Classics...

2482. Re: Atari 520ST FM question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: Thomas Main <tmain@appstate.campus.mci.net>
Message-ID: <324F032E.767B@appstate.campus.mci.net>
Source record: 80095

Niklas ï¿½ngelid wrote:
>
> How big is Atari 520 ST FM ram??
> INQUARTRO BBS
> 24 h
> +46-50028930

The stock 520ST has 512K of RAM. The ST really needs at least 1MB of
RAM to be useful for most applications, but some games will run on 512K.

Thomas

2483. Re: Clowns & Balloons games on the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-29 00:00:00 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <52nnm2$t7q@bolt.ucsb.edu>
Source record: 80096
Cross-posted to: alt.atari,alt.binaries.comp.atari8bit,comp.sys.atari.8bit,rec.games,video.atari,tri.comp.atari

steven@rain.org (Steven Reynolds) writes:

[snip clown game musings]

The best I've ever seen is Circus Atari for the 2600. That sounds
just like what you describe. Gameplay is superb. I agree, Clowns &
Balloons for the 8-bit is lacking.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling.AbFab.PWEI.LEGO.Duckman.Tit Wrench.G-Force
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN
The Jitterbug.Bill Gibson.Robotics.Tim Burton.The Cult.fried cheese

2484. 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960930111823.aaaa002Vv@babyblue.cs.yale.edu>
Source record: 80019

On 19 Sep 1996, asmolar@smol.fast.net (Tony Smolar) said:

>> I have an Atari 2600 memory expander called a Supercharger from
>> STARPATH which changed it's name to ARCADIA for some copyright reason
>> or other. This device increased the 2600's memory from 4 K to 12 K.
>> It has lots of cool games on audio cassettes. The last direct mailing
>> I recieved from the company way back in 82 or 83 said they were
>> working on Atari 8-bit versions of their games. Does anybody have any
>> of these conversions? They had strange names for example there
>
>The only one I think is "Frogger" (That was a supercharger game, was it
>not?)

Frogger was both a cartridge (from Parker Bros.) and a SuperCharger tape.
A comparison between the two was made in the latest issue of 2600
Connection. Apparently the SuperCharger version blows away the excellent
Parker conversion, offering graphics, sound, and animation almost up there
with the computer version. But then, the computer version could have been
better in the arcade-authenticity department. Too bad the author isn't
around to ask about the few weird changes he made. <g>

On 23 Sep 1996, dklugh@freenet.columbus.oh.us (Daniel Klugh) said:

> The 2600 only had a 8k address space and only 6k of it was used for the
> cartridge.

Actually the 2600 only had 4K of address space, ALL of which was used
for the cartridge (the 2600 used a 6507 CPU, which is a 6502 with only
12 of the addressing lines connected). Accessing cartridges larger
than 4K requires bank switching. When Asteroids-- the first 8K 2600
cartridge-- was released, videogame mags almost invariably described
bank switching as "switching between banks so fast that it tricks the
system into accessing more memory". Ugh. I think at least one mag
even attributed the on-screen flicker to the bank switching (and not the
fact that the 2600 was putting the player's ship, UFOs, shots, explosions,
and about a dozen free-floating multicolored rocks on the screen all at
once using only two sprites).

The later 2600 cartridges (Solaris, Radar Lock, Road Runner, et al) had
ROM sizes in the 32-64K range. It's amazing what even the anemic 2600
chipset can do when given enough RAM and ROM to play with.

>: of these conversions? They had strange names for example there
>: GALAXIAN game was called "COMMUNIST MUTANTS FROM SPACE." Is it
>: possible to Convert these cassettes I have to A PC disk for use with
>: the 2600 Emulator?

>
>That last sentence made no sense.Well,it made some sense,but got confusing
>at the end.

It all makes perfect sense. Several folks are working on 2600 emulators
for the PC, and this guy was wondering if it's possible to copy the Super-
Charger tapes to a file and plug them into one of these emulators
(doubtful).

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2485. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <ysdiv8wxdhy.fsf@kastor.ra.ibr.cs.tu-bs.de>
Source record: 80020
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <52kdd9$s2u@dfw-ixnews3.ix.netcom.com>
jamesch@ix.netcom.com (ChrisC) writes:

> In article <52evos$g2e@sf18.dseg.ti.com>, egotrip@lesol1.dseg.ti.com (Mike Neus) wrote:
>>
>> Don't know much about C but I do believe you're right. C tends to
>> lump commands together in header files. To use printf you need to
>> call in all the stdio routines which are compiled with the program
>> weather they are used or not. In other words, that 100K contains
>> the machine code necessary for several other C functions. Strip
>> out all the bagage and sudenly you have a pretty lean program.
>>
>
> That can be done simply by opening the stdio.h file, looking at the
> entry for printf, then copying it to the source code without
> including stdio.h in other words, replace
>
> #include "stdio.h"
>
> with
>
> extern void printf();
>
> or however it is listed in stdio.h

No. That won't change even one bytes of the executable generated by
your compiler. As I just wrote in an anser to the posting you cited
above, the standard header files only contain *declarations* of
functions.

Writing

#include <stdio.h>

is much better than declaring functions like printf() yourself as in

extern void printf();

as it avoids the two mistakes you made in that declaration.
printf()'s return type is int, not void. Also, in an ANSI C
environment your declaration isn't complete and therefore wrong, as it
should read

int printf(const char *fmt, ...);

By including stdio.h you normally get the correct and complete
declaration without the fuss like

```
#ifdef STDC
int printf(const char *, ...);
#else
int printf();
#endif
```

urs

2486. 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960930113952.aaaa002mq@babyblue.cs.yale.edu>
Source record: 80021

On 19 Sep 1996, asmolar@smol.fast.net (Tony Smolar) said:

>> I have an Atari 2600 memory expander called a Supercharger from
>> STARPATH which changed it's name to ARCADIA for some copyright reason
>> or other. This device increased the 2600's memory from 4 K to 12 K.
>> It has lots of cool games on audio cassettes. The last direct mailing
>> I recieved from the company way back in 82 or 83 said they were
>> working on Atari 8-bit versions of their games. Does anybody have any
>> of these conversions? They had strange names for example there
>
>The only one I think is "Frogger" (That was a supercharger game, was it
>not?)

Frogger was both a cartridge (from Parker Bros.) and a SuperCharger tape.
A comparison between the two was made in the latest issue of 2600
Connection. Apparently the SuperCharger version blows away the excellent
Parker conversion, offering graphics, sound, and animation almost up there
with the computer version. But then, the computer version could have been
better in the arcade-authenticity department. Too bad the author isn't
around to ask about the few weird changes he made. <g>

On 23 Sep 1996, dklugh@freenet.columbus.oh.us (Daniel Klugh) said:

> The 2600 only had a 8k address space and only 6k of it was used for the
> cartridge.

Actually the 2600 only had 4K of address space, ALL of which was used
for the cartridge (the 2600 used a 6507 CPU, which is a 6502 with only
12 of the addressing lines connected). Accessing cartridges larger
than 4K requires bank switching. When Asteroids-- the first 8K 2600
cartridge-- was released, videogame mags almost invariably described
bank switching as "switching between banks so fast that it tricks the
system into accessing more memory". Ugh. I think at least one mag
even attributed the on-screen flicker to the bank switching (and not the
fact that the 2600 was putting the player's ship, UFOs, shots, explosions,
and about a dozen free-floating multicolored rocks on the screen all at
once using only two sprites).

The later 2600 cartridges (Solaris, Radar Lock, Road Runner, et al) had
ROM sizes in the 32-64K range. It's amazing what even the anemic 2600
chipset can do when given enough RAM and ROM to play with.

>: of these conversions? They had strange names for example there
>: GALAXIAN game was called "COMMUNIST MUTANTS FROM SPACE." Is it
>: possible to Convert these cassettes I have to A PC disk for use with
>: the 2600 Emulator?

>
>That last sentence made no sense.Well,it made some sense,but got confusing
>at the end.

It all makes perfect sense. Several folks are working on 2600 emulators
for the PC, and this guy was wondering if it's possible to copy the Super-
Charger tapes to a file and plug them into one of these emulators
(doubtful).

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2487. 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960930114048.aaaa002nq@babyblue.cs.yale.edu>
Source record: 80022

On 19 Sep 1996, asmolar@smol.fast.net (Tony Smolar) said:

>> I have an Atari 2600 memory expander called a Supercharger from
>> STARPATH which changed it's name to ARCADIA for some copyright reason
>> or other. This device increased the 2600's memory from 4 K to 12 K.
>> It has lots of cool games on audio cassettes. The last direct mailing
>> I recieved from the company way back in 82 or 83 said they were
>> working on Atari 8-bit versions of their games. Does anybody have any
>> of these conversions? They had strange names for example there
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>not?)

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around to ask about the few weird changes he made. <g>

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--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2488. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <52olml$rr1@gap.cco.caltech.edu>
Source record: 80023

"Ian Chadwick" <ichadwick@georgian.net> writes:

>I was thinking of creating an HTML version of Mapping, with
>cross-references memory links and putting it up on the Web as shareware. Is
>there any interest among the Atari community for this? Would anyone like to
>contribute in the effort to retype the book into a PC-based text format?
>--
>Ian Chadwick

I'd be willing to put in some time marking up ASCII for TeX or LaTeX,
which will both (by design) be around longer than the Micro$loth
text format du jour. And if there are any real TeXperts out there who'd
like to bicker about how to go about it, feel free to email me.

Brent

2489. Help! Lost! Boot software disk for my Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: John White <Unregistered@dial.pipex.com>
Message-ID: <52oltp$41m@soap.news.pipex.net>
Source record: 80024

Help!

I recently moved home and have lost the floppy boot disk for my Atari 1040ST.

Is there anywhere on the Net that I can get a download of the necessary boot software? If so, will I be able to get it off my PC running Netscape and onto a floppy disk in the right format for the Atari to boot up from!!!

Any help gratefully accepted.

Regards,

John White

2490. Re: 5200 ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <DyJyD7.Ln2@cs.vu.nl>
Source record: 80025

@$$hole!!!!! I'm getting SOOO tired of people posting binaries on c.s.a.8.
This is the second one today....

Pffffffff......
Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

2491. 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19960930115112.aaaa002t_@babyblue.cs.yale.edu>
Source record: 80026

On 19 Sep 1996, asmolar@smol.fast.net (Tony Smolar) said:

>> I have an Atari 2600 memory expander called a Supercharger from
>> STARPATH which changed it's name to ARCADIA for some copyright reason
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>> It has lots of cool games on audio cassettes. The last direct mailing
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Charger tapes to a file and plug them into one of these emulators
(doubtful).

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Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2492. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <ysdk9tcxeb1.fsf@kastor.ra.ibr.cs.tu-bs.de>
Source record: 80027
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <52evos$g2e@sf18.dseg.ti.com>
egotrip@lesol1.dseg.ti.com (Mike Neus) writes:

> In article <51pejd$bas@news.reston.unisysgsg.com>, Bob Malay - Loral - X7750
> said...
>
> >But if you strip the binary it'll only be about 40k. GCC puts lots
> >of symbol table stuff in there.
>
> Don't know much about C but I do believe you're right. C tends to lump
> commands together in header files. To use printf you need to call in all the
> stdio routines which are compiled with the program weather they are used or
> not. In other words, that 100K contains the machine code necessary for
> several other C functions. Strip out all the bagage and sudenly you have a
> pretty lean program.

You are completely confusing things here. C header files don't
contain code for any function so the don't even produce one byte of
object code in the compilers output. Rather, header files only
declare function prototypes and symbolic constants and macros.
Functions for which the compiler sees the prototype in a header files
aren't linked to the executable unless there really used in your C
program.

The reason for program that uses printf() being somewhat large is that
printf() needs other *used* functions to be linked,
e.g. malloc()/free(), conversion functions for integers and floats to
ascii representation, which in turn use other floating point
operations.

It is possible for a programmer to produce an executable with unused
functions in it by linking object files which contain unused
functions. However, you can't "strip out" these unused functions as
you suggest in your last sentence as it is generally not possible to
find (by some algorithm) unused functions in a program.

The strip program doesn't strip machine code from an executable but
debugging information like symbol tables and information relating
machine instructions to lines in some source code file. This
information is located in special section of the executable which
aren't needed at runtime.

I hope this clarifies some misunderstandings.

urs

2493. 65c816 upgrade for Atari (was Re: GNU C-compiler port to 6502)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <52p649$f4k@useneta1.news.prodigy.com>
Source record: 80028

More details please regarding the 65816 Atari upgrade?

2494. ***Wanted to buy: 1200 XL Motherboard or working 1200 XL***

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <52p601$20r8@useneta1.news.prodigy.com>
Source record: 80029

B&C Computervisions sells them. They are at 408-986-9960.

2495. IDE Inteface Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: chris_friend@juno.com
Message-ID: <19960930151826.aaaa003C2@babyblue.cs.yale.edu>
Source record: 80030

Does anyone have the schematic for the IDE interface for the Atari?

2496. new atari newsmag

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: chris_friend@juno.com
Message-ID: <19960930152056.aaaa003CB@babyblue.cs.yale.edu>
Source record: 80031

Atari 8-bit News's first edition will be out during October. The premier issue is FREE to the first 50 people who respond!

The Magzine is in 3-column newsletter format and will have interesting articles and a type-in program! Any article ideas or to reserve a copy e-mail me your Snail Mail Address @

Chris_Friend@juno.com

Thank You
Chris Friend

2497. Re: FS: 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: Charles Rizzo <D001833@interpath.com>
Message-ID: <32501D00.67B1@interpath.com>
Source record: 80032

Mark Devaney wrote:
>
> Atari 800XL, no power supply, not sure if it works. Looks good at least, no
> scratches, etc.
> $5 + shipping.
>
> Mark
> --
> |----_____-----_____-----_____-----_____-----_____-----_____-----_____-----|
> Mark Devaney "Mister Order, he runs at a very good pace
> Georgia Institute of Technology But old Mother Chaos is winning the race"
> markd@cc.gatech.edu _The Illuminatus! Trilogy_
> http://www.cc.gatech.edu/ai/students/markd/
> PGP public key available via finger
> I'll take it! Send me your address and the total price.

Thanks, Chuck Rizzo

2498. Re: Help! Lost! Boot software disk for my Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.960930165039.17710C-100000@ns1.ptd.net>
Source record: 80033

On 30 Sep 1996, John White wrote:

> Help!
>
> I recently moved home and have lost the floppy boot disk for my Atari
> 1040ST.
>
> Is there anywhere on the Net that I can get a download of the necessary
> boot software? If so, will I be able to get it off my PC running Netscape
> and onto a floppy disk in the right format for the Atari to boot up
> from!!!

Here...come sit down next to me on my rock of wisdom and I'll part some information that'll give you peace and harmony.

You see, the operating system known as TOS is 'built-in' your ST. Unless you had TOS 1.0, then it's a ROM chip in your computer. 99% of ST's are like this so you can just turn it on and still boot it up.

Boot without any disk though, and it takes forever. So stick in any formatted floppy including a blank one and it'll still work.

Ah...maybe you need the "programs" on the language disk? I'm sure Control Panel is floating around somewhere on the Net or PD disks. As for ST Basic and that Sample program, you're much better off without them!

I do hope this has been of some service... :)

Gee I love helping out newbies...

Eric Noss
a.k.a
Mr. Maddog

2499. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <52pdd2$iha@gap.cco.caltech.edu>
Source record: 80034

Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> writes:

>Frogger was both a cartridge (from Parker Bros.) and a SuperCharger tape.
>A comparison between the two was made in the latest issue of 2600
>Connection. Apparently the SuperCharger version blows away the excellent
>Parker conversion, offering graphics, sound, and animation almost up there
>with the computer version. But then, the computer version could have been
>better in the arcade-authenticity department. Too bad the author isn't
>around to ask about the few weird changes he made. <g>

John Harris actually does post from time to time. He was pretty
active on here a year or two ago, actually.

Brent

2500. Re: Clowns & Balloons games on the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <52phe3$4g8@news.wco.com>
Source record: 80035

In article <324F80E7.152C@total.net>, davepat@total.net wrote:
>Steven Reynolds wrote:
>>
>> One of my old, favorite games on the Atari 8-bit was a game where two clowns
>> bounce around the screen on a see-saw and pop balloons flying above. I played
>> it so long ago that I can't remember the exact title. I always thought it
>> was called "Clowns & Balloons". In the arcade this game was called "Circus".
>> The Commodore 64 version by Bally Midway was simply called "Clowns".

>You're looking for "Pinhead", by (aargh! Brain lapse!) some guy who
>wrote a number of pgms for the 8-bit, then went to the ST and wrote a
>Dbase type pgm... Frank someone?

Frank Cohen did "Clowns & Balloons" for DataSoft. I think Steven
is confused, no other packaged games of that type for A8s. Perhaps a
magazine game?

"Pinhead" is a game from Utopia (of Montezuma's Revenge fame)
and is a port of the arcade game Kick-Man.

2501. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <52plkp$4on@news.asu.edu>
Source record: 80036

First, no, I never get enough sleep. :)

Second, I was referring to a book (?) available from Europe called "Mapping The XL" as opposed to "Mapping the Atari". I don't believe that Mr. Chadwick was involved in that project. The authors say that nothing from MTA was used in MTX. I find that hard to believe.

--
==========
John Collins - NWPAC Atari 8-Bit User Group
==========

2502. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <52pm20$4o@nnrp1.news.primenet.com>
Source record: 80037

In article <19960930115112.aaaa002t_@babyblue.cs.yale.edu>,
Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> wrote:
>
>Frogger was both a cartridge (from Parker Bros.) and a SuperCharger tape.
>A comparison between the two was made in the latest issue of 2600
>Connection. Apparently the SuperCharger version blows away the excellent
>Parker conversion, offering graphics, sound, and animation almost up there
>with the computer version. But then, the computer version could have been
>better in the arcade-authenticity department. Too bad the author isn't
>around to ask about the few weird changes he made. <g>

I'd like to point out that PB's Frogger cart has better music than most
games on the 2600, and Sega's Frogger had to sacrifice the bassline for
all of the music in order to have sound effects.

I guess you can't have everything.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Emmy Nominee for Best Actor Not Appearing On Television. Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2503. Antic magazine archives

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: joebob1@ix.netcom.com
Message-ID: <32505cdd.6982997@nntp.ix.netcom.com>
Source record: 80038

I stumbled on an ftp site that had all the back issues of Antic magazine (I guess these files are from the disk that came with the issues), but now I can't find it! Can anybody help?

joebob1@ix.netcom.com

2504. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960930225009644044@mutl-d20.bctel.net>
Source record: 80039

James King <jeking@xmission.xmission.com> wrote:

> I was fairly caught up and in the middle of the entire IAN/USF debacle. It
> primarily revolved around a bunch of closed minded people who didnt want
> to use the Internet as a means of transport. In addition, in my opinion,
> many of the sysops involved didnt even know what the Internet was, so the
> introduction of a foreign transport embarrassed them, due to their
> ignorance, so they responded in anger.

Who cares about the method of transport between two BBS's, as long as
the messages get there! :) In the new IAN/USF/IMR Network, most of the
BBS's are using long distance phone calls (so far), and the Repair Shop
is connecting to BECO TEL in Germany via the internet... cool!

Here is the Current NodeList (10 Nodes so far!!) of the NEW IAN/USF/IMR
whatever you want to call it :) (I lean towards IMR, International
message relay.. It's new and tends to not remind you of negative
thoughts!)

ABBUC +49-5439-3265
Node: 408 Baud:
Location: Herten Germany
Sysop: SysOp Heiko
Online: mo-fr 19-7 CET, sat+so 15-8 CET

Atari Inside +31-182-352755
Node: 476 Baud:
Location: B'ambacht, NL
Sysop: Sysop*Marius
Online: 21-07 GMT

Bavarians Gasthaus 303-367-5877
Node: Baud:
Location: Aurora, CO
Sysop:
Online:

BECO TEL +31-20-6326859
Node: 176 Baud:
Location: Amsterdam, NL
Sysop: Sysop Bernard
Online: 17-06 GMT

Enterprise 607-648-8027
Node: 393 Baud:
Location: Castle Creek, NY

Sysop: Sysop*Mike Schoedel
Online:

Jail 416-762-9316
Node: 335 Baud: 14.4k
Sysop: The Warden
Location: Toronto ON
Online: 24Hrs

Last Hope 604-460-1195
Node: 244 Baud: 9600
Location: Maple Ridge, BC Canada
Sysop: Ryan Goolevitch
Online: 24Hrs

Neverending Story [Not Public]
Node: 470 Baud:
Location: Remscheid, Germany
Sysop: SysOp Atreju (Erhard Puetz)
Online:

Repair Shop 801-967-8738
Node: 53 Baud: 14.4k
Location: SLC, UT
Sysop: Sysop*Bob
Online: 24Hrs

Thunderdome +31-416-279990
Node: 471 Baud:
Location: Sprang Cappelle, NL
Sysop: FOX-1 ?

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
604-460-1195

2505. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19960930225012644217@mutl-d20.bctel.net>
Source record: 80040

JOHN COLLINS <irata@aztec.asu.edu> wrote:

> Ian! This would be a great idea! Mapping the Atari is the
> single most important and useful book ever written and compiled
> for the 8-bits. The use of a hand-scanner would probably be
> the easiest way to go about it.
>
> (How about contacting the "authors" of Mapping the XL? If
> I understand correctly, much of the text in their "book" (disk)
> could be rearrainged and voila! you have Mapping the Atari!)

It would be really cool to say, get an Adobe PDF version of the book,
where you could just print it up, bind it together, and have your own
'almost like the real thing' version! Mapping the atari, and De Re
Atari MUST Be preserved! :)

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
604-460-1195

2506. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-3009962356150001@port9.bitstream.net>
Source record: 80041

In article <19960930115112.aaaa002t_@babyblue.cs.yale.edu>, Halliwell E
Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> wrote:

> It all makes perfect sense. Several folks are working on 2600 emulators
> for the PC, and this guy was wondering if it's possible to copy the Super-
> Charger tapes to a file and plug them into one of these emulators
> (doubtful).

I've read about (but not tried) a ZX Spectrum emulator for the Mac that
lets you read tapes through the audio port. It sounds absurd, but
apparently it's possible. See
http://www.cs.csubak.edu/~jstiles/emulator/zx/index.html if you're
curious.

Mark

2507. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <xY+TyMezGajA090yn@kenton.com>
Source record: 80042

In article <324CA65D.189@pacbell.net>, rwoolley@pacbell.net wrote:
>gotcha! P/M is done in GTIA. sorry. 320x192x4? well.... the second ANTIC
>outputs intensity information only, so you could have 4 shades of one
>color at 320x192. it is done by mapping two ANTICS into the system, each
>with it's own memory and D/L. you select one or the other and write the
>D/L and screen data to it, using M/L or the operating system. for
>example, select ANTIC2, GR.5, load a screen, select ANTIC1, GR.0,
>type colored text...

whoops!! Ok, how about putting two GTIA chips in there then?

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

2508. ANNOUNCE: Uploaded Atari800-0.6.0 for UNIX, MS-DOS and AMIGA

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <1996Sep30.003208.717@signus.demon.co.uk>
Source record: 80097
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

```
The source code for the latest version of Atari800 can be downloaded
from my web page. There is also a binary version for MS-DOS at the
same location.

http://www.signus.demon.co.uk/david/atari/atari.html

Changes in 0.6.0
----------------

- Emulator can now be compiled for DOS using the DJGPP port of GCC (Thanks
to Ivo van Poorten)

Thanks to Maximum Entropy for he following Changes:-
- Implementation of Disable Drive menu item for Motif.
- Fixed scrolling problem for machines that can't access longwords on word
boundaries (e.g. SGI and SPARC).
- Added FPS Monitor to X11 and Motif versions.
- Changes to pattern matching for H: device.

Changes in 0.5.5
----------------

Thanks to Maximum Entropy for the following Changes:-
- Various corrections to MOTIF code.
- MOTIF callbacks for Insert Disk, Eject Disk and Insert ROM
- Bug Fixes in sio.c
- Bug Fix to devices.c allowing DOS 2.5 to get a directory of H:
- Bug Fix to monitor.c (EOF on INPUT + Blank Lines)
- Undocumented commands added to monitors HELP command.
--
David Firth <david@signus.demon.co.uk>
```

2509. Re: WANTED: MISC. ATARI STUFF

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <52n5tr$7an@news.internetmci.com>
Source record: 80098

I'll take the Atari Assembler Cartridge. Please let me know where to send
the check! I am anxious to get it.

Rick Heldmann

2510. I have a 1200 and 600 for trade....

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <52nesl$6is@kirin.wwa.com>
Source record: 80099

I have a 1200xl and a 600xl available for trade. I would love to get my hands on a 1050....They both work, as a matter of fact I am using the 1200xl to post this message. I would consider selling either, but I would rather trade. I think I could find power supplies for them both. I also have a dead 800 if anybody would like it for free (I am keeping all of the RAM and the ROM modules in case mine fry)

Send any responses to:

ericcron@wwa.com
or
Eric_Cron@addus.com

2511. Clowns & Balloons games on the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: steven@rain.org
Message-ID: <52nff4$6tf@news.rain.org>
Source record: 80100
Cross-posted to: alt.atari,alt.binaries.comp.atari8bit,comp.sys.atari.8bit,rec.games,video.atari,tri.comp.atari

One of my old, favorite games on the Atari 8-bit was a game where two clowns bounce around the screen on a see-saw and pop balloons flying above. I played it so long ago that I can't remember the exact title. I always thought it was called "Clowns & Balloons". In the arcade this game was called "Circus". The Commodore 64 version by Bally Midway was simply called "Clowns".

After searching long and hard for Clowns & Balloons on the Atari 8-bit, I finally found someone kind enough to send it to me. Unfortunately this game called "Clowns & Balloons" was not quite the same. Instead of two ledges where the clowns would dive off onto a see-saw, there were two ladders, only one of which was ever used, and a clown would jump onto a trampoline held by two other clowns. While this game is fun and playable, it's not quite as fun as the old one I used to play.

Could someone help me identify the correct name and software company which made the Atari 8-bit version of this game that I remember? Once I know what to ask for, then I can keep asking around for this game. By the way, does anyone know how many versions of this game were made for the Atari? Clearly there are at least 2.

--
Steven A. Reynolds Amateur Radio AA6OT
steven@rain.org Santa Barbara, CA
http://www.rain.org/~steven -- Updated 9/26/96
1991 Suzuki GS500E

2512. For sale: 130XE & more

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: albertm@netaxs.com
Message-ID: <52ngfg$lmq@netaxs.com>
Source record: 80101

Best offer or most worthy or closest to me (Philadelphia area).

Software:
Tons of games
MIDI sequencer and some MIDI patch thing

Working hardware (last time I checked):
130XE computer
1027 printer (letter (look out HP) quality)
MIDI Interface

Broken:
130XE computer (It needs a new flimsy keyboard circuit board thing)
1027 printer
1050 Dual-density floppy drive

Albert Milani

2513. Re: Clowns & Balloons games on the Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <324F80E7.152C@total.net>
Source record: 80102
Cross-posted to: alt.atari,alt.binaries.comp.atari8bit,comp.sys.atari.8bit,rec.games,video.atari,tri.comp.atari

Steven Reynolds wrote:
>
> One of my old, favorite games on the Atari 8-bit was a game where two clowns
> bounce around the screen on a see-saw and pop balloons flying above. I played
> it so long ago that I can't remember the exact title. I always thought it
> was called "Clowns & Balloons". In the arcade this game was called "Circus".
> The Commodore 64 version by Bally Midway was simply called "Clowns".
>
> After searching long and hard for Clowns & Balloons on the Atari 8-bit, I
> finally found someone kind enough to send it to me. Unfortunately this game
> called "Clowns & Balloons" was not quite the same. Instead of two ledges
> where the clowns would dive off onto a see-saw, there were two ladders,
> only one of which was ever used, and a clown would jump onto a trampoline
> held by two other clowns. While this game is fun and playable, it's not
> quite as fun as the old one I used to play.
>
> Could someone help me identify the correct name and software company which
> made the Atari 8-bit version of this game that I remember? Once I know what
> to ask for, then I can keep asking around for this game. By the way, does
> anyone know how many versions of this game were made for the Atari?
> Clearly there are at least 2.
>

You're looking for "Pinhead", by (aargh! Brain lapse!) some guy who
wrote a number of pgms for the 8-bit, then went to the ST and wrote a
Dbase type pgm... Frank someone?

2514. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: tm2@nntp.best.com
Message-ID: <52npv2$sg2@nntp1.best.com>
Source record: 80103
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Urs Thuermann (thuerman@ibr.cs.tu-bs.de) wrote:
: In article <3249DCCE.3412@mi.com.pl>
: Konrad Kokoszkiewicz <draco@mi.com.pl> writes:

: > 6502 has a C compiler yet: it is the CC65.

: Is that free software? Also, what machines does that compiler run on
: and where can I get it.

: urs

If I remember correctly, CC65 is a port of Ron Cain's Small-C.

This means:

o No ANSI C function prototypes
o No ANSI C function declarations
o No floating point support
o No n dimensional array support (one dimension only)
o No pointers to functions
o No typedefs
o No structures
o No enums
o No void type
(etc)

It's a rather limited subset of C.

Toshi

2515. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52nrp8$dfm@login.freenet.columbus.oh.us>
Source record: 80104

Tony Smolar (asmolar@nscs.fast.net) wrote:
: On 23 Sep 1996 05:09:51 -0400, Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

: >Are you kidding?!?
: >That was what turned me off of the ST.It didn't come with a DUP (command
: >processor).You had to get one seperately.

: Whoa! And the 8-bit comes with a command processor? Atari DOS 2.5?

uh,yeah,it came with DUP.SYS. (incredibly anoying scrolling,though)

: And the PATH was set to "A:\".
: >(I guess they never thought that anyone would have a hard disk)

: So change it in the startup, no big deal. That's how every other OS does it.

How do you change the path?
I can change it from PC-Command but of course then I have to stay in that
or lose the path.

: Back in 1985, a 10MB hard disk cost around $1000, more
than the ST.
: Natuarally the ST had to be geared towards floppy use, because most ST users
: wouldn't be able to afford a Hard drive anytime soon.

: The 8-bit certainly wasn't designed to be used with a harddrive either.

: >So,if you used a hard disk,the extention-asociation thing was useless
: >unless you edited the configuration file yourself to specify a direct path
: >to the programme.
: >SpartaDOS was so much easier to use with a hard disk.

: *ahem* SpartDOS did not come with the 8-bit, you had to buy it separately.

Well,it's free now.

: You could get a powerful command interpreter for the ST, like GNU's BASH, for
: nothing. This is a real Unix interpreter.

: I don't understand your line of thinking. You are criticizing the ST's
: operating system for lacking features that the 8-bit was even more lacking in.
: To get the features you want, you have to get add-ons for both systems.

The point is that the atari came with a command processor (however primitive),
and it let you do stuff.It could've been better,of course.
While GEM may let you do everything that DUP does,it needs to do more
since the ST has more features.It should at least let you set enviroment
varribles.It should at least be as good (and as easy to use) as the
PD/shareware stuff for the Atari. (that came out before GEM)

Even a MyDOS DUP.SYS would make it nice.
(it is a EASY to use CP)

Come to think of it,I hated AtariDOS's CP as well.You'd do a directory and then use "L" to load and the filename would scroll off.(argh!)
Still,it let you do everything.

Still,what about not having a text mode?
Or does everyone just refrain from using it?
(term programmes were so slow!)

And using MS-DOS disks!?!
You can't undelete files.
And the whole pathname has to be stored when CHDIRing.
(rather than just storing the first sector of the directory (ProDOS) or of the directory's sectormap/FAT (SpartaDOS))
That's why you're limited in how long a pathname you can have for a current directory.

Oh yeah,and you had to change the graphics mode for a game beforehand (at least with some).

I'm not sure about this,but I don't think that devices can take filenames.
(DOS is built-into TOS rather than being a device)
This,assuming that TOS is totaly like MS-DOS,as it seemed to be to ne.

It's the akward CP and graphical text that really bothered me,though.

2516. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52ns88$dob@login.freenet.columbus.oh.us>
Source record: 80105

Brent Buescher (buescher@ugcs.caltech.edu) wrote:
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: >Actually I use my Atari on a Amiga monitor and I still get artefacting.
: >(Of course the atari plugs in the composite video and the Amiga plugs in it's
: >own kind of thing (RGB?))

: Yeah, it's analog RGB.

: I use my Atari, which has the Super Video 2.1 upgrade installed, with
: a Commodore 1702 monitor (in the split video input) and get no
: artifacting. Surprising the number of games that rely on that (probably
: mostly apple ports) when they could just as easily have used mode "7.5".

Well you're really meant to use it with a TV or similar device.
The artefacting is a feature,not a bug.It allows high ressolution with
colours without using 16k of RAM and hence slowing down the computer.
(more memory to DMA,more time spent DMAing graphics per second)
If the artefacting bothers you,you can just turn down the colour.
(for instance,in a 80 column programme)

If you mean mode 15,that's 160x200x4,and mode 8 gives you 320x200x4.
(the reason that the manual lists 192 instead of 200 is because that,by
default,the OS leaves off the last 8 lines.Games can overide this as well
as using more than 200 lines (and more than 160 colour clocks/mode 15 pixels))

2517. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52nsj7$dro@login.freenet.columbus.oh.us>
Source record: 80106
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Stan Lackey (slackey@slackey-sun.lightstream.com) wrote:
: In article <528j3q$o3k@login.freenet.columbus.oh.us> dklugh@freenet.columbus.oh.us
(Daniel Klugh) writes:

: Not such a bad idea,but you'd want to swap it out to a RAM-disk/bank
: switched memory.On a C128 you have a much greater address space.
: (around 16MB or somesuch)
: I've never seen a C128 with more than 128k but I've seen a 512k Apple][gs.
: (and I know you can go much further with the Apple)

: The apple][gs does not use a 6502. It used the 16-bit upward
: compatible version (whose name I forgot), which has something like a 1
: or 2M addressing range. Too bad the chip was available so late, and
: also too bad Atari didn't do the same thing. I would have loved to
: upgrade my CPU/keyboard and keep all my old programs and peripherals.

Yeah,I know about the 65816 chip.
From what my Apple][gs tech manual says,the new features can be
individualy turned off and on,so that you can still write programmes like
on the Apple][e but use one or more of the extra features of the gs.
A lot of colours,too.

2518. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52nt5v$e2j@login.freenet.columbus.oh.us>
Source record: 80107
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:
: Graffiti wrote:
: >
: > [snip]
: > >) The apple][gs does not use a 6502. It used the 16-bit upward
: > >) compatible version (whose name I forgot), which has something like a 1
: > >) or 2M addressing range. Too bad the chip was available so late, and
: >
: > No, actually, it can address 8.25M. The actual limit was 16M, but Apple
: > decided to limit it. :(
: >
: > However, I've seen AppleIIe's with 1M, AppleIIc+'s with 4M, etc. I believe
: > there was a 4M card for the AppleIIe from Applied Engineering, but I
: > don't remember anymore. Still, porting gcc to the 6502 seems to be an
: > interesting alternative to watching paint dry. :)
: >
: > obilynoh@ktb.net
: > Graffiti

: AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
: Ataris
: (with the Sweet 16 or something similar). By the way: the 6502 code is

You're think of the Sweet-16 interpreter for the Apple.
The Atari 86816 upgrade is called Turbo-16 and I thought that DataQue
had a C compiler for it.The turbo-16 includes a OS that takes advantage
of the extra features of the chip.

: much
: shorter than INTEL's or MC680x0's. A program, that uses about 100k on a
: PC,
: on the Atari takes about 30k or something. Anyways, the PRINTF routine
: is inside
: the SpartaDOS X and actually it does not use 40k of RAM.

That's what I've been trying to tell people.
I seemed shocked at the HUGENESS of PC programmes which PC'ers aparently
take for granted.But I do have some nice small PC programmes.My Multiplan
works on a 64k PC (presumably,using DOS 1).
Where as I've heard of Spreadsheets (that's what MultiPlan is,by the way)
taking up MEGABYTES of RAM.(it was for Windows <sneer>)

: Isn't it much easier to port the gcc to the 65c816 (with it's 16 MB
: address
: space, 64k stack, 16-bit registers etc.), before anybody can port it to

: the
: 6502? 6502 has a C compiler yet: it is the CC65. Additionally, there
: exist
: several good programming languages for the 6502, such as the Action!,
: Forth,
: or at least the Turbo BASIC XL. At the other hand, most people I know,
: write
: 6502 applications just in the assembly language. But there is no good
: programming
: language, that produces the 65c816 code (except for the assemblers like
: the MAE).
: So it would be nice to have the gcc for this chip.

2519. Re: Remapping the XL keyboard.

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: archone@aloha.com
Message-ID: <52ntpk$1om@news.aloha.com>
Source record: 80108

"David A. Paterson" <davepat@total.net> wrote:
Hmmm... this part I understand... (so how do I do this?)

>Step 1: Copy OS ROM to the underlying RAM

but this part sounds like "blah, blah, blah, blah, blah." that I used
to hear in my Chem class (real boring teacher.) or if you prefer
"wonk, wah, wah, wah, woooonk." (the Peanuts version)

anybody who can tell me this in English please?

Thanks for trying though.

JF.

>Step 2: Rewrite the 192 byte table at 64337 (pointed by 121,122). Or,
>get the 1200XL addition to the OS source code and there's a program to
>give the DSK. Or better still, burn a new EPROM (27128) to do it... or
>use the Static RAM Smaret socket circuit in Atari Classics...

2520. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <52o64l$34q@newsbf02.news.aol.com>
Source record: 80109

```
>(How about contacting the "authors" of Mapping the XL? If
> I understand correctly, much of the text in their "book" (disk)
> could be rearrainged and voila! you have Mapping the Atari!)

John, Ian Chadwick _IS_ the author!

Are you getting enough sleep <G!>?
```

2521. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52od2t$i7j@dfw-ixnews2.ix.netcom.com>
Source record: 80110

In <52ji9l$9ju@newsbf02.news.aol.com> asharkis@aol.com (ASharkis)
writes:
>
>I tried AT&T. No luck. There's a guy who has a program that
>automatically searches for large binary files and cancels them. He
says
>that they don't belong in unmoderated discussion groups.
>
>I guess you need a different form of distribution.
Can you use gopher or FTP from your AOL account? Can you read MIME
base64 binary attachments to e-mail? These are prefered ways of moving
files across the net. This newsgroup dosn't use binary attachments (at
least not that I've seen. I suppose it could, but you news reader has
to support it. I found that Netcom's netcruzer doesn't support it, but
Netscape on Netcom does. Your best bet is to see if the file can be
e-mailed to you or see if it can be posted to a regular d/l site, such
as the umich.edu archive.

rely@ix.netcom.com -or-rsely@dhs.state.nj.us

2522. Re: [Hardware] Calling all Atari doctors...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52odam$ipm@dfw-ixnews10.ix.netcom.com>
Source record: 80111

In <DyGB0s.D69@world.std.com> jmudge@world.std.com (James M Mudge)
writes:
>
>Hi!
>
>I recently plugged in my Atari 130XE, and instead of getting BASIC
after
>powering up, I instead got the Atari Memory Test screen. After
watching
>the test, I was stunned to see that most of my RAM blocks were bad!
>
>My question: is there anyway to fix this problem? All 48k blocks of
RAM
>were bad - with the exception of blocks 1, 13, 21 and 22.
>
>Any advice? Or should I pull the plug on this patient and give it a
>proper burial?
>
>TIA
>
>..jm
>--
> James M Mudge Boston MA
> email: jmudge@world.std.com web: www.world.std.com/~jmudge
> Think.
> ...or thwim.
You have a couple of choices, try to replace the bad RAM and/or address
decoders or buy another 130XE. I bought a 130XE at the Trenton Computer
Fest alst April for $5.00 w/PS and it works just fine. This may be your
best choice, if you haven't modified your old one. (RAM upgrades, dual
pokey, etc)

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2523. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52odr3$t4r@dfw-ixnews11.ix.netcom.com>
Source record: 80112

In <01bbad86$01f6e040$53a065cc@ichadwick.georgian.net> "Ian Chadwick"
<ichadwick@georgian.net> writes:
>
>I was thinking of creating an HTML version of Mapping, with
>cross-references memory links and putting it up on the Web as
shareware. Is
>there any interest among the Atari community for this? Would anyone
like to
>contribute in the effort to retype the book into a PC-based text
format?
>--
>Ian Chadwick
> @
> _[]-=*
>.....(o)Z_/(o)
>Cruising on two wheels along the Information Highway!
>Collingwood, Ont., Canada
>
>
Ian,
Good to see you're still around. Absolutely! HTML is very comon and
easy enough to read even without an HTML reader. DO IT! and Thanx!

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2524. Re: DIMS'96 was deleted???

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52odjv$2g@sjx-ixn2.ix.netcom.com>
Source record: 80113

In <01bbad5d$2cc6a400$07f7aecc@blackat.direct.ca> "BlacKat"
<blackat@direct.ca> writes:
>
>Hmm,
> It would seem someone (Richard E. Depew) deleted DIMS'96 and the
VB4
>runtime file
>messages from the server?
> Is there any where i can distribute DIMS for the ppl on this
NG???
>
>
>--
>William "BlacKat" Fisher
>=^..^=
>BKproductions
>blackat@direct.ca
E-mail the files to Bill Kendrick at kendrick@zippy.sonoma.edu. He can
read MIME base64 attachments. They will then be placed at the UMICH.EDU
Atari archive. The archive is readily accessible for downloading. Leave
a short description of the files too.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2525. Re: Atari 520ST FM question

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DyJozB.Hxt@iglou.com>
Source record: 80114

In article <324d766e.10429818@news.wineasy.se>, Niklas ï¿½ngelid wrote:
>How big is Atari 520 ST FM ram??

Bigger than 8 bits, so it belongs in comp.sys.atari.st.

>INQUARTRO BBS
>24 h
>+46-50028930
>

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2526. Re: antic '85 mags with PBI articles...

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <52oj75$i5b@amdint2.amd.com>
Source record: 80115

```
:Hi kurt!
:which months are the ones that contain the 1st two parts of the PBI
:article...
:JAmes

James, the first two parts are in the Jan and Feb 1985 issues.

Cyrus

*opinions are my own*
```

2527. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn54vk6c.4ov.asmolar@nscs.fast.net>
Source record: 80116

>: Whoa! And the 8-bit comes with a command processor? Atari DOS 2.5?
>
>uh,yeah,it came with DUP.SYS. (incredibly anoying scrolling,though)

2.5's DUP.SYS is *NOT* a command processor, it is a poorly writen
menu-interface. For instance, the 'L' option lets you load a file.
A REAL command processor would let you do: "L filename.ext"
try that with 2.5's DUP.SYS, and it'll freak out.

>Oh yeah,and you had to change the graphics mode for a game beforehand (at
>least with some).
>
>I'm not sure about this,but I don't think that devices can take filenames.
>(DOS is built-into TOS rather than being a device)
>This,assuming that TOS is totaly like MS-DOS,as it seemed to be to ne.
>
>It's the akward CP and graphical text that really bothered me,though.

My point is that you have to get replacement software on BOTH systems to
get decent functionality. It's not really fair to say that the ST sucks
because it didn't come with SpartaDOS-like functionality when neither did
the 8-bit.

2528. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <52okli$r6a@gap.cco.caltech.edu>
Source record: 80117

dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>Brent Buescher (buescher@ugcs.caltech.edu) wrote:
>: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>: I use my Atari, which has the Super Video 2.1 upgrade installed, with
>: a Commodore 1702 monitor (in the split video input) and get no
>: artifacting. Surprising the number of games that rely on that (probably
>: mostly apple ports) when they could just as easily have used mode "7.5".

>Well you're really meant to use it with a TV or similar device.
>The artefacting is a feature,not a bug.It allows high ressolution with
>colours without using 16k of RAM and hence slowing down the computer.
>(more memory to DMA,more time spent DMAing graphics per second)
>If the artefacting bothers you,you can just turn down the colour.
>(for instance,in a 80 column programme)

It's a bug, not a feature, Dan. You're talking like an Apple person.
To the extent one can try to turn artifacting into something useful,
it is unreliable (since it depends heavily on how a TV is adjusted and
on the particular 8-bit model since the video amplifiers are different
between the 400/800, the 1200XL, the 600/800XL, and the XEs) blurry,
and doesn't give you nice colors.

>If you mean mode 15,that's 160x200x4,and mode 8 gives you 320x200x4.

Nope. Mode 8 gives you 320x200x"1.5" (two intensities of the background
color). If your display artifacts badly enough to give you four distinct
colors, you're effectively getting 160x200x4.

Somewhere I have a hack of lode runner than runs in a true 4-color mode.
It's beautfiful. Would be nice to see the same thing done to Pinball
Construction Set.

Brent

2529. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-09-30 00:00:00 UTC
From: Internet Magazine Team <incoming@mi.com.pl>
Message-ID: <32505096.16EA@mi.com.pl>
Source record: 80118

rwoolley@pacbell.net wrote:
>
>
> I meant, that the only radical solution for these is a DOS, that could
> read and write 512-byte allocation units. Thus IDE drives could be
> both fast and big.
>
> KMK
>
> the IDE interface reads and writes 140 sectors per second. with a drive
> that has NO errors, it reads 180 sectors per second. that's as fast as a
> 1.79mhz 6502 can go.... MYDOS, yourDOS, noDOS - it will not do better.

Yes, 180 (up to 200 with a clever caching), I totally agree. But no matter,
if the sectors are 256- or 512-bytes long. So a DOS working with 512-byte
allocation units wouldn't read 180sect.*256bytes = 36k per second (as existing
DOSes do), but 180sect.*512bytes = 72k per second!!!

I do not think so, I know it for sure. Of course, there must be a bit of
internal cache inside the drive... ;))) Otherwise the speed won't be
so great due to an inconvenient interleave.

KMK
draco@mi.com.pl

2530. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: lwv26@cas.org
Message-ID: <52rbga$k1g@srv13s4.cas.org>
Source record: 79919
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

According to James Youngman <JYoungman@vggas.com>:
:functions; these do not cause those library functions to be linked in from the
:system libraries. However, printf() does a lot and refers to many other
:functions which have to be linked in if you use it.

In fact, even if your use of printf is simply for output of character
strings, all the other functions that printf _could_ use is pulled in
such as all the string scanning, floating point support, etc.

--
:s Larry W. Virden INET: lvirden@cas.org
:s <URL:http://www.teraform.com/%7Elvirden/> <*> O- "We are all Kosh."
:s Unless explicitly stated to the contrary, nothing in this posting should
:s be construed as representing my employer's opinions.

2531. Re: OS: 800 <-> XL/XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52rdqg$oti@login.freenet.columbus.oh.us>
Source record: 79920

uglmiller@cc.memphis.edu wrote:
: rely@ix.netcom.com(Robert Smith Ely) wrote:

: >In <5243o0$8df@news.internetmci.com> Richard Heldmann
: ><richard.heldmann@internetMCI.com> writes:
: >>
: >>Can I use something other than a translator disk, to switch between
: >>the 800XL operating system and the 800 operating system, to run
: >programs
: >>written specifically for the 800?
: >>
: >>Rick
: >>
: > The only other thing you could do is to use a real 800 computer.
: >You could probably find a used working one in this newsgroup. Just ask
: >around. That would be much better than using the translator, especially
: >for carts.

: >rely@ix.netcom.com -or rsely@dhs.state.nj.us

: There are also some switchable ROM setups that would work--I'm not
: particularly familiar with the details, but I recall ads for several.

Why not use a disk/file OS emulator?
Though,acording to "Mapping the Atari",even the small difference between
revission A and B cause some software not to work.
So you should look into both versions of the OS.
(they aren't really emulators,they ARE the old OSes.
the XL already emulates the 800 OS,but some games want the real deal!)

2532. Re: BASIC XL ROM image?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52rdhr$nsi@login.freenet.columbus.oh.us>
Source record: 79921

Mark L. Simonson (marksim@bitstream.net) wrote:
: A couple months ago there was some discussion about how to extract the ROM
: image from a BASIC XL cart for use with Rainbow. Has anyone done this
: successfully?

: After reading through notes from Chris Lam and Bill Wilkinson's discussion
: about supercarts here, I thought I figured out a way to do this without
: programming using something like this:

: Start up with BASIC XL, go to DOS, choose option K using:
: <dummy filename>,D501,D501
: This should enable the cart with bank 1 selected (any read/write to D501
: supposedly will do this)
: Write the cart address space to disk using option K again:
: BASICXL1,A000,BFFF
: Repeat procedure for D502 (to select bank 2) and D503 (to select bank 3),
: writing the ROMs to disk each time.
: Finally, transfer the files to my Mac and stitch them together.

: Well, it didn't work. Is there some reason why this shouldn't work?
: Chris's suggestion was to write a short assembly language program to
: switch in the banks one at a time, copy the ROMs to a different area in
: RAM, and then switch to DOS and write that area out to disk. I thought I
: figured out a short cut...:-(

Since all the banks of ROM contain ML code assembled to run from that address,
they can't be loaded at any other.
All the banks have to be at the same address.You need a emulator that
emulated multi-bank carts.

2533. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52re5t$q8j@login.freenet.columbus.oh.us>
Source record: 79922
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:

: : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
: : Ataris
: : (with the Sweet 16 or something similar). By the way: the 6502 code is

: You're think of the Sweet-16 interpreter for the Apple.
: The Atari 86816 upgrade is called Turbo-16 and I thought that DataQue
: had a C compiler for it.The turbo-16 includes a OS that takes advantage
: of the extra features of the chip.

huh?!?
I meant the 65816 upgrade,not 86816.

2534. Re: Help! Lost! Boot software disk for my Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Unregistered <Unregistered@dial.pipex.com>
Message-ID: <52reop$pnv@soap.news.pipex.net>
Source record: 79923

Thanks Maddog - "language disk" sounds pretty familiar, now you mention it!

Does this mean that when TOS loads, the first thing it does is look for a program to run off the system drive (in my case the floppy)? Does the floppy need to be "primed" in any way - e.g. to designate it as a "boot program" disk? How does the Atari know what to load off the disk??!!

Anyway, my general confusion aside - I guess I need to change my request to......

HELP!

Please can some kind sole post a copy of the "Control Panel" program for my Atari 1040ST?

(P.S. If I download it onto my PC, am I still going to hit problems transferring it from MS-DOS format into whatever format the Atari floppy drive is expecting?)

Again, any further invitations to visit "wisdom rocks" most gratefully received.

Thanks

John (all I wanna do is get my Cubase up again!!!) White

2535. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52reop$sgp@login.freenet.columbus.oh.us>
Source record: 79924
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Larry W. Virden (lwv26@cas.org) wrote:

: According to James Youngman <JYoungman@vggas.com>:
: :functions; these do not cause those library functions to be linked in from the
: :system libraries. However, printf() does a lot and refers to many other
: :functions which have to be linked in if you use it.

: In fact, even if your use of printf is simply for output of character
: strings, all the other functions that printf _could_ use is pulled in
: such as all the string scanning, floating point support, etc.

Actually,the Atari already has floating-point built in.
(not incredibly fast,though)
The "Floating Point Package" also allows conversion of 16-bit intergers to
floating-point and floating-point to text.
Hence programmes can easily print out error messages without including a
printf-like function.
(from a assembly programmer's view-point)

2536. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: alstrup@diku.dk
Message-ID: <52rav2$g61@vidar.diku.dk>
Source record: 79925
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:

>In article <52evos$g2e@sf18.dseg.ti.com>

>It is possible for a programmer to produce an executable with unused
>functions in it by linking object files which contain unused
>functions. However, you can't "strip out" these unused functions as
>you suggest in your last sentence as it is generally not possible to
>find (by some algorithm) unused functions in a program.

If you say: "It is generally not possible to find (by some algorithm)
all unused functions in a program." you are right. However in practice
it is possible to find almost all unused functions in a program:

It's no problem to build a call-graph for a program by simply looking
at the syntaxically structure (doable in linear time, because all struc-
tured programs have limited treewidth! See
http:www.diku.dk/users/stephen/papers.html for a paper about this discovery)
and then perform a spanning tree from the function main(). This will catch
a superset of the functions actually needed, but seeve out a lot of the
unused ones.

With respect to determining whether floating point routines should
be linked into a c-program because of the printf-statement, this problem
can also be solved good enough for practical applications on the syntaxical
level: Using variable scope and inspecting parameters for printf-calls.

No problem to do this teoretically. Notice that by looking at the problem
from a syntaxical view, it's pretty simple to do. We don't do it perfectly,
but we do it good enough for practical purposes.

Greets,

Asger Alstrup

2537. HTML atari manuals

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx>
Message-ID: <32516238.41C6@ce.fciencias.unam.mx>
Source record: 79926

```
--
I have the following manuals that I'm willing to OCR , HTML ize and
include in my page soon, please tell me which one es the most impotant
(on which should i begin)

- Mapping the atari.
- Compute!'s first book of atari games.
- Synfile manual
- Atari 400/800 basic reference manual.
- The first Xlent word processor manual
-
In spanish.
-De re atari

I'm looking for the following manuals
- SSI's Phantasie II
- B/graph (an disks too, My copy F****d off)
- Kyan pascal

You can send me a bitmap, so i can OCR these.
GRTNX
-------------------------------------------
Mariano Dominguez Molina
Facultad de ciencias.UNAM

http://graf.fciencias.unam.mx:100/~mariano/
```

2538. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52rfng$2o8@login.freenet.columbus.oh.us>
Source record: 79927

Tony Smolar (asmolar@nscs.fast.net) wrote:
: >: Whoa! And the 8-bit comes with a command processor? Atari DOS 2.5?
: >
: >uh,yeah,it came with DUP.SYS. (incredibly anoying scrolling,though)

: 2.5's DUP.SYS is *NOT* a command processor, it is a poorly writen
: menu-interface. For instance, the 'L' option lets you load a file.
: A REAL command processor would let you do: "L filename.ext"
: try that with 2.5's DUP.SYS, and it'll freak out.

I don't see what the difference is.To load a programme you do use the "L"
command with a filename.And any options.

: >Oh yeah,and you had to change the graphics mode for a game beforehand (at
: >least with some).
: >
: >I'm not sure about this,but I don't think that devices can take filenames.
: >(DOS is built-into TOS rather than being a device)
: >This,assuming that TOS is totaly like MS-DOS,as it seemed to be to ne.
: >
: >It's the akward CP and graphical text that really bothered me,though.

: My point is that you have to get replacement software on BOTH systems to
: get decent functionality. It's not really fair to say that the ST sucks
: because it didn't come with SpartaDOS-like functionality when neither did
: the 8-bit.

Well for coming out years after the Atari,the ST should have something
better than a graphical DUP.SYS.Especially with all that memory.
Just look at the Amiga.At least there were script files and
a startup script/batch file.Of course that makes sense because the Amiga is
more like the Atari than the ST.
(though you can marks files as an alternative to wildcards)

And once again i have to say
MS-DOS? WHy?!?

2539. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52rgpv$7fe@login.freenet.columbus.oh.us>
Source record: 79928

Brent Buescher (buescher@ugcs.caltech.edu) wrote:
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: >Brent Buescher (buescher@ugcs.caltech.edu) wrote:
: >: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: >: I use my Atari, which has the Super Video 2.1 upgrade installed, with
: >: a Commodore 1702 monitor (in the split video input) and get no
: >: artifacting. Surprising the number of games that rely on that (probably
: >: mostly apple ports) when they could just as easily have used mode "7.5".

: >Well you're really meant to use it with a TV or similar device.
: >The artefacting is a feature,not a bug.It allows high ressolution with
: >colours without using 16k of RAM and hence slowing down the computer.
: >(more memory to DMA,more time spent DMAing graphics per second)
: >If the artefacting bothers you,you can just turn down the colour.
: >(for instance,in a 80 column programme)

: It's a bug, not a feature, Dan. You're talking like an Apple person.
: To the extent one can try to turn artifacting into something useful,
: it is unreliable (since it depends heavily on how a TV is adjusted and
: on the particular 8-bit model since the video amplifiers are different
: between the 400/800, the 1200XL, the 600/800XL, and the XEs) blurry,
: and doesn't give you nice colors.

: >If you mean mode 15,that's 160x200x4,and mode 8 gives you 320x200x4.

: Nope. Mode 8 gives you 320x200x"1.5" (two intensities of the background
: color). If your display artifacts badly enough to give you four distinct
: colors, you're effectively getting 160x200x4.

Right,two brightnesses and two artefacting colours=four. (different settings)
How do you figure that.If you take advantage of artefacting you still get
the same resolution.Try this.
```
10 GR.8
20 COLOR 1
30 PLOT 10,10:DRAWTO 10,30:DRAWTO 11,30:DRAWTO 11,50
```
You'll see two different colours but the lines don't "line up".

: Somewhere I have a hack of lode runner than runs in a true 4-color mode.
: It's beautfiful. Would be nice to see the same thing done to Pinball
: Construction Set.

OK OK,it's "three colours,one of which is represented in two intensities".
It still gives you four colour/brightness combinations and sharper
resolutions.
("colours/intensities" is what PC people usualy mean by "colors")

Maybe your TV has the brightness knob up to far if the colours are really
"bleeding".

2540. Re: GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52ri2g$ch5@login.freenet.columbus.oh.us>
Source record: 79929

Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:
: SANTA wrote:
: >
: > ATARI is dead unless you live in Europe. Even then IBM comp. unit
: > have started to take over. Unless you are using those old computers for
: > robotics experiments "due to
: > interupts" you are out there.
: > BUY A used 386 for heaven's sake!!!!

: I think, it's a dream to work with the old machines - you know every bit personally
: and it's fantastic to see what's possible to do with these old machines ...

: And if the computer run - it runs and you don't have to reboot twice an hour 'cause a
: program crashes down and takes to whoole machine with it (as my Bugware 95 does) 8-)

: So please, don't be so ignorant - we know what's the technic uptodate is but i'll
: never understand how a machine with so crippled concepts and especially software as
: the IBM-compatibles became "just the standard" .

I heard that!
I wish I could see it,though.Those funny characters turn into ' when I
switch into MS-Kermit and the "Latin1" character set.
(I'm still using the PC character set but Kermit maps your apostrophe into
the ASCII one)

PC'ers seem to forget about those handicaps that've been around since day one.
Like how the standard serial routines is un-buffered and not interupt driven.
(that is,it's a polling driver)
Even IBM got smaart and made their PS/2 serial BIOS driver interupt driven.

2541. IDE interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52rhnl$b74@login.freenet.columbus.oh.us>
Source record: 79930

I've heard of a IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and
Jacek Zuk.
It sounds fast.How much is it?

2542. Re: Anyone actually have an amdek (i think) 3" disk drive for Atari???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: "James E. King" <jeking@xmission.com>
Message-ID: <01bbafae$1349e200$4e88e4cc@xmission.com>
Source record: 79931

I have one..

madmax@rio.com wrote in article <52qi83$553@wave.rio.com>...
> Remember these???? on the back cover or every Antic and Analog??????
Anyone have one???
>
>
>

2543. Atari and Apple Hard/Software FS/Trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: bede0005@gold.tc.umn.edu
Message-ID: <bede0005-0110961323150001@dialup-3-f-87.gw.umn.edu>
Source record: 79932

Below is a list of Hardware, Software, and Manuals I have for sale or trade:

Want to get:

Apple CD-150
IIGS Sound card
100mg Scsi Zip Drive

Want to make go away :)

Manuals

Apple
Writer's Choice Elite
//e 80 Column Text Card
IIe Owners manual
//e Owners manual

Atari
How to use Visicalc, Supercalc An Alfred Handy Guide
Understanding Atari Graphics An Alfred Handy Guide
Atari Home Computer and Acc Brochure
Your Atari Computer (400/800) McGraw Hill)
Atari Basic
Disk Operating System II
Compute's First Book of Atari
Computes Second Book of Atari
Mapping the Atari (Compute)
--all books $5.00

Software
with Docs

Apple

Zork I 5.25 (with Invisiclues and map) $8.00
Apple System Utils and Prodos User's Disk
Dos 3.3 system master
PFS: File with spare
Solidus International Macrotory Ver 1.1 (works w/ 64k II+)
Accounting Plus II
Accounts Payable
Accounts Receivable
General Ledger
System/Control
-make offer

Atari

Cart
Atari Logo with box and docs $10.00
Kaboom!
Defender
Space Invaders
Pac-Man
Galaxian
Music Composer
Ms Pac Man
Tape
Frogger (Tape and Disk)
Tariterm (comm prog)
States and Capitals
Disk
MegaFont II
Track Attack!
SAM
Printshop (quick reference card (hah even the receipt)) $10.00
Chess (box also)
Preppie (game)
Each disk, tape or cassette $5.00 except those marked how about
$50.00 for all of them
No Docs
Atari
Cart
3-D Tic Tac Toe $3.00
Centipede $3.00
Star Raiders $3.00

Tape
Shooting Arcade
Baja Buggies
-make offer
Disk
Bank Street Writer
Choplifter
-make offer

Apple
Applesoft Sampler
Apple Presents....Apple
Dos 3.3 Sample programs
II computing Vol 2 No 2
Compute! Disk
Vol 8 No 9-11 thru Vol 10 no 3-4
Apple Applications disk Fall/Winter 1986
Spring/Summer 1987
--make offer on whole group or individual disks

Hardware

Apple
Disk II Drive $10.00
Disk II Interface Card $5.00
ImageWriter II $85.00
Apple Memory Expansion Card (256k) //gs $10.
3.5 drive with manual (sticky insert) $30.00
Atari
Atari 800 48K w/ docs $25.00
Atari 1010 Tape player w/docs $10.00
Atari 850 Interface w/docs $30.00
Percom Disk Drive w/docs and util disk $20.00
Koala Pad w/ docs and disks $10.00
all of these items include power supplies and necc connecting cables
except
for TV connector for 800
Light Pen with docs (no disk) (make offer)

Misc.

30 5.25 floppies and two disk flip files (free) except for shipping so
really like $5.00
60 Atari disk (all copies) many with manuals copies and two disk cases
includes visical, text wizard, Atari Writer, letter perfect, data
perfect, spell perfect, disk wizard, disk key, Atari dos1.0, dos
2.0, utils, around 100 games, several comm programs, sector
editors, etc.
take it all for $15.00 plus shipping

all hardware shipping is extra, software it is included unless noted otherwise

2544. Re: how to improve propagation?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <52ro15$nta@ornews.intel.com>
Source record: 79933
Cross-posted to: comp.sys.atari,comp.sys.atari.advocacy,comp.sys.atari.st,comp.sys.atari.8bit

In article <slrn454rn12.j16.grobe@worf.netins.net>,
grobe@worf.netins.net (Jonathan Grobe) wrote:
>
>In article <hrick-2609962335510001@pm14-19.magicnet.net>, Rick Harrison wrote:
>>
>>Apart from sending a "booster" newgroup message, what can be done to
>>improve the propagation of a new alt group? I have read the FAQs and
>>netiquette guides, and I saw some dire warnings of things _not_ to do,
>>but no suggestions of things that might help.
>
>Publicize the group in related groups and suggest that people ask
>their news administrators to add the group. Other forms of publicity
>include mentions in web sites and sigs.

Those of you interested in assisting can send email to support@(your domain) or
root@(your domain) to ask to have alt.binaries.atari and alt.binaries.atari.d
added to the spool locally. The charter is available via email, or at
http://www.teleport.com/~atari/charter.txt

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Remove the * (inserted to foil spambots) from my address to reply.
! Opinions expressed herein are those of the writer only and *!*
! probably frightening to my employer and other authorities. *!*

2545. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DyM2F4.L3s@cix.compulink.co.uk>
Source record: 79934

This book was THE resource for me when I was an 8bit programmer - truly a great work. A bit late but thanks for writing it!


```
+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

2546. Re: Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <52s11o$a5u@dfw-ixnews3.ix.netcom.com>
Source record: 79935

>I was wondering if there is any word on the next issue of Atari
>Classics? IT has been a long while since receiving an issue.
>
>Take care, Jon

yes, it has been a long time - we're in the last stages of layout now.
I guess we're just having too much fun on this one. Sorry. I would
expect at least three weeks to produce and ship.

Bob W.

2547. how to use .atr files with XL-It!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: joebob1@ix.netcom.com
Message-ID: <32512dfe.822734@nntp.ix.netcom.com>
Source record: 79936

Can somebody please tell me how to use .ATR files with XL-it! ?
There are so many games out there in .ATR format, but I can't seem to
get it to work. I'd appreciate any help

Joebob1@ix.netcom.com

2548. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.961001180147.12190F-100000@ns1.ptd.net>
Source record: 79937

On 1 Oct 1996, Daniel Klugh wrote:

> Well for coming out years after the Atari,the ST should have something
> better than a graphical DUP.SYS.Especially with all that memory.
> Just look at the Amiga.At least there were script files and
> a startup script/batch file.Of course that makes sense because the Amiga is
> more like the Atari than the ST.
> (though you can marks files as an alternative to wildcards)
>
> And once again i have to say
> MS-DOS? WHy?!?

That's the point of a mouse driven interface, you don't 'need' to type in complicated commands or even files just to copy a stinking file. By your own logic then the Mac is "not as good", and yet it has done more to introduce moer people to computing than anything done by IBM or Microsoft. Please remember that not everyone is as well verse in using computers as some of you are.

Yes, I am a big fan of batch files on DOS. And I would like to see them on the ST, but with my little mouse and menus it's not really necessary. Besides, if you want both mouse and batch files then you can always get Windoze 95...just drag a batch file onto desktop and double click. Maybe someday I write up a little program on my ST that can do that.

Tell you one thing though, once I got my ST...I never went BACK to AtariDOS menus. :)

Eric Noss
a.k.a
Mr. Maddog

2549. Re: GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.961001174910.12190C-100000@ns1.ptd.net>
Source record: 79938

> : SANTA wrote:
> : >
> : > ATARI is dead unless you live in Europe. Even then IBM comp. unit
> : > have started to take over. Unless you are using those old computers for
> : > robotics experiments "due to
> : > interupts" you are out there.
> : > BUY A used 386 for heaven's sake!!!!

Gee, the old fat man must have gotten a Internet connection on the North Pole. I can see a little tiny elf boy using his account to sound like an idiot. :)

Well let's see...with my 130XE, I can buy all my favorite classic games at a good price and with a 386, I can't run any games at all! (Unless they are the crappy looking runs with CGA and all that crap).

So if you be nice enough to put a new Pentium under my Christmas tree, I'll end up geting an emulator as well.

But since you and other computer newbies were all brainwashed by Billionare Bill, I understand this to be a hard concept to be grasped.

Well, guess who's getting a lump of coal this year... :)

Playing video games when the rugrats were born...

Eric Noss
a.k.a
Mr. Maddog

2550. Re: Help! Lost! Boot software disk for my Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.961001180053.12190E-100000@ns1.ptd.net>
Source record: 79939

Let me have your e-mail address and I'll tell you more about it.

Eric Noss
a.k.a
Mr. Maddog

2551. Re: Antic magazine archives

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.961001181150.12190G-100000@ns1.ptd.net>
Source record: 79940

On Mon, 30 Sep 1996 joebob1@ix.netcom.com wrote:

> I stumbled on an ftp site that had all the back issues of Antic
> magazine (I guess these files are from the disk that came with the
> issues), but now I can't find it! Can anybody help?

Here it is...

Antic Coverdisk Archive (8-bit)
ftp://ftp.clark.net/pub/atari/mag/antic/

Eric Noss
a.k.a
Mr. Maddog

2552. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.961001181455.12190H-100000@ns1.ptd.net>
Source record: 79941

On 30 Sep 1996, Halliwell E Sra 436TS/TAC wrote:

> Frogger was both a cartridge (from Parker Bros.) and a SuperCharger tape.
> A comparison between the two was made in the latest issue of 2600
> Connection. Apparently the SuperCharger version blows away the excellent
> Parker conversion, offering graphics, sound, and animation almost up there
> with the computer version. But then, the computer version could have been
> better in the arcade-authenticity department. Too bad the author isn't
> around to ask about the few weird changes he made. <g>

Gee, since I got bored with the PB version of Frogger on the 2600...the
SuperChrager would have been much nicer to have :)

I once played Frogger on the 8-bit and it is good. If anyone is
wondering, I heard that the disk version offers better music since
there's more memory (32K vs. 8K)

> The later 2600 cartridges (Solaris, Radar Lock, Road Runner, et al) had
> ROM sizes in the 32-64K range. It's amazing what even the anemic 2600
> chipset can do when given enough RAM and ROM to play with.

Of course, Atari did had much better technology in the late 80's then the
late 70's and were able to do alot more with the 2600. The later games I
have(Midnight Magic and Jr. Pac-Man) are much nicer than their earlier
counterparts. Of course, they were also using the 2600 to compete with
Nintendo as well. :)

> >: of these conversions? They had strange names for example there
> >: GALAXIAN game was called "COMMUNIST MUTANTS FROM SPACE." Is it
> >: possible to Convert these cassettes I have to A PC disk for use with
> >: the 2600 Emulator?
> >
> >That last sentence made no sense.Well,it made some sense,but got confusing
> >at the end.
>
> It all makes perfect sense. Several folks are working on 2600 emulators
> for the PC, and this guy was wondering if it's possible to copy the Super-
> Charger tapes to a file and plug them into one of these emulators
> (doubtful).

Get the SuperCharger CD, it has all the games in ROM images to be used on
the emulators. There is also MAKEWAV which turns images into SC sound
files and even a Game Genie modified images played through SC. So I'm
sure someone will soon come up with a SC to image converter in the near
future.

Eric Noss
a.k.a
Mr. Maddog

2553. WTB: Miner 49 cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32519FFA.B35@ncweb.com>
Source record: 79942

I have a friend who is looking for this cart .. as well as the sequel.
He'd also be interested in a few of the other good carts .. perhaps
Ms. Pacman, etc.

His e-mail address is:

wittibsc@gould-tm.mhs.compuserve.com

Just posting this msg for him, since he doesn't have access to the
newsgroup

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

2554. Forsale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Robert Gale <Robgale@ix.netcom.com>
Message-ID: <3251A7B5.422E@ix.netcom.com>
Source record: 79943

2 = 800XL W/PS
1 = 800XL Rambo 256 W/PS
2 = 800XL W/O PS

2 = 1050 Disk drive-128K W/SIO cable
1 = XF551-750kb 3 1/2ï¿½ W/SIO cable
2 = Indus gt disk drive-180K W/PS W/SIO cable

2 = 256K MIO

1 = 850 with SIO cable
1 = MICRO NET 8 user NETWORK INFACE w/sio cable

1 = OKI MATE 10 COLOR PRINTER
1 = ATARI 1020 PLOTER-doesnï¿½t work
2 = PRINTER INTERFACES

TOUCH PAD

2 = SPARTA DOS CLOCKS(Not-R-time 8)

1 = XM 301 MODEM

1 = ATARI CENTRAL POWER SUPPLY, NEEDS LITTLE WORK
CONTROLS 3 DISK DRIVES AND ONE COMPUTER

COUNTLESS DISKS

2 = MONITOR CABLE
1 = COMMODORE COLOR VIDEO MONITOR, MODEL.#1702
AUDIO AND VIDEO ON FRONT
AUDIO-LUMA-CHROMA ON REAR MISSING FRONT DOOR

6 = JOYSTICKS

1 = ATARI 410 Cass. need new ac cord
1 = MODEM CABLE
1 = POWER SUPPLY FOR ATARI 1027 PRINTER
7 = SIO CORDS (spare)

Above is a list of Atari stuff I have for sale.

I donï¿½t know what to ask for any of the above. So make me an offer

If you need any or ALL please send E-mail to Robgale@ix.netcom.com

2555. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn54ul7g.2s.asmolar@smol.fast.net>
Source record: 79944

```
>: menu-interface. For instance, the 'L' option lets you load a file.
>: A REAL command processor would let you do: "L filename.ext"
>: try that with 2.5's DUP.SYS, and it'll freak out.
>
>I don't see what the difference is.To load a programme you do use the "L"
>command with a filename.And any options.

You CAN'T give any options! And you can't write a DOS 2.5 batch file.
It's menu driven, not command driven.

--

Tony Smolar

-------------------------------------------------------------------------------
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage
```

2556. SyQuest-44 HD Mech For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19961001223707.aaaa0058l@babyblue.cs.yale.edu>
Source record: 79945

SyQuest 44-meg Removable Media drive mech for sale.

Price: $65.00 (Includes shipping & tech docs)
USA buyers ONLY

This is an embedded SCSI drive mech that works splendidly with the Black Box.
(Any other host adapter, I don't know, but should work. The SCSI imple-
mentation in this drive is *very* robust, they seem to have satisfied the
SCSI protocol requirements extremely well.)
The form factor for this mech is 5.25", half-height.
Minimum power requirements: +5V/1A & +12V/2A, 4-pin IBM-style connector.

Optional items (prices include shipping):

44-meg removable media cartridge w/docs & case: $35.00
(Note: these carts are now second-sourced by Verbatim, $37 each from
Club Mac, Irvine CA 1-800-258-2622)

Custom steel case, beige-grey finish: $12.00

Custom installed in shoebox case w/power supplies & fan: contact me.

External IBM-style switching supply: $25.00

My apologies if the price for this mech seems a bit steep, but these suckers
weigh a ton & I'll take a clobbering on postage. USA buyers ONLY, please.

Ben Poehland
b.poehland@genie.geis.com

2557. 7800er PAL-questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199610011840.a55901@do2.maus.de>
Source record: 79946

Hello,

I am the proud owner of two ATARI 7800 video games consoles.
Unfortunately the one which works perfectly is a british one with PAL I
soundsystem. The other one which sadly enough is out of order is a PAL B
system. So does anybody know how to modify the british console from PAL I
to PAL B?

Tschuess
Frank

2558. New A.B.B.U.C. homepage

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199610011900.a55902@do2.maus.de>
Source record: 79947

Hello,

A.B.B.U.C. the worldwide 8-Bit computer club with more than 550 members
presents its new homepage.

Give it a try under:

http://home.t-online.de/home/WBurger

Tschuess
Frank

2559. XF551 Replacement Mechs 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19961001232825.aaaa006oA@babyblue.cs.yale.edu>
Source record: 79948

I have two brand-new 5-1/4" Mitsumi 360K half-height floppy mechs to sell.
These are original equipment replacements for the mech in the Atari XF551
floppy drive.

Price is $17.00 per mech, postage INCLUDED. :)

USA buyers ONLY, please.

Note: Although in theory virtually any standard half-height DSDD IBM-compat-
ible mech will work in the 551, in practice only the Mitsumi mechs
will fit. That's because only Mitsumi mechs (as far as I know) have
both the power & signal connectors on the right side. The short
length of signal cable from the 551 controller card (which saved Atari
all of what, 4 cents?) won't reach the connector on any other brand of
drive mech. (God bless Tramiel.)

Contact me by e-mail if interested:

Ben Poehland
b.poehland@genie.geis.com

2560. New Taquart site...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: slawek@gaja.ipan.lublin.pl
Message-ID: <52qra9$l6g@helios.man.lublin.pl>
Source record: 79949

```
--
ehlo Atarians!

i want to tell you that is a new site for Atari 8bit...
There are most of games, demos, tools from Poland and other countries.
Site is open 7 days of the week!, 24 hours of a day.

and now the address:

ftp://yoshi.meil.pw.edu.pl/atari8bit

All sugestions, propositions and programs please send to me.. :
slaves@yoshi.meil.pw.edu.pl or nic0@calia.daewoo.lublin.pl

- ---- --- - - - - - - --- ---- -
| ,-*'^'~*-,._.,-*~> Slawek Sledz, Atari and Pc User. <~*-,._.,-*~'^'~*- |
Slaves/Taquart, iRc: [NiC0] |
| http://calia.daewoo.lublin.pl/~nic0
nic0@calia.daewoo.lublin.pl, slawek@gaja.ipan.lublin.pl |
| slaves@yoshi.meil.pw.edu.pl
| ,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-, |
- ---- --- - - - - - - --- ---- -
```

2561. Re: GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: felinoid@ccnet.com
Message-ID: <52srsv$nu7@ccnet3.ccnet.com>
Source record: 79950

Kathleen Ferrante (ferrante.fmy@worldnet.att.net) wrote:
:
: You must have been in a cave for sometime, Most of us here have
: top of the line PC clones 486-Pentiums Pro's However we all started
: with the Atari 8bit and still USE them. To think that we are unaware
: of the world aound us is Stupid. Perhaps your the one that needs a
: Life.

Wait a moment... this one acualy sounds like it might be to ME :)

You see people.... I acualy have a PC-0 (Not just an XT but the origanl
IBM PC that needs a ram expander to get more than 128k)
I have also a PC-1 and a few XTs, 286s and I am using a 386...
Also I have 4 Vic20s 2 C64s a TI 99/4a
I am looking for a Timex sinclare and other such systems
(Don't bother offering to sell me your old systems I have some well
established routes to buying old computers and I pay well under
market price... best to look for colectors who are colectors first
bargen hunters second... I am bargen hunter first... thats why my colection
dosn't include an ST or an Apple... some people seem to know what they have)

I do better colecting video game machines... people thow them away...

Well knowing my fasination with old computers my grandmother got me
an Atari 800 (I am truely greatful... people who don't know what they
have in the Atari tend to also distory the machine.. so I can't get
any bargens on this thing unless I am willing to fix it myself...
and I found I am compeating with a lot of YOU GUYS for dead Ataris)

Now why would anyone want to use an OLD computer rather than an up to date
modern system with a flux capasiter and a trans gate generator...
(Can you catch my starcasum.. if not.. MultiTasking/MultiUser anchent
Unix and Concurent CP/M systems that I get for FREE tend to be a better
deal than Windows systems... the tendency for Windows to crash
and the tendency for free software for Unix,CP/M and many other OLD
computers that do me better than the $200+ software on the market)

Anyway.. I am much of a hacker to begin with... Using 50 computers
at once with 50 monitors is the kind of thing I like to pull...
But more often than not I can pull an old computer out of my stock
and use it for somthing when I can't do the same with a brand new
computer or it'll run me like $300+ to do it... and maby $500+
do get the specal hardware to do the task with out a computer...

Before the fire I had an array of computers set up to do the job
of "top of the line" tecnical gadgetury...

As many of you know you can take a sound blaster and make a O Scope
out of an AT with it..... I had an O Scope so I never bothers
but I may in the near future... the results would be alowing the computer
to do all the wonderful tasks of digital o scopes ranging from $500
to $900 while a new SB clone runs me more than $60...

Thats an example.... I got a Timex Sinclare for $10 and turned it into
a freqency counter ($300 for same hardware)
I used the Vic20 on a few occasions to test ciritry designes
(With out the safty fuses used in more modern equipment mind you
so I risked losing a Vic20 every time I did that... I still have
the spare parts in case I blow one of my Vics.. and I have more than
one and keep getting more)
But you get the idea... It's all about saving money for me...
But there is is a certen thrill with every new computer...
I get to play more video games... learn new design phlosophys
see the way THIS system was made any why it suceded (or failed) on
the market... and as with all home computers... what they did
to bring the price down and what they failed to do...
What sacrafices they made for preformence and what they did for price
and many have little tricks to keep price low and preformence hi...
The Timex Sinclare for example dosn't have a video prosesor per say
but uses the CPU to figure out how to display things...
The Commodore line relied on simple logic chips to get the most power
while Atari used more powerful logic chips that are probably computers
in there own right... Amiga made used of Co-Prosesors (I never had
my hands on an Amiga but I have the design specs)..
(Please no ST vs Amiga comments... I havn't any ST design specs only
price sheets and Atari was able to keep the price on the ST down
more than Amiga and there is somthing to be said for that.. I just
don't know HOW Atari did it)
From P6 to Univac there is a little somthing to gain from every computer
and a little somthing to learn...
I know people who still use Cp/m computers to do workprosesing
and to be honest.. for them Word for windows just isn't what they need.
A good dazy wheel printer and WordStar on an Osborn and they get all
there work done...

Then theres me... looking at ways to conect all thies computers
together to build one great big super computer....
Then there is a friend of mine.....
He did it...
I am green with envy... for all I know hes got his AI monster
running on the Internet right now....

Ok... well.. thats why I have old computers...
Power on a budget... the capabilitys of the old machines
with out the price tag of the curent...
And many times quality with out compramise... still at a low price
somthing I just don't find in computers today...

Jeff
--
Electronic Mail/Finger/Ytalk :felinoid@ccnet.com
Fortune telling web page :http://www.ccnet.com/~felinoid/
Useful-Dot-Com :http://www.useful.com/quick/intro.htm

2562. Re: WTB: 1802

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: felinoid@ccnet.com
Message-ID: <52svt9$spp@ccnet3.ccnet.com>
Source record: 79951

Halliwell E Sra 436TS/TAC (halliwee@TS436.dyess.af.mil) wrote:

: Does anyone know where I can purchase a Commodore 1802
: monitor? Mine unfortunately died a couple months back. I'm
: guessing it's probably cheaper to buy another one than to
: even get an estimate on this one.

I don't know exactly what unit the 1802 was...
But I am aware commodore made many monitors...
At least 2 were composit monitors... You should be able to
get a TV set today that has a composit jack in the back

When making the C128 Comodore had need of a RGB Monitor...
This is the same as an IBM PC CGA monitor... getting a CGA
should replace that.... Commodores RGB monitor was also a composit
as the C128 needed two displays (Commodore put both in one monitor)
Presuming your needing this for an Atari computer.. you'll only need
one of the two...
Not familure with wether or not an Atari can make use of a CGA/RGB
display I'll make no guesses... But very few computers used more than
one display...

Commodore also had need of an analog RGB display for the Amiga...
This display could handle Composit, RGB (CGA) and Analog(Amiga)
It wouldn't be of any use to an Atari user to use an Amiga Analog
monitor...
Commodore also had need of a VGA display when making PC compatables
a new or used VGA should solve that...

In case you are in need of an Amiga monitor... Amiga is alive and well
even if Commodore is dead and you can probably get your hands on
a new Amiga monitor... just not the part number your asking for...

On the Composit displays... They are widely avalable for use in scurity
and for video aplications...
But you may want to look into some thrift shops.. they almost never
know what they have and may have an old old computer moniter for sale
cheap... just make shure it works... bring along an old VCR (leave in car
just so they don't hassle you... get permition to bring VCR in store
before doing so and if they have there own VCR use it insted...
test the VCR and Monitor with permition and infront of them so they
know the VCR is in great condition and gives a clear picture...
Umm maby you better not let them know it's the monitor not the VCR
your testing)...
Anyway... don't get anyone annoyed and if the price seems to hi or
if someone jumps out telling you all about it... Thies are red

flags that some tec type is working there and looking for a sucker
slowly and politely leave in this case becouse your not gona get a good
deal...
Your best deals are alwase when you know what they have and they don't
the reason being obveouse...
How ever... never... and I mean never.. try to rip someone off
If they are trying to get a good deal work with them... don't rip
you can miss out on good deals in the future if you abuse the situation..
The best case is when a person dosn't know what they have
and dosn't care what it's worth... they just want to get rid of it...
The $5 to $15 to $25 they ask isn't the reason....
It's the $10 to $50 the dump charges for throwing things away...
But as we all know... $25 in the pocket is alwase nice...
You have to expect the person your dealing with is a rather smart
person... The idiots cann't take care of a computer long enough
to get it to a yard sale....
--
Electronic Mail/Finger/Ytalk :felinoid@ccnet.com
Useful-Dot-Com :http://www.useful.com/quick/intro.htm

2563. Re: Atari 8-bit Links

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: wolf@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <52qi45$8i3@isoit109.bbn.hp.com>
Source record: 79952

: Just a few of my favourite Atari 8-bit sites...

: http://www.laughton.com/paul/abps/oss/oss.html
: The Atari 400/800 and OSS

: http://www.ultranet.com/~dtucker/
: The M*U*L*E Web

: http://www.users.fast.net/~smol/8bitemu.html
: Atari 8-bit Emulator Page

: http://www.northcoast.com/savetz/antic/dap.html
: Antic - The Atari Resource

: http://intrepid.mcs.kent.edu/~clisowsk/8bit.html
: BRiTiSH Underground Atari 8bit

Try this for more:
http://rzserv2.fh-lueneburg.de:8080/Atari_2

2564. Re: Year Atari was Born

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DyKprC.KM1@iglou.com>
Source record: 80043

Lawrence Gold (gold@shell.aros.net) wrote:

: glennb (glennb@interport.net) wrote:

: : Whay year was Atari "officialy" launched. I think it was 1972 but not
: : positive. Thanks.
:
: That sounds right to me.

It is. This comes from the Wired magazine article that was talked about awhile ago, the October 1996 issue. It should still be out, though I've not been to a few of the bookstores I frequent in the last couple weeks.

Bushnell started it around 1970, but it wasn't til 1972 when they brought out the game of Pong.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2565. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DyKqBq.LBq@iglou.com>
Source record: 80044

ASharkis (asharkis@aol.com) wrote:
: I tried AT&T. No luck. There's a guy who has a program that
: automatically searches for large binary files and cancels them. He says
: that they don't belong in unmoderated discussion groups.

Actually, that's Richard DePew. He has a bot that does this sort of thing.
From what I've seen, it cancels binaries that have been crossposted to too
many newsgroups, with the same Message-ID.

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2566. Re: DIMS'96 was deleted???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DyKqGx.LGp@iglou.com>
Source record: 80045

BlacKat (blackat@direct.ca) wrote:

: It would seem someone (Richard E. Depew) deleted DIMS'96 and the VB4
: runtime file messages from the server?
: Is there any where i can distribute DIMS for the ppl on this NG???

I think you did it awhile ago in the Atari binaries newsgroup. May I
suggest you do it as one large binary, or several attachments?

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

The CDA was dishonorable. It was an honorable warrior who struck it down.
- Worf

2567. new archive files 9-30-96

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32508079.4778709@news.superlink.net>
Source record: 80046

```
new files in commercial archive
http://mars.superlink.net/scharles/

NAM_A ATR 92,176 09-23-96 10:38p NAM_A.ATR
SUPRWURM ATR 92,176 09-23-96 10:48p SUPRWURM.ATR
SUPERD~1 ATR 92,176 08-13-96 8:38a SuperDos29.ATR
ASTROMED ATR 92,176 09-23-96 11:12p Astromeda.ATR
MASKOF~4 ATR 92,176 09-23-96 11:04p MaskOfTheSun_D.ATR
GT_EST~1 ATR 92,176 09-24-96 10:30p
GT_Estate_Word_Processor.ATR
MICKEY~1 ATR 92,176 09-24-96 10:13p
MickeyInTheGreatOutdoors.ATR
SADDLE~1 ATR 92,176 09-24-96 10:15p Saddleman.ATR
MONKEY~1 ATR 92,176 09-24-96 10:00p MonkeyMath.ATR
SPELLI~1 ATR 92,176 09-24-96 10:05p Spellicopter_A.ATR
HUNCHB~1 ATR 92,176 09-24-96 10:11p HunchBack.ATR
SYNGRAPH ATR 92,176 09-24-96 10:17p SynGraph.ATR
WINTER~1 ATR 92,176 09-24-96 10:09p WinterOlympics.ATR
MONDAY~1 ATR 92,176 09-23-96 10:28p MondayMorningManager_A.ATR
MINIAT~1 ATR 92,176 09-23-96 10:31p MiniatureGolf.ATR
SHITHEAD ATR 92,176 09-23-96 11:07p
ShitheadInTheSpaceTemple.ATR
ZEBUCO~1 ATR 92,176 07-30-96 12:46a ZebuConstructionSet.ATR
GRAPHI~1 ATR 92,176 09-23-96 10:37p GraphicsMagician.ATR
DOMAIN~1 ATR 92,176 09-23-96 11:02p DomainOfTheUndead.ATR
OLYMPI~1 ATR 92,176 09-24-96 10:39p Olympics_A.ATR
NEWSST~1 ATR 92,176 09-24-96 10:24p NewsStation_Prog.ATR
U_S_A_~1 ATR 92,176 09-24-96 9:45p U_S_A_A_F_Boot.ATR
ATLANT~1 ATR 92,176 09-30-96 9:43p Atlantis_German_A.ATR
BATTLE~1 ATR 92,176 09-30-96 9:49p
BattleForNormandy_Frenchver.ATR
CRUSAD~1 ATR 92,176 09-30-96 9:50p CrusadeInEurope.ATR
DARKCR~1 ATR 92,176 09-30-96 9:52p DarkCrystal_A.ATR
JEWELS~1 ATR 133,136 09-30-96 9:57p JewelsOfDarkness.ATR
SANDSO~1 ATR 92,176 09-30-96 9:59p SandsOfEgypt.ATR
WARRIO~1 ATR 92,176 09-30-96 9:59p WarriorOfRas_1_Dunzhin.ATR
WARRIO~2 ATR 92,176 09-30-96 9:59p WarriorOfRas_2_Kaiv.ATR
WARRIO~3 ATR 92,176 09-30-96 9:59p
WarriorOfRas_3_TheWylde.ATR
WARRIO~4 ATR 92,176 09-30-96 10:00p
WarriorOfRas_4_Ziggurat.ATR
SILICO~1 ATR 133,136 09-30-96 10:05p SiliconDreams.ATR
THEATR~1 ATR 92,176 09-30-96 10:06p TheatreEurope.ATR
WHEELO~1 ATR 92,176 09-24-96 10:28p WheelOfFortune.ATR
```

```
53 file(s) 4,875,072 bytes
```

2568. fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32508558.6026222@news.superlink.net>
Source record: 80047

My vote for my favorite 8 bit game (that is, the one I come back and play the most is)
MATCHBOXES by Al Chesar
Who BTW has graciously given his permission for it to be included in the archive. Everyone d/l and enjoy!
p.s. I know, its a kids game, but I love the animation! How did he get all those shapes moving at once???

2569. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3250CA07.10E0@total.net>
Source record: 80048
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

```
Daniel Klugh wrote:
>
> Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:
> : Graffiti wrote:
> : >
> : > [snip]
> : > >) The apple][gs does not use a 6502. It used the 16-bit upward
> : > >) compatible version (whose name I forgot), which has something like a 1
> : > >) or 2M addressing range. Too bad the chip was available so late, and
> : >
> : > No, actually, it can address 8.25M. The actual limit was 16M, but Apple
> : > decided to limit it. :(
> : >
> : > obilynoh@ktb.net
> : > Graffiti
>
> : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
> : Ataris
> : (with the Sweet 16 or something similar). By the way: the 6502 code is
>
> You're think of the Sweet-16 interpreter for the Apple.
> The Atari 86816 upgrade is called Turbo-16 and I thought that DataQue
> had a C compiler for it.The turbo-16 includes a OS that takes advantage
> of the extra features of the chip.
>
The Sweet-16 is from FIne Tooned Engineering, also for the Atari - it's
a 65816 daughterboard for the XL/XE line. No big release, not too many
were sold, no software ever produced... but I've got one!
```

2570. Re: XFormer 3.5

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52q9g3$617@login.freenet.columbus.oh.us>
Source record: 80049

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: In article <528ll7$5a1@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: : XL-it was too slow on my 80486-33 and Pokey needs a math co-processor.

: : Which is funny because I thought that DJGPP programmes didn't need a real
: : math processor. (they just use the EMU387 emulator)
: : I have go32 1.12.maint3,so I assume that the rest of my DJGPP stuff is
: : around that version.I saw a DJGPP version 2 somewhere.
: : Do I need to get the runtime stuff for it?

: DJGPP v2 is the latest available. It's at:

: ftp://ftp.cdrom.com/pub/simtelnet/gnu/djgpp/v2*

: (There's a v1* set of directories if you want older stuff). Anyway,
: in there, check out:

: v2misc/wmemu2b.zip
: v2misc/wmemu2s.zip

: wmemu is a 387 emulator. The zip suffixed with b is binaries, the one
: with s is source. If you don't have a .zip decompressor, unzip386.exe is
: in the djgpp directory.

uh,what do I do with it?
It came with no instructions.I put the dxe file in bin/ and the archive
file in lib/.
I tried changing "emu c:\gnu\bin\emu387" to run wmemu387.dxe but that
didn't help.
(and display exited with "unsuported int 0xD")

2571. Re: Unusual Request

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <52qa23$6iu@login.freenet.columbus.oh.us>
Source record: 80050

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <R.3244372F.308E@total.net> "David A. Paterson" <davepat@total.net>
: writes:

: >Actually, it's POKE 82,0 to change the margin. The Revised version is
: this:
: >
: >GRAPHICS 18:POKE 87,0
: >
: >(or use GR.17 for more text on screen)
: I tried this on my 130XE and was very impressed. That's very
: interesting. I found that you do have to do a clear screen after the
: screen fils up though or you get errors. I like it. I guess you can
: always learn something new. Even back space worked correctly. Wow.

: rely@ix.netcom.com -or- rsely@dhs.state.nj.us

Another thing.
You can use something like {
10 ?CHR$(125):TRAP 10
} then every time that pesky error-141 shows up,the screen will clear
before you can even see it.
Of course,all errors will clear the screen.You can simply delete line 10
with NEW or simply "10".Or you can use TRAP 33000 or any other invalid
line number to turn it off temporily.Obviously line 10 must be executed
with RUN or GOTO at some point to enable the error-trap.

Remember,this is for GR.17.
GR.18 will malfunction rather than giving error-141.

2572. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <52qb1v$qh1@news.asu.edu>
Source record: 80051

My favorite game is BallBlazer. The whole package, the animation
the joystick-busting gameplay makes it, IMHO, the best ever.
Unfortunately, it seems there are many out there who absolutely
hate it. I even have a used copy of it where someone scrawled
"Stupid scrolling 2-player game". Their loss.
--
==
John Collins - NWPAC Atari 8-Bit User Group
==

2573. DIMS '96

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbaf68$3c0c01a0$03f7aecc@blackat.direct.ca>
Source record: 80052

Hey Everyone,

I've posted my Beta version of DIMS into alt.binaries.atari... please feel free to grab a copy and let me know what you think!!!!

2574. VB Runtime File for DIMS'96

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbaf6a$80f42a20$03f7aecc@blackat.direct.ca>
Source record: 80053

the Visual Basic Runtime files for DIMS'96 have also been upped to
alt.binaries.atari

Please grab the package and let me know what you think!!

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

2575. Anyone actually have an amdek (i think) 3" disk drive for Atari???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: madmax@rio.com
Message-ID: <52qi83$553@wave.rio.com>
Source record: 80054

Remember these???? on the back cover or every Antic and Analog?????? Anyone have one???

2576. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbaf6d$5f902980$9df7aecc@blackat.direct.ca>
Source record: 80055

```
>
> My favorite game is BallBlazer. The whole package, the animation
> the joystick-busting gameplay makes it, IMHO, the best ever.
> Unfortunately, it seems there are many out there who absolutely
> hate it. I even have a used copy of it where someone scrawled
> "Stupid scrolling 2-player game". Their loss.
> --
> ================================================
> John Collins - NWPAC Atari 8-Bit User Group
> ================================================

You know something? I *AGREE* With you... i LOVED BallBlazer... those ppl
who scrawl `stipid scrolling 2-player game` must have not seen too many
8-bit games! =) I think lucas arts did a great job on the game... and all
the others they did as well!!!

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)
```

2577. Data transfer speed

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: taf offenga <offen300@hio.tem.NHL.NL>
Message-ID: <19961001041045.aaaa0034M@babyblue.cs.yale.edu>
Source record: 80056

>Yes, 180 (up to 200 with a clever caching), I totally agree. But
no >matter, if the sectors are 256- or 512-bytes long. So a DOS
working >with 512-byte allocation units wouldn't read
180sect.*256bytes = 36k >per second (as existing DOSes do), but
180sect.*512bytes = 72k per >second!!!
>
>I do not think so, I know it for sure. Of course, there must be a
>bit of internal cache inside the drive... ;))) Otherwise the speed
>won't be so great due to an inconvenient interleave.
>
>KMK
>draco@mi.com.pl

With 72k/second the Atari itself will be the bottleneck. I believe
the maximum speed is around 30k/second for the 1.79MHz 6502.

Freddy.
offen300@hio.tem.nhl.nl

2578. XFD/ATR utilities - new site new updates!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Ivan Mackintosh <ivan@rcp.co.uk>
Message-ID: <3250D2C1.4DF0@rcp.co.uk>
Source record: 80057

Hi,

I now have my own web space which means that my XFD/ATR utilities site now has a *permanent* address! It also means that I have easy access to the site and can update it on a more regular basis.

The new address is:
http://dales.rmplc.co.uk/ivan/atari

The first addition is ADIR V1.4 now supports the wildcards '*' and '?' when extracting from disk images and also supports enhanced density Mydos disks including mega disk images!

The old site may go offline without notice.

Ivan

2579. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Robert Harris <robert@fhdev3.uk.bis.adp.com>
Message-ID: <3250D0F2.24EE@fhdev3.uk.bis.adp.com>
Source record: 80058
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

```
ChrisC wrote:
>
> In article <52evos$g2e@sf18.dseg.ti.com>, egotrip@lesol1.dseg.ti.com (Mike Neus) wrote:
> >In article <51pejd$bas@news.reston.unisysgsg.com>, Bob Malay - Loral - X7750
> >said...
> >>
> >>In article <gnusenet01bb9f9a$9dac10e0$LocalHost@joseph>, Cliff Anderson
> ><cliff@gridpoint.com> writes:
> >>|> C. Alex. North-Keys <erlkonig@magrathea.origin.ea.com> wrote in article
> >>|> <87ohpmr7fe.fsf@magrathea.origin.ea.com>...
> >>|> > | And then there is the problem that gcc does not only take much memory
> >>|> > | for its code but also for data - it's notorious as a memory tester
> >for
> >>|> > | PCs because of its huge working set. :-) Any 6502-based VM systems
> >out
> >>|> > | there?
> >>|> >
> >>|> > None of these problems should affect a cross-compiler to the 6502, just
> >>|> > native compilers.
> >>|>
> >>|> I think you missed his point. He was not saying that gcc takes too
> >much
> >>|> memory to run, he was saying that programs compiled w/ gcc take up too
> >much
> >>|> memory, and I believe he's right. I know a simple hello world using
> >printf
> >>|> rather than write takes up about 100k or so. Way too big to be very

> That can be done simply by opening the stdio.h file, looking at the entry for
> printf, then copying it to the source code without including stdio.h
> in other words, replace
>
> #include "stdio.h"
>
> with
>
> extern void printf();
>
> or however it is listed in stdio.h
This is a severe case of the blind leading the blind. Please, please
don't post solutions to this group if you are not thoroughly familiar
with the C language.
```

stdio.h is a list of declarations: it tells the compiler the type of identifiers (like printf). And incidentally, printf returns int, not void.

The reason why using printf can pull in a lot of code is that it may be used to convert floating point numbers. Therefore, for a micro without floating point instructions, running without an operating system that emulates floating point instructions, a standard implementation of printf causes a whole floating point calculation library to be incorporated in the executable, whether it is needed or not. There is no way in which the compiler can know whether floating point conversions will be used at run time (I don't want to get complicated here, but to a normal compiler printf is a function like any other function).

The answer is to provide an emasculated printf function that doesn't do floating point conversions.

Regards
--
Robert Harris
robert@eastcomp.demon.co.uk
robert@ducksrv1.uk.bis.adp.com
Voice +44 (0)171 971 2587

2580. Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <3250BD5B.2812@erols.com>
Source record: 80059

I was wondering if there is any word on the next issue of Atari Classics? IT has been a long while since receiving an issue.

Take care, Jon

2581. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52r01m$ov0@dfw-ixnews3.ix.netcom.com>
Source record: 80060

In <52olml$rr1@gap.cco.caltech.edu> buescher@ugcs.caltech.edu (Brent Buescher) writes:

>I'd be willing to put in some time marking up ASCII for TeX or LaTeX,
>which will both (by design) be around longer than the Micro$loth
>text format du jour. And if there are any real TeXperts out there who'd
>like to bicker about how to go about it, feel free to email me.
>
>Brent

HTML is NOT Microstupid text format it is an Internet/WWW standard. Hyper Text will mak it easy to locate the info you want like you wound do on a web page. You use links (bookmarks) to jump to the part you want.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2582. Re: IDE Inteface Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52r04q$e01@dfw-ixnews10.ix.netcom.com>
Source record: 80061

In <19960930151826.aaaa003C2@babyblue.cs.yale.edu>
<chris_friend@juno.com> writes:
>
>Does anyone have the schematic for the IDE interface for the Atari?
Bob Wooley was working on one.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2583. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52r0jf$a2q@dfw-ixnews2.ix.netcom.com>
Source record: 80062

In <19960930225012644217@mutl-d20.bctel.net> ryang@computerhelp.ca
(Ryan Goolevitch) writes:
>
>JOHN COLLINS <irata@aztec.asu.edu> wrote:
>
>> Ian! This would be a great idea! Mapping the Atari is the
>> single most important and useful book ever written and compiled
>> for the 8-bits. The use of a hand-scanner would probably be
>> the easiest way to go about it.
>>
>> (How about contacting the "authors" of Mapping the XL? If
>> I understand correctly, much of the text in their "book" (disk)
>> could be rearrainged and voila! you have Mapping the Atari!)
>
>It would be really cool to say, get an Adobe PDF version of the book,
>where you could just print it up, bind it together, and have your own
>'almost like the real thing' version! Mapping the atari, and De Re
>Atari MUST Be preserved! :)
>
>--
>Ryan Goolevitch
>http://www.wimsey.com/~johng/ryan.html
>Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
>604-460-1195

I don't know if De Re Atari has been done yet, but I will be
getting a page scannet later this month and could scan it in, clean it
up and have it available in MS Winword format so that someone else
could convert it into PDF and/or HTML. I already have the ICD MI/O
manual in this form, if anybody want's a copy. E-mail me at the address
below.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2584. Interested in user group near Trenton, NJ

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52r0tq$p9o@dfw-ixnews3.ix.netcom.com>
Source record: 80063

How many people here live in or near Trenton, NJ (USA)? If there is
any interest, I'd like to get a small Classic user group together.
E-mail me at the address below with comments, ideas or desire to become
a member.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2585. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C9718B.10C1000C5D.uuout@compudata.com>
Source record: 80064

```
Atari Items for Sale plus shipping

Atari 400 Program Recorder (tape deck)..... $19
Atari Power Supply part # C017945.......... $10
WICO Power Grip Joystick 50-2020 (2)....... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
U-Print Model A printer interface for Atari Comp.... $ 9
.............................................................
Cartridges for Atari 800 $7 each (4 for $25)

Centipede Jumpman Junior
Missile Command Music Composer
PacMan Pole Position
Q Bert

Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks....... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.............................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Joseph Stalin's grave was a Communist Plot.

2586. WTB: 1802

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19961001090742.aaaa003_9@babyblue.cs.yale.edu>
Source record: 80065

Does anyone know where I can purchase a Commodore 1802
monitor? Mine unfortunately died a couple months back. I'm
guessing it's probably cheaper to buy another one than to
even get an estimate on this one.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2587. 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19961001091722.aaaa003_y@babyblue.cs.yale.edu>
Source record: 80066

Oooops...

My apologies for sending that last message twice. The first time I
sent it I received a returned mail error, so I sent it again. Odd.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2588. Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19961001093232.aaaa003bT@babyblue.cs.yale.edu>
Source record: 80067

On 30 Sep 1996, buescher@ugcs.caltech.edu (Brent Buescher) said:

> Somewhere I have a hack of lode runner than runs in a true 4-color mode.
> It's beautfiful. Would be nice to see the same thing done to Pinball
> Construction Set.

Funny you should mention that...

The file copy I have of Night Mission Pinball will switch to GR. 15 if you press one of the console keys during play (forget which one). I think you can also adjust the screen colors using the other console keys or the second joystick or something.

It doesn't look very good, since the Night Mission table has a lot of fine detail on it.

In any case, you're right about artifacting being a bug, not a feature. Artifacting is, as most of us now know, caused by (I hope I get this right) the fact that in a composite video signal, luminance is given more bandwidth than chrominance (color). GR. 8's horizontal resolution of 320 pixels is exactly double the number of color changes which can be cleanly transmitted per scan line.
(it's funny to look back at early explanations of artifacting, which went something along the lines of "The resolution of GR.8 exceeds the resolution of the TV, so it's plotting on individual color phospors".)

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2589. HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-01 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19961001101427.aaaa003gk@babyblue.cs.yale.edu>
Source record: 80068

On 30 Sep 1996, buescher@ugcs.caltech.edu (Brent Buescher) said:

> I'd be willing to put in some time marking up ASCII for TeX or LaTeX,
> which will both (by design) be around longer than the Micro$loth
> text format du jour. And if there are any real TeXperts out there who'd

By "text format du jour", are you referring to HTML? If so, sorry, but
HTML is not a Microsoft creation. And it is definitely going to be
around for a long time.

I've never heard of TeX nor LaTeX. Are they any better than RTF
(Rich Text Format)?

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2590. Re: how to use .atr files with XL-It!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb000$bf116f20$a0f7aecc@blackat.direct.ca>
Source record: 79953

joebob1@ix.netcom.com wrote in article
<32512dfe.822734@nntp.ix.netcom.com>...
> Can somebody please tell me how to use .ATR files with XL-it! ?
> There are so many games out there in .ATR format, but I can't seem to
> get it to work. I'd appreciate any help
>
> Joebob1@ix.netcom.com

You can't... you have to strip off the first 16 bytes of the .ATR header
and then save it as an .XFD file... If you go to alt.binaries.atari you can
grab DIMS'96... it will convert .ATR (and .DCM) to .XFD files. (side note:
the current version only converts DOS 2.x happy disks, ie: boot disk's will
not load)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

2591. Troll - Was: GET A LIFE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <52sni5$e0v@news.asu.edu>
Source record: 79954

In case anyone hasn't figured it out yet, this message was a
troll generated to get nasty responses sent to some unsuspecting
netizen. Interestly, I ran across a web page where the owner
was/is having exactly that problem from a similar (same?) troll.
The troll he mentioned was going by the name Santa. I will be
forwarding a copy of the original to this guy. Seems that his
troll was generating the messages from a local "provider" here
in Phoenix called GoodNet. The GoodNet people have not been
able to pinpoint who or where the messages were coming from
within their system but are working on it. Seems that the
Ariz. Dept. of Public Safety (a law enforcement agency) is also
investigating.

Funny how trying to finger our troll gets you no response, yet
any messages sent to this address are not returned.

Do not send any responses to this address. There's more to this
than meets the eye.
--
==========
John Collins - NWPAC Atari 8-Bit User Group
==========

2592. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <Pine.PMDF.3.91.961002125903.619671651B-100000@cc.newcastle.edu.au>
Source record: 79955
Cross-posted to: comp.sys.cbm,de.comp.gnu,comp.sys.atari.8bit

On Tue, 1 Oct 1996, Robert Harris wrote:

> This is a severe case of the blind leading the blind. Please, please
> don't post solutions to this group if you are not thoroughly familiar
> with the C language.

> stdio.h is a list of declarations: it tells the compiler the type of
> identifiers (like printf). And incidentally, printf returns int, not
> void.

> The reason why using printf can pull in a lot of code is that it may
> be used to convert floating point numbers. Therefore, for a micro
> without floating point instructions, running without an operating system
> that emulates floating point instructions, a standard implementation of
> printf causes a whole floating point calculation library to be
> incorporated in the executable, whether it is needed or not. There is
> no way in which the compiler can know whether floating point
> conversions will be used at run time (I don't want to get complicated
> here, but to a normal compiler printf is a function like any other
> function).

> The answer is to provide an emasculated printf function that doesn't
> do floating point conversions.

I find it difficult to believe that it is impossible to omit
functions that are declared but never used in an application, since I know
that the Power C compiler does precisely this. Of course, this seems as
if it is more a question of the capabilities of the linker, and AFAIK
Power C accomplishes this by (1) compiling libraries to a special library
binary format and (2) building its integrated linker to take advantage of
this format. Perhaps it is omitting functions that are called in code
that will not be reached in execution of the program that is "impossible",
but that just requires a good source level debugger that shows the
portions of the program that are not traversed in execution.
But for reducing the code-size overhead, the basic capability is
the ability to redirect the location of standard headers to library
functions that only include the required subset of capabilities. The
Small-C library functions could provide a good base for this, and the
demands of character and integer handling are much better suited to the
requirements of an 8-bit processor.
Another avenue for reducing the compiler's demands on the system
is to take a page from history and unbundle the steps in the process. It
seems much more likely that a full-fledged ANSI C compiler could be
designed to run in a 20K or 40K TPA if the preprocessor, tokenizer,
compiler, and linker are seperate programs. And if they are oriented to

generating information as intermediate files rather than in memory, the speed of execution would scale up with the 8-bit system: glacially slow with a keyboard & primitive floppy disk set-up; very slow with a more modern floppy drive / keyboard system; tolerable with a Hard drive / keyboard system; and responsive with a DMA RamDisk / keyboard system.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

2593. Need copy of 1200 memory map

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Ian Chadwick <ichadwick@georgian.net>
Message-ID: <01bbb015$04a75ea0$53a065cc@ichadwick.georgian.net>
Source record: 79956
Cross-posted to: alt.binaries.comp.atari8bit,comp.sys.atari.8bit,comp.sys.atari.programmer,ctdl.sys.atari8,t-netz.rechner.atari.8bit

My only copy of Computer's Third Book of Atari was lost in the move out of
the city several years ago. I am planning to create an HTML version of
Mapping for all the versions. I need either a copy of the book or a
photocopy of the pages I wrote in it. Can anyone help me?

--
Ian Chadwick
@
_[]-=*
.....(o)Z_/(o)
Cruising on two wheels along the Information Highway!
Collingwood, Ont., Canada

2594. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <52t3km$2uq@kensie.dorsai.org>
Source record: 79957

Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> wrote:

>In any case, you're right about artifacting being a bug, not a feature.
>Artifacting is, as most of us now know, caused by (I hope I get this
>right) the fact that in a composite video signal, luminance is given
>more bandwidth than chrominance (color). GR. 8's horizontal
>resolution of 320 pixels is exactly double the number of color
>changes which can be cleanly transmitted per scan line.
>(it's funny to look back at early explanations of artifacting, which
>went something along the lines of "The resolution of GR.8
>exceeds the resolution of the TV, so it's plotting on individual
>color phospors".)

I'm curious, then, how does the Commodore 64 get around artifacting?
It can display 320x200 in like 16 colours.......is it because it gives
more bandwidth to chrominance than luminance?

2595. SyQuest-44 HD Mech for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19961002025821.aaaa003hf@babyblue.cs.yale.edu>
Source record: 79958

SyQuest 44-meg Removable Media drive mech for sale.

Price: $65.00 (Includes shipping & tech docs)
USA buyers ONLY

This is an embedded SCSI drive mech that works splendidly with the Black Box.
(Any other host adapter, I don't know, but should work. The SCSI imple-
mentation in this drive is *very* robust, they seem to have satisfied the
SCSI protocol requirements extremely well.)
The form factor for this mech is 5.25", half-height.
Minimum power requirements: +5V/1A & +12V/2A, 4-pin IBM-style connector.

Optional items (prices include shipping):

44-meg removable media cartridge w/docs & case: $35.00
(Note: these carts are now second-sourced by Verbatim, $37 each from
Club Mac, Irvine CA 1-800-258-2622)

Custom steel case, beige-grey finish: $12.00

Custom installed in shoebox case w/power supplies & fan: contact me.

External IBM-style switching supply: $25.00

My apologies if the price for this mech seems a bit steep, but these suckers
weigh a ton & I'll take a clobbering on postage. USA buyers ONLY, please.

Ben Poehland
b.poehland@genie.geis.com

2596. BB vs MIO Data Formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19961002034022.aaaa003ul@babyblue.cs.yale.edu>
Source record: 79959

comp.sys.atari.8bit-news@newsbase.yale.cs.edu@inet#

BB vs MIO HD Formats

RE: Jim King's problem of swapping carts between removable media hard drives, one connected to a BB the other to a MIO, I think Mike Jewison is correct. To get complete compatibility bewteen the 2 systems, you'd have to keep the MIO mode switch on the BB in MIO mode all the time. The cart already formatted in BB Mode can't be used on the drive connected to the MIO.

The problem is due to a stupid thing ICD did to the MIO. The MIO writes all its data to the disk media in an INVERTED format; i.e. the 1's are written as 0's & the 0's as 1's. I've never seen schematics for an MIO, possibly the inverted format was due to a buffering of the output data & they elected to do it with an inverting buffer instead of a noninverting one (???).

Maybe I'm being a little too hard on ICD here... very possibly at that time there might not have been any standards for this sort of thing. The MIO is ca. 1985 technology & data format standards may not have been as well defined back then. The Black Box writes data to disk directly (non-inverted format). The Black Box is a newer product than the MIO, & in my opinion a better one. Bob Puff obviously saw the problem, thus the infamous MIO Mode switch. One wonders why Bob didn't just go ahead & make the BB write inverted data also, so that it would be completely compatible with the MIO. The MIO as the senior product had set the standard, but Bob Puff elected not to follow it. There must have been some good reason for that, tho we can only guess. Bob put a lot of effort into refining the BB, he didn't do things without some good reason. Whereas, the people at ICD were among the most neurotic folks I ever met, & their president Tom Harker was the original Space Cadet. (Tom couldn't decide what to call his company, so he came up with ICD = "I Can't Decide"). Very likely ICD just built the MIO as they saw fit & never gave any serious thought to whether the data was inverted or not. As long as the data could be read, they probably figured it didn't matter. They surely didn't worry about about maintaining compatibility with other host adapters.

Hmmm.... there was a minimal interface from Supra, that might have been even earlier than the MIO. I wonder if the Supra interface wrote inverted data also??

- Ben Poehland

2597. Spammer-Jammer... WHAT ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19961002041441.aaaa003wa@babyblue.cs.yale.edu>
Source record: 79960

Uhhh... I just tried 3 times to upload a message to this group. It got bounced back to me all 3 times.

It was bounced by something called the "SPAMMER-JAMMER".

What the hell is that?

The message was a response to the recent "ATARI POSTREMUS" thread. It was certainly a legitimate topic for discussion here.

My message speculated on how JTS will most likely suck the cash out of Atari & not bother with any attempt to restore the Atari name or products.

Apparently "something" was scanning my message & choked on a line that happened to begin with the word "cash". I'm *very* distressed at the prospect of someone or something capriciously examining mail I submit to a public newsgroup & then deciding which messages are allowed & which are rejected. What *is* this, some kind of secret Internet Police? What have I done wrong? What is my crime?

Apparently the Secret Internet Police have branded me a "Spammer" because I used a sentence that contained the word "cash", & won't let my messages through. What next? Will men in dark suits show up at my door to drag me off to jail in the middle of the night? Beat confessions out of me?

Before I confess to being a spammer, will someone *please* tell me what a spammer is ?????

- Ben Poehland

2598. Spammer-Jammer... WHAT ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19961002042012.aaaa003wv@babyblue.cs.yale.edu>
Source record: 79961

Uhhh... I just tried 3 times to upload a message to this group. It got bounced back to me all 3 times.

It was bounced by something called the "SPAMMER-JAMMER".

What the hell is that?

The message was a response to the recent "ATARI POSTREMUS" thread. It was certainly a legitimate topic for discussion here.

My message speculated on how JTS will most likely suck the cash out of Atari & not bother with any attempt to restore the Atari name or products.

Apparently "something" was scanning my message & choked on a line that happened to begin with the word "cash". I'm *very* distressed at the prospect of someone or something capriciously examining mail I submit to a public newsgroup & then deciding which messages are allowed & which are rejected. What *is* this, some kind of secret Internet Police? What have I done wrong? What is my crime?

Apparently the Secret Internet Police have branded me a "Spammer" because I used a sentence that contained the word "cash", & won't let my messages through. What next? Will men in dark suits show up at my door to drag me off to jail in the middle of the night? Beat confessions out of me?

Before I confess to being a spammer, will someone *please* tell me what a spammer is ?????

- Ben Poehland

2599. Re: how to use .atr files with XL-It!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <325223CE.1CA2@owl.co.uk>
Source record: 79962

BlacKat wrote:
>
> joebob1@ix.netcom.com wrote in article
> <32512dfe.822734@nntp.ix.netcom.com>...
> > Can somebody please tell me how to use .ATR files with XL-it! ?
> > There are so many games out there in .ATR format, but I can't seem > > to get it to work. I'd appreciate any help
> >
> > Joebob1@ix.netcom.com
>
> You can't... you have to strip off the first 16 bytes of the .ATR
> header and then save it as an .XFD file... If you go to
> alt.binaries.atari you can grab DIMS'96... it will convert .ATR (and >.DCM) to .XFD files. (side note: the current version only converts
> DOS 2.x happy disks, ie: boot disk's will not load)
>

I don't know where you get this idea, XL-it works fine with .ATR
files, are you using the latest version (0.15)?

e.g. the following works for me :-
atari -nobasic mule.atr

maybe you are talking about another emulator ?

2600. Spammer-Jammer... WHAT ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: b.poehland@genie.com
Message-ID: <19961002042619.aaaa003xl@babyblue.cs.yale.edu>
Source record: 79963

Uhhh... I just tried 3 times to upload a message to this group. It got bounced back to me all 3 times.

It was bounced by something called the "SPAMMER-JAMMER".

What the hell is that?

The message was a response to the recent "ATARI POSTREMUS" thread. It was certainly a legitimate topic for discussion here.

My message speculated on how JTS will most likely suck the cash out of Atari & not bother with any attempt to restore the Atari name or products.

Apparently "something" was scanning my message & choked on a line that happened to begin with the word "cash". I'm *very* distressed at the prospect of someone or something capriciously examining mail I submit to a public newsgroup & then deciding which messages are allowed & which are rejected. What *is* this, some kind of secret Internet Police? What have I done wrong? What is my crime?

Apparently the Secret Internet Police have branded me a "Spammer" because I used a sentence that contained the word "cash", & won't let my messages through. What next? Will men in dark suits show up at my door to drag me off to jail in the middle of the night? Beat confessions out of me?

Before I confess to being a spammer, will someone *please* tell me what a spammer is ?????

- Ben Poehland

2601. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961002011410332494@mutl-d11.bctel.net>
Source record: 79964

Robert Smith Ely <rely@ix.netcom.com> wrote:

> I don't know if De Re Atari has been done yet, but I will be
> getting a page scannet later this month and could scan it in, clean it
> up and have it available in MS Winword format so that someone else
> could convert it into PDF and/or HTML. I already have the ICD MI/O
> manual in this form, if anybody want's a copy. E-mail me at the address
> below.

Hey if you could send that to me I'd love to get a copy! I have the
printed version of the MIO docs, and I know how they are formatted, I
can see that it was probobly a fairly simple OCR job, being its all in a
typewritten courier font.

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

2602. Re: Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961002011412332629@mutl-d11.bctel.net>
Source record: 79965

Robert Woolley <rwoolley@ix.netcom.com> wrote:

> yes, it has been a long time - we're in the last stages of layout now.
> I guess we're just having too much fun on this one. Sorry. I would
> expect at least three weeks to produce and ship.

Hello, I would like to subscribe to this magazine for when it comes out,
what is the address I mail to and how much will it cost?

Thanks!

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
604-460-1195

2603. Re: 65c816 upgrade for Atari (was Re: GNU C-compiler port to 6502)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32524DED.7535@total.net>
Source record: 79966

Robert Stone wrote:
>
> More details please regarding the 65816 Atari upgrade?

It's a small daughterboard. Unplug your 6502, cut out the central plastic cross piece in the socket, and plug in the daughterboard. That's it. Still operates at 1.79mhz, but you can use the full '816 set of opcodes. Apparently youi can also add RAM, though I never got any docs - mine was serial #003, I believe. I did get their original copy of MAE, though... they backed it up onto their IDE harddrive and gave it to me, back at the Toronto show.

Contact Fine Tooned Engineering for info on the Sweet-16; I'll bet Mike still has some around.

2604. WTB: Atari 800, Wico BOSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: "John R. Little" <jrlittle@ix.netcom.com>
Message-ID: <32524648.1F39@ix.netcom.com>
Source record: 79967

Hi folks,

If any of you got an old Atari 800 w/ PS that is in good condition that
your willing to part with let me know.

Also looking for some Wico "The BOSS" joysticks...

Thanks
John

2605. Re: Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52tkg8$pb9@dfw-ixnews7.ix.netcom.com>
Source record: 79968

In <19961002011412332629@mutl-d11.bctel.net> ryang@computerhelp.ca
(Ryan Goolevitch) writes:
>
>Robert Woolley <rwoolley@ix.netcom.com> wrote:
>
>> yes, it has been a long time - we're in the last stages of layout
now.
>> I guess we're just having too much fun on this one. Sorry. I would
>> expect at least three weeks to produce and ship.
>
>Hello, I would like to subscribe to this magazine for when it comes
out,
>what is the address I mail to and how much will it cost?
>
>Thanks!
>
>--
>Ryan Goolevitch
>http://www.wimsey.com/~johng/ryan.html
>Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
>604-460-1195
Bob,
That makes two of us. I've not seen anything since Ben stopped
producing it. If you have back issues (ones after Ben) I'like to
purchase one each as well.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2606. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <52tkbr$cjn@sjx-ixn3.ix.netcom.com>
Source record: 79969

In <19961002011410332494@mutl-d11.bctel.net> ryang@computerhelp.ca
(Ryan Goolevitch) writes:
>
>Robert Smith Ely <rely@ix.netcom.com> wrote:
>
>> I don't know if De Re Atari has been done yet, but I will be
>> getting a page scannet later this month and could scan it in, clean
it
>> up and have it available in MS Winword format so that someone else
>> could convert it into PDF and/or HTML. I already have the ICD MI/O
>> manual in this form, if anybody want's a copy. E-mail me at the
address
>> below.
>
>Hey if you could send that to me I'd love to get a copy! I have the
>printed version of the MIO docs, and I know how they are formatted, I
>can see that it was probobly a fairly simple OCR job, being its all in
a
>typewritten courier font.
>
>--
>Ryan Goolevitch
>http://www.wimsey.com/~johng/ryan.html
The file is already formatted in Winword and has been also saved as
an ASCII format file. I can e-mail this to anyone that want's it--AS
IS. I'm hoping it can be converted to HTML and/or Adobe PDF.

rely@ix.netcom.com -or- rsely@dhs.state.nj.us

2607. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn554qrj.fch.asmolar@nscs.fast.net>
Source record: 79970

>>In any case, you're right about artifacting being a bug, not a feature.
>>Artifacting is, as most of us now know, caused by (I hope I get this
>>right) the fact that in a composite video signal, luminance is given
>>more bandwidth than chrominance (color). GR. 8's horizontal
>>resolution of 320 pixels is exactly double the number of color
>>changes which can be cleanly transmitted per scan line.
>>(it's funny to look back at early explanations of artifacting, which
>>went something along the lines of "The resolution of GR.8
>>exceeds the resolution of the TV, so it's plotting on individual
>>color phospors".)
>
>I'm curious, then, how does the Commodore 64 get around artifacting?
>It can display 320x200 in like 16 colours.......is it because it gives
>more bandwidth to chrominance than luminance?

I don't have a C-64 in front of me, but I'll bet that it at least has
color bleeding in 320x200 mode. Many C-64 users used the Commodore
composite monitor, which I think was sharp enough to eliminate this problem.

If you hook an Atari ST up to a TV, it has color bleeding in 320x200
mode. A * * * * * pattern shows up as a solid line, like the 8-bit.
The only difference is that on the ST, you don't get a radically
different color.

2608. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn554r9d.fch.asmolar@nscs.fast.net>
Source record: 79971

>: It's a bug, not a feature, Dan. You're talking like an Apple person.
>: To the extent one can try to turn artifacting into something useful,
>: it is unreliable (since it depends heavily on how a TV is adjusted and
>: on the particular 8-bit model since the video amplifiers are different
>: between the 400/800, the 1200XL, the 600/800XL, and the XEs) blurry,
>: and doesn't give you nice colors.

One thing I never under stood about Apple artifacting is they produced
four extra colors. red, blue, green and purple. On the Atari you only
get two, red and blue usually. How does the Apple produce the extra colors?

>Right,two brightnesses and two artefacting colours=four. (different settings)
>How do you figure that.If you take advantage of artefacting you still get
>the same resolution.Try this.

You can't control the color of the artifacted colors though, and they don't
appear on all displays.

2609. Re: how to use .atr files with XL-It!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn554rlr.fch.asmolar@nscs.fast.net>
Source record: 79972

On Wed, 02 Oct 1996 09:11:58 +0100, Dr Jest <robp@owl.co.uk> wrote:
>BlacKat wrote:

>> You can't... you have to strip off the first 16 bytes of the .ATR
>> header and then save it as an .XFD file... If you go to
>> alt.binaries.atari you can grab DIMS'96... it will convert .ATR (and >.DCM) to .XFD
files. (side note: the current version only converts
>> DOS 2.x happy disks, ie: boot disk's will not load)
>>
>
>I don't know where you get this idea, XL-it works fine with .ATR
>files, are you using the latest version (0.15)?
>
>e.g. the following works for me :-
>atari -nobasic mule.atr
>
>maybe you are talking about another emulator ?

You are correct. .atr's work fine with XL-it. I play Lords of
Conquest (lord_a.atr) all the time. It's possible that the original
poster is forgetting the -nobasic option -or- his atr's are corrupted.

They need to be downloaded as binary, not ascii, and a .atr is not
a recognized binary file type for PC browsers. Shift-click on
Netscape, or type "bin" in an FTP client before downloading.

2610. Re: Spammer-Jammer... WHAT ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: rdell@unix3.netaxs.com
Message-ID: <52trab$22f@netaxs.com>
Source record: 79973
Body handling: HTML body converted to readable text

In article <19961002042619.aaaa003xI@babyblue.cs.yale.edu> writes:
>Uhhh... I just tried 3 times to upload a message to this group. It got
>bounced back to me all 3 times.
>
>It was bounced by something called the "SPAMMER-JAMMER".

Most likely a local function of your provider (genie.com). You might
try emailing your provider and asking them about it.

>
>What the hell is that?

Definition in the eyes of the programmer . But spam is
genreically used to describe all the MAKE MONEY FAST type posts, and
loads of other commercail advertising, and massive crossposting.
Perhaps you had too much included text from the previous posts?

--
Richard Dell

2611. XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <52tsip$40sc@usenetp1.news.prodigy.com>
Source record: 79974

I see that Branch Always Software has become Emulators, Inc. and that Xformer 96 is soon to be released. It's good to see progress is still being made in spite of all the grumbling that's gone on about personality issues. Let's hope that good solid competitive programming lives on.

2612. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: tm2@nntp.best.com
Message-ID: <52tttj$ahq@nntp1.best.com>
Source record: 79975
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:

: Isn't it much easier to port the gcc to the 65c816 (with it's 16 MB
: address
: space, 64k stack, 16-bit registers etc.), before anybody can port it to
: the
: 6502? 6502 has a C compiler yet: it is the CC65. Additionally, there
: exist
: several good programming languages for the 6502, such as the Action!,
: Forth,
: or at least the Turbo BASIC XL. At the other hand, most people I know,
: write
: 6502 applications just in the assembly language. But there is no good
: programming
: language, that produces the 65c816 code (except for the assemblers like
: the MAE).
: So it would be nice to have the gcc for this chip.

Actually, I ported lcc which is a simpler C compiler to thee 65816 about
two years ago. I believe the source is still on ftp.winternet.com in
pub/users/tm/lcc*.zip

It generates correct, but not great, code - I'm not sure whether
you can generate great code for the 65816 with a compiler.

What's funny is the Apple positioned the //gs as a "machine made to be
programmed in C" yet the toolbox uses a Pascal calling convention
plus it uses the 65816, which is a horrible CPU for a C compiler.

Go figure.

: Konrad Kokoszkiewicz (Draco)
: e-mail: conradus@plearn.edu.pl
: conradus@orient.uw.edu.pl
: draco@mi.com.pl
: http://www.orient.uw.edu.pl/~conradus/draco.html
: http://www.orient.uw.edu.pl/~conradus/atari.html

Toshi

2613. Re: Spammer-Jammer... WHAT ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <325286C5.7D0E@tcd.net>
Source record: 79976

You must be using Netscape 3.?, Mine chokes up also..see it finally came through all 3 time though..

2614. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Internet Magazine Team <incoming@mi.com.pl>
Message-ID: <3252E82C.6E6E@mi.com.pl>
Source record: 79977
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Daniel Klugh wrote:
>
> Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:
> : Graffiti wrote:
> : >
> : > [snip]
> : > >) The apple][gs does not use a 6502. It used the 16-bit upward
> : > >) compatible version (whose name I forgot), which has something like a 1
> : > >) or 2M addressing range. Too bad the chip was available so late, and
> : >
> : >
> : > obilynoh@ktb.net
> : > Graffiti
>
> : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
> : Ataris
> : (with the Sweet 16 or something similar). By the way: the 6502 code is
>
> You're think of the Sweet-16 interpreter for the Apple.
> The Atari 86816 upgrade is called Turbo-16 and I thought that DataQue
> had a C compiler for it.The turbo-16 includes a OS that takes advantage
> of the extra features of the chip.

No. I am thinking about a 65c816 upgrade for Atari, called Sweet 16,
developed by the Fine Tooned Engineering (FTe). I've got this upgrade and
it definitely is not an interpreter. It is just the CPU with some additional
stuff.

Anyways, I would like to know more about the Turbo 16: who developed it,
where is it available, how much does it cost etc.

>
> : much
> : shorter than INTEL's or MC680x0's. A program, that uses about 100k on a
> : PC,
> : on the Atari takes about 30k or something. Anyways, the PRINTF routine
> : is inside
> : the SpartaDOS X and actually it does not use 40k of RAM.
>
> That's what I've been trying to tell people.
> I seemed shocked at the HUGENESS of PC programmes which PC'ers aparently
> take for granted.But I do have some nice small PC programmes.My Multiplan
> works on a 64k PC (presumably,using DOS 1).
> Where as I've heard of Spreadsheets (that's what MultiPlan is,by the way)

> taking up MEGABYTES of RAM.(it was for Windows <sneer>)
>Yes, I agree... I personally would like to know, what is inside the Windows,
what makes it so hudge. In my personal opinion, a program, that is so big,
should have at least 130 IQ :))) But working with the Windows you cannot
see any intelligence...

KMK
draco@mi.com.pl

2615. Re: Spammer-Jammer... WHAT ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <52u3mm$a8k@newsbf02.news.aol.com>
Source record: 79978

Ben, I don't know why this is happening, but every message you posted recently -- the one about the Syquest, the one about the floppy mechs and the one about the Spammer Jammer are coming through in duplicate.

Spamming refers to multiple posts among other things.

2616. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32529E6E.63A6@ncweb.com>
Source record: 79979

Robert Stone wrote:
>
> I see that Branch Always Software has become Emulators, Inc. and that
> Xformer 96 is soon to be released. It's good to see progress is still
> being made in spite of all the grumbling that's gone on about personality
> issues. Let's hope that good solid competitive programming lives on.
^^

???? Good solid programming ???? Surely you are NOT talking about
Xformer! As emulators go, Xformer is sadly lacking ... its performance
is pitiful, and its author "socially impared", IMHO.

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

2617. IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: chris_friend@juno.com
Message-ID: <19961002132814.aaaa005KD@babyblue.cs.yale.edu>
Source record: 79980

Does anyone have the schematic/information for the 8-bit IDE interface?

2618. J&R's B/M/S Last Public Post (Up#5)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: John & Robin Whitcore <retrotek@phoenixat.com>
Message-ID: <32526CCA.90F@phoenixat.com>
Source record: 79981

Hi Everybody!

This is the last public post!! If you want to bid lower than the
minimum on anything, let us know. We want to get rid of all these
extras!!!

Thanks!

....J&R
>
>===
>
>
>ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Collectibles ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
>
>DC Comics Swordquest (EarthWorld) 1 $3 Carlos
>DC Comics Atari Force 3 $2
>Atari Comic Yarsï¿½ Revenge: The Qotile Ultimatum! $2 moffa
>
>
>ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Hardware/Accessory Manuals ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
>
>Atari 5200 (2 Port) $1 moffa
>ActionMax $1 moffa
>Atari Installing the TV/Game Switch Box $1
>Atari Service Contract & Atari Authorized Service
> Center Booklet $1
>Intellivision II $1 martino
>Atari Video Computer System Ownerï¿½s Manual
> (black one) $1
>Tandy Color Monitor CM-4 manual $1
>Alphacom 42 Cable Interface Manual
> (for the C-64 Alphacom printer cable) $1
>Gemini-10X/15X Users Manual - Very Good Condition $1
>
>ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Books ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
>
>C-64: Commodore 64 User's Guide 1st ed. 2nd printing
>-missing back cover - in decent condition $1
>
>C-64: The Elementary Commodore 64 from DATAMOST
>SoftCover c1983 - Good Condition - all pages there
>but 10 of them are loose $1
>
>C-64: Easy Script userï¿½s guide $1

>
>C-64 & Plus/4: Superbase Userï¿½s Manual by Precision
>Software c1984 (for cassette) cassette holder is in
>the front cover - Good Condition $1
>
>Atari 400/800: Atari Games and Recreations c1982
> SoftCover - Very Good Condition $1
>
>Atari: Inside Atari BASIC c1983 Reston Publishing
>SoftCover - 1st 20 pages have a water stain on them
>and the front and back cover is well used $1
>
>ColecoVision ADAM: Turtle Talk manual and Reference
>manual by SMARTLOGO in small 3-ring binder c 1984 -
>Very Good Condition - pages are a litle yellowed $1
>
>TRS-80: Getting Started with COLOR BASIC c1981
>SoftCover - Missing cover and a little beat up on
>first and last pages $1 martino
>
>Apple IIc: Introducing the Apple IIc c1984
>SoftCover - by SAMS - Excellent Condition $1 ScottS
>
>Pascal: An Introduction to Methodical Programming
>Instructorï¿½s Manual 3rd ed. 1985 - Great Condition $1
>
>Computer Programming in BASIC textbook HardCover
>by Houghton Mifflin 1986 - Mint Condition $1
>
>Macintosh Pascal textbook SoftCover by THINK
>Technologies c1985 - Very Good Condition $1
>
>Turbo Pascal Vs2.0 Reference Manual SoftCover
>by Borland c1984 - Very Good Condition $1
>
>
>ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ Software ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½ï¿½
>**** All Untested ****
>
>Atari: The Home Accountant - software with manual $1
>
>Atari Computer: Letter Wizard manual by Datasoft
>c1984 in small 3-ring binder - software in it's own
>plastic folder - Very Good Condition $2
>
>Atari 400/800/1200XL: Spell Wizard by DataSoft
>Open Box includes software and manual
>- Great Condition $1
>
>Atari: SynFile+ by Synapse (Uses all 128k in the

>130XE) Open Box with all contents
>- Excellent Condition $1
>
>C-64: Easy Script Software Open Box - contents
>include manual and Business Disk (C64700)
>- Excellent Condition $1
>
>C-64: PaperClip III by Batteries Included Open Box
>includes software and manuals - Excellent Condition $3
>
>C-64: The Word Processor by Pro-Line in original
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>At that point no new bids will be accepted and we'll go into the ONCE,
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>At the end of the auction after total winnings with shipping costs are
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>can ship your package to you. Money Order packages will be sent out
>within three days of receipt.
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>***Lack of payment received will result in forfeiture of participation
>in all future auctions held by us.

2619. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <ysdd8z1tmu0.fsf@kastor.ra.ibr.cs.tu-bs.de>
Source record: 79982
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <52rav2$g61@vidar.diku.dk> alstrup@diku.dk (Asger K. Alstrup Nielsen) writes:

> Sender: alstrup@embla.diku.dk
>
> thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:
>
> >In article <52evos$g2e@sf18.dseg.ti.com>
>
> >It is possible for a programmer to produce an executable with unused
> >functions in it by linking object files which contain unused
> >functions. However, you can't "strip out" these unused functions as
> >you suggest in your last sentence as it is generally not possible to
> >find (by some algorithm) unused functions in a program.
>
> If you say: "It is generally not possible to find (by some algorithm)
> *all* unused functions in a program." you are right. However in practice
> it is possible to find almost all unused functions in a program:
>
> It's no problem to build a call-graph for a program by simply looking
> at the syntaxically structure (doable in linear time, because all struc-
> tured programs have limited treewidth! See

The point here was what the linker can do with object files containing
unused functions. The linker is nor able to find such functions, even
if it would try to analyze the object code. Not all references to a
used functions appear in a symbol table, e.g. intra-object calls, and
indirect jumps through a pointer make that even more difficult.

> With respect to determining whether floating point routines should
> be linked into a c-program because of the printf-statement, this problem
> can also be solved good enough for practical applications on the syntaxical
> level: Using variable scope and inspecting parameters for printf-calls.

It is subject to discussion if the compiler should know about printf
and other library functions. printf is part of the library and not
the language and some think the compiler should know about the
language only.

urs

2620. WTD: Happy 810 for stock 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: glenk@loc3.tandem.com
Message-ID: <52ub8v$6r6@gazette.loc3.tandem.com>
Source record: 79983

Hi, I kept my HAPPY 810 when I upgraded to an 800XL from a 400 system.
I'd like to have the 1050 drive just to match the XL. Anyone
interested in trading? I'll include a caseless standard 810 drive too.

The Happy drive uses a MPI mech. The caseless drive is Tandon mech.

Tnx, Glen.

2621. Re: BB vs MIO Data Formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <52u9tj$q8g@james.freenet.hamilton.on.ca>
Source record: 79984
Body handling: HTML body converted to readable text

In <19961002034022.aaaa003uI@babyblue.cs.yale.edu>,
wrote:
: comp.sys.atari.8bit-news@newsbase.yale.cs.edu@inet#

: BB vs MIO HD Formats

: The problem is due to a stupid thing ICD did to the MIO. The MIO writes
: all its data to the disk media in an INVERTED format; i.e. the 1's are
: written as 0's & the 0's as 1's. I've never seen schematics for an MIO,
: possibly the inverted format was due to a buffering of the output data
: & they elected to do it with an inverting buffer instead of a noninverting
: one (???).

: Maybe I'm being a little too hard on ICD here... very possibly at that time
: there might not have been any standards for this sort of thing. The MIO is
: ca. 1985 technology & data format standards may not have been as well defined
: back then. The Black Box writes data to disk directly (non-inverted format).
: The Black Box is a newer product than the MIO, & in my opinion a better one.
: Bob Puff obviously saw the problem, thus the infamous MIO Mode switch. One
: wonders why Bob didn't just go ahead & make the BB write inverted data also,
: so that it would be completely compatible with the MIO. The MIO as the senior
: product had set the standard, but Bob Puff elected not to follow it. There
: must have been some good reason for that, tho we can only guess.

No Ben, we don't have to guess! ;-)

When Bob Puff came to the Hamilton, Burlington, Oakville Atari Users Group
about two years ago, I asked him many questions about the development of the
Black Box.

Back when SUPRA brought out their hard disk interface, Bob studied how it
worked.....and based the design of the Black box on what he had learned. So,
in fact, the Black box IS based on the senior product which had set the
standard. Later, he added the MIO compatiblity switch.

: Hmmm.... there was a minimal interface from Supra, that might have been
: even earlier than the MIO. I wonder if the Supra interface wrote inverted
: data also??

Nope, it is compatible with the BB, from what Bob told me! :-)

: - Ben Poehland
--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

2622. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: jmcgowan@metric.inch.com
Message-ID: <52ue07$jml@sleepy.inch.com>
Source record: 79985

JOHN COLLINS (irata@aztec.asu.edu) wrote:

> My favorite game is BallBlazer.

That is really good... but I prefer Boulder Dash

(BallBlazer as a great two person game, BoulderDash for one player)

2623. Re: Data transfer speed

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <32533808.471@mi.com.pl>
Source record: 79986

taf offenga wrote:
>
> >Yes, 180 (up to 200 with a clever caching), I totally agree. But
> no >matter, if the sectors are 256- or 512-bytes long. So a DOS
> working >with 512-byte allocation units wouldn't read
> 180sect.*256bytes = 36k >per second (as existing DOSes do), but
> 180sect.*512bytes = 72k per >second!!!
> >
> >I do not think so, I know it for sure. Of course, there must be a
> >bit of internal cache inside the drive... ;))) Otherwise the speed
> >won't be so great due to an inconvenient interleave.
> >
> >KMK
> >draco@mi.com.pl
>
> With 72k/second the Atari itself will be the bottleneck. I believe
> the maximum speed is around 30k/second for the 1.79MHz 6502.
>
> Freddy.
> offen300@hio.tem.nhl.nl

You believe, I know. It was not an opinion, it is a result of a test.
Hardware:
- Atari 65XE, 1.77 MHz (PAL version), XL OS.
- IDE Interface
- IDE hard drive: 2,5" Western Digital WDC AB 130 (30 MB, 31k internal
cache)
Software:
- RATEHD.COM (http://www.orient.uw.edu.pl/~conradus/atari.html)

The same test with the Seagate ST-157A (3,5" 40MB) rates at about
42k/sec. So, it is incredible, but it is a question of a drive.

About the maximum speed: basically, you transfer data from a port
to a memory with just two instructions:

```
LDA port
STA (pointer),Y
```

The first takes 4 cycles, the second - 5 cycles. It is 9 cycles per
byte as a minimum. Ataris execute about 1.770.000 (or 1.790.000)
cycles per second, so the maximum transfer rate is for the 6502 is
about 190k per second. Regarding all necessary calculations,
loop instructions (like INY, BNE etc), DOS and OS code, ANTIC DMA,
cyclic VBL interrupt, this rate may finally decrease dramatically.
The problem is, how to optimize all this necessary stuff and make

it as short and fast as possible. Of course, you'll never achieve the 190k per second reading a file with the DOS. It is an absolute and in fact theoretical maximum the 6502 can do. But a highly optimized code may give you perhaps not 72k (it is the maximum transfer rate for the drive specified above, when working with an Atari), but certainly at least 50k per second. Our IDE drive can normally read 256-byte sectors (i.e. working in the emulation mode, that is naturally slower) via the OS SIOINT calls with 49 k per second speed rate (and 63k, if the ANTIC's DMA is off). The test program (namely the SysInfo 2.0) will be available on the net soon.

Regards

KMK
draco@mi.com.pl

2624. Re: IDE interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <325330A5.7092@mi.com.pl>
Source record: 79987

Daniel Klugh wrote:
>
> I've heard of a IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and
> Jacek Zuk.
> It sounds fast.How much is it?

49 USD for foreigners. Detailed information is located at
http://www.orient.uw.edu.pl/~conradus/atari.html

KMK
draco@mi.com.pl

2625. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <ysdbueltlqk.fsf@kastor.ra.ibr.cs.tu-bs.de>
Source record: 79988
Cross-posted to: comp.sys.cbm,de.comp.gnu,comp.sys.atari.8bit

In article <Pine.PMDF.3.91.961002125903.619671651B-100000@cc.newcastle.edu.au> "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au> writes:

> I find it difficult to believe that it is impossible to omit
> functions that are declared but never used in an application, since I know
> that the Power C compiler does precisely this.

You seem to still not understand the difference between a declaration
and the use of a function. A declaration like

int printf(const char *fmt, ...);

only tells the compiler what arguments printf expects *in case* it is
called. The declaration doesn't make any difference in what functions
from library are linked to the executable.

> Of course, this seems as if it is more a question of the
> capabilities of the linker, and AFAIK Power C accomplishes this by
> (1) compiling libraries to a special library binary format and (2)
> building its integrated linker to take advantage of this format.

That has almost nothing to do with the format of object files.

> Perhaps it is omitting functions that are called in code
> that will not be reached in execution of the program that is "impossible",
> but that just requires a good source level debugger that shows the
> portions of the program that are not traversed in execution.

That is generally impossible, like many other decision problems. In
general, it is not possible to decide if

* a program will ever terminate given a certain input

* a certain line of code will be traversed when running the program
(needed to decide if a function is unused or not).

* two functions compute the same results when given the same arguments

* other similar problems.

Note that I wrote in general. It is possible to find non-reachable
code in many special cases, things like `if' and `while' statements
with condition that always must compute to false. These are common
compiler techniques and gcc also does this.

But if you have something like

```
int printf(const char *fmt, ...)
{
...

if <fmt contains %f, %g, etc> {
call the apropriate floating point
conversion routines
}
}
```

the linker can't know if printf is ever called with %f, %g or the
like. So it has to link in the floating point conversion routines
from the library even if your program only outputs integers by printf.

> But for reducing the code-size overhead, the basic capability is
> the ability to redirect the location of standard headers to library
> functions that only include the required subset of capabilities. The
> Small-C library functions could provide a good base for this, and the
> demands of character and integer handling are much better suited to the
> requirements of an 8-bit processor.

As pointed out above and other postings in this thread, that whole
story is not a story of header files but a story a linker is concerned
with. Relocating declarations between headers doesn't buy anything.

urs

2626. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <3252DC44.6814@nh.ultranet.com>
Source record: 79989

```
Bill Somrak wrote:
>
> Robert Stone wrote:
> >
> > I see that Branch Always Software has become Emulators, Inc. and that
> > Xformer 96 is soon to be released. It's good to see progress is still
> > being made in spite of all the grumbling that's gone on about personality
> > issues. Let's hope that good solid competitive programming lives on.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> ???? Good solid programming ???? Surely you are NOT talking about
> Xformer! As emulators go, Xformer is sadly lacking ... its performance
> is pitiful, and its author "socially impared", IMHO.
>
> Bill
> --
> ********************************************************************
> * /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
> * Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
> * = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
> * from ^ ^ ************************************
> * "Data" & "Geordi" * It's a BABY; NOT a Choice! *
> * Bill (my 2 cats) * *
> * say "Hello" too! * Please spay or neuter your pets! *
> ********************************************************************
Not only that but that emulator was slated to be released over a month
ago. I'm ready to try it.........Where is it?????
```

2627. Cases For SyQuest-44

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: b@genie.geis.com
Message-ID: <19961002190837.aaaa000Nf@babyblue.cs.yale.edu>
Source record: 79990

Subject: Cases For SyQuest-44

I noticed Jim King looking for a 1050 case to mount a SyQuest-44 mech in. I once did that for someone. It works, but the arrangement is marginal at best. The fellow I did it for lives on the East Coast USA, where the temperatures are cool to moderate most of the year. Before shipping the completed unit I spent considerable time running it & testing it. The problem was HEAT. The SyQuest mech draws a *lot* of power, & I'm here to tell you that after an hour those suckers are so hot you can't touch them. The 1050 case is well-ventilated, but the SyQuest-44 gets so hot that a 1050 case provides barely adequate ventilation under moderate ambient temperatures.

I used several SyQuest systems here in Pennsylvania when I ran AC. Initially I mounted them in enclosed steel cases. It's a wonder they didn't flame out on me the first couple hours. Man, did those things get hot! I got one of those little 1.25" boxer fans from Radio Shack & installed it in the rear of the case. The wee little fan only pulled the faintest breeze through the SyQuest mech, but it made all the difference in the world. Thereafter they only got faintly warm. I ran SyQuest-44's for 3 years with the CSS Black Box. Never a problem. Never a failure. Very solid system. I still keep a few 44's around in some junker PC's. Best implementation of embedded SCSI I ever saw. The SyQuest people didn't cut any corners on that drive. But you *do* need to keep it cool. I beat the dickens out of mine when I was publishing AC, it took a licking & kept on ticking. The only time I ever had a problem, it turned out to be a defective SCSI cable.

For someone who lives out in the middle of the desert I don't think a 1050 case will provide enough air. You are asking for trouble if you do. I never found out how hot a 44 has to get before it blows up-- thank goodness! For virtually all installations of this mech a wraparound steel case with a fan is the only way to go. Suck the air in thru the back & blow it out the grill in the front of the mech. Place a bit of Scotchbrite or porous foam in front of the fan to filter the incoming air. Wash the filter once a year. Do that, & a SyQuest mech will probably run forever.

I bought my first 2 SyQuest mechs at the hideous price of $350 each. Just before they were discontinued I bought 2 more for $130 each. Now, of course, they are obsolete in the IBM world. However they are *perfect* for use with an Atari 8-bit & Black Box.

The 44-meg cartridges are getting harder to find, but mailorder places still offer them. Initially I got cartridges for $60 apiece when purchased in lots of 10 (I got together with 2 other guys at work & the 3 of us together forked up the $600 for the order then divided the carts when they arrived.) Recently I saw Verbatim was second-sourcing the 44-meg carts for $37 (cheaper if you

buy larger quantities).

The cartridge cases are only about 1/2" thick, about as much bookshelf space as a Reader's Digest. With 6 of these cartridges you could probably store all the disk-based software ever written for the Atari 8-bits in less than 5 inches of shelf space. Not bad....

- Ben Poehland

o
_o_ o
(___) O
| | 800XL
/ \
( ) The 8-BIT ALCHEMIST
_____/ b.poehland@genie.geis.com

2628. RE: ATARI POSTREMUS

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: b@genie.geis.com
Message-ID: <19961002190838.aaaa000Nb@babyblue.cs.yale.edu>
Source record: 79991

RE: ATARI POSTREMUS

After reading the numerous responses to my posting about the de-listing of Atari stock from the AMEX exchange in August, I just thought I'd follow up with a few additional observations & comments.

A few people expressed hope that JTS might either re-release some of the old 8-bit products or perhaps sell off the rights to some entrepreneurial enterprise. After 13 years of involvement with things Atari, I've made the correlation that the gloomiest outlook always turns out to be closest to reality in the Atari world. I gleaned my info about the JTS buyout & Atari stock de-listing from the Wall Street Journal, which is about as close as you can get to the "horse's mouth" on business matters. Sure, last Feb. the JTS people made noises about continuing the Atari name & products, but that was for show. JTS is a startup disk drive company, they don't give a hoot for either the Atari name or Atari's obsolete products. They were hungry for capital, & Atari was cash-rich. Officially it was a merger, but that was also just for show. In fact Atari at the time was sitting on $25M in cash, with another $40M realizable from the sale of assets. JTS merely sucked the cash out of Atari, with the 8-bit entrails left rotting by the roadside.

Even if JTS did sell off the Atari rights, the precedents are unpromising. Fine-Tooned bought up ICD & Newell, & where did THAT go? (Indeed, has anyone seen Mikey lately?) Atari Classics magazine & Fine-Tooned Engineering are this community's most notable entrepreneurial efforts within the past few years, & today neither of them may be described as thriving businesses.

JTS isn't doing so hot. It closed yesterday at $4.62. Their most notable achievement to date was to win a contract for supplying drives to Packard-Bell. You'd think that would have driven JTS way up. Nope. Why not? Because saavy investors know that Packard-Bell has the worst record in the industry for paying its bills (not to mention the poorest record for customer service & hardware reliability, plus their use of recycled components in systems sold as new). In fact, the people who run Packard-Bell operate exactly the way Tramiel used to run Atari. They build the cheapest piece of junk possible, screw all their dealers & customers, & wait for threat of lawsuit before paying their bills. Several of the more reputable disk drive companies had ceased doing business with Packard because of the hassles, which created a vacuum for JTS to move in as a supplier. Investors were not impressed, but Tramiel & Sons no doubt feel right at home doing business with an oufit that apparently lives by the Tramiel Credo ("Business Is War", etc.).

Exactly what the Tramiels got from the deal has not been publicly disclosed. Knowing the character of the Tramiels, however, I think we may safely assume none of them are starving. Cash compensation aside, it is for certain they made a killing on the stock alone. In summer 1995 Warner bailed out of

Atari completely, dumping 15 million shares onto the open market. Atari stock plummeted to $1, so the Tramiels snatched up enough of it to gain control of the company. (The relative stability of Atari thru 1995 may be attributed to Warner, which held a major- & probably controlling- interest in the company.) With Warner out of the way it didn't take long for Tramiel to complete the final sacking. By the time of the JTS deal Atari had risen to around 2. But immediately after the JTS announcement Atari took off, closing over 5 within a few days & staying there until it was de-listed. So, if the Tramiels owned controlling interest (conservative estimate: 20 million shares) & they made an overall profit of $2.50 per share... well my wallet isn't large enough to hold $50M, but I betcha that sum nestled nicely into Jack Tramiel's wallet.

Of course, anyone who owned Atari stock in February, or who was bold enough to buy it right after the JTS announcement, would have made a killing. Warner got burned the worst, I estimate their losses around $100M when they bailed out last year. The dramatic recovery of the stock in the wake of the JTS announcement translated Warner's losses into a huge gain for Tramiel, JTS, & any investors with enough intestinal fortitude to buy the stock after Warner dumped it.

In retrospect I view the demise of Atari as the denouement of a power struggle between the Tramiels & Warner. JTS was merely the instrument by which Tramiel accomplished his purpose. And all the rest of Atari- its employees, vendors, customers, & users- were just pawns in the game, mere cannon fodder for the great Battle Among The Gods. Tramiel won the battle. Warner lost. Atari lost. And we, the users, also lost.

I'm sure there are lots of unholy conclusions to be drawn from these contemptible antics of Korporat Amerika, but I reckon I won't go into that. Someone might accuse me of having an "attitude". Heh....

- Ben Poehland

PS- You Latin scholars, Nota Bene. "Postremus" is usually taken to mean "the final end" or "ultimate conclusion", etc. But in another context it can also mean "the very lowest" or "the very worst". One cannot help but admire the ancient Romans: 2500 years ago they enjoyed an efficiency of expression unavailable to us today.

2629. 256K DRAMs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: b@genie.geis.com
Message-ID: <19961002190811.aaaa000NU@babyblue.cs.yale.edu>
Source record: 79992

256K DRAM Chips Available!

I just finished culling my collection of memory chips and now have a large surplus of 256K DRAM chips to sell.

These chips are all 150 or 120 nanosecond speed. (Not so good for your 133MHz Pentium, but just
dandy for Atari RAM up-
grades.)

Total chips on hand is 197 pieces. (About 2 pounds worth!)

Price: 50 cents per chip, minumum order 10 chips please.

I will pay all shipping! :)

USA buyers ONLY, please!

I will test each chip individually on a DRAM tester prior to shipment, to ensure the chips you get are good. Also, I will *try* (but cannot guarantee) to ensure that all chips sent in any one order are all the same brand.

I also have a 2nd batch of 25 chips to sell, separate from the ones described above. These are also 256K DRAMs, 120ns. However they are salvaged units with short legs. They work OK, but they won't fit into sockets (they would have to be soldered). I'll sell this entire lot of 25 chips for $5.00, postage is on me. :) USA buyers ONLY, sorry.

If someone is interested in buying out my entire inventory at an attractive price, please contact me personally by e-mail if you wish to place a bid. I will sell the entire lot to the first person who makes a reasonable offer. I got no more space in my little drawers to store chips & need to clear these out to make space in the little drawers for new chips that presently have no place to live. :-(

- Ben Poehland

o
_o_ o
(___) O
| | 800XL
/ \
( ) The 8-BIT ALCHEMIST
_____/ b.poehland@genie.geis.com

2630. BB vs MIO HD Formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: b@genie.geis.com
Message-ID: <19961002190955.aaaa000Nx@babyblue.cs.yale.edu>
Source record: 79993

RE: Jim King's problem of swapping carts between removable media hard drives, one connected to a BB the other to a MIO, I think Mike Jewison is correct. To get complete compatibility bewteen the 2 systems, you'd have to keep the MIO mode switch on the BB in MIO mode all the time. The cart already formatted in BB Mode can't be used on the drive connected to the MIO.

The problem is due to a stupid thing ICD did to the MIO. The MIO writes all its data to the disk media in an INVERTED format; i.e. the 1's are written as 0's & the 0's as 1's. I've never seen schematics for an MIO, possibly the inverted format was due to a buffering of the output data & they elected to do it with an inverting buffer instead of a noninverting one (???).

Maybe I'm being a little too hard on ICD here... very possibly at that time there might not have been any standards for this sort of thing. The MIO is ca. 1985 technology & data format standards may not have been as well defined back then. The Black Box writes data to disk directly (non-inverted format). The Black Box is a newer product than the MIO, & in my opinion a better one. Bob Puff obviously saw the problem, thus the infamous MIO Mode switch. One wonders why Bob didn't just go ahead & make the BB write inverted data also, so that it would be completely compatible with the MIO. The MIO as the senior product had set the standard, but Bob Puff elected not to follow it. There must have been some good reason for that, tho we can only guess. Bob put a lot of effort into refining the BB, he didn't do things without some good reason. Whereas, the people at ICD were among the most neurotic folks I ever met, & their president Tom Harker was the original Space Cadet. (Tom couldn't decide what to call his company, so he came up with ICD = "I Can't Decide"). Very likely ICD just built the MIO as they saw fit & never gave any serious thought to whether the data was inverted or not. As long as the data could be read, they probably figured it didn't matter. They surely didn't worry about about maintaining compatibility with other host adapters.

Hmmm.... there was a minimal interface from Supra, that might have been even earlier than the MIO. I wonder if the Supra interface wrote inverted data also??

- Ben Poehland

o
_o_ o
(___) O
| | 800XL
/ \
( ) The 8-BIT ALCHEMIST
_____/ b.poehland@genie.geis.com

2631. Re: easy Atari 8-bit question..anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: hilljm@rex.imperium.net
Message-ID: <hilljm-0210962111510001@canton208.imperium.net>
Source record: 79994

In article <517eos$jo1@dfw-ixnews3.ix.netcom.com>, clockwrk@ix.netcom.com wrote:

>Hopefully this is an easy question. I used to use Atari 800s many
>years ago, but even the simplest of commands have been long lost in
>memory.
>
>I am running PC XFORMER (the Atari 8 bit emulator). I have put
>MULE.EXE and MULE.COM in the same directory as the emulator files.
>From the READY prompt, I have tried typing LOAD "MULE.EXE" (and I did
>the same with MULE.COM) and I get "error 130" or something like that.
>So my question is, how do I load this program? Does this emulator
>really work or is it a waste of time? I read several different FAQs
>on this, none of which seem to contain basic OS commands. One of the
>FAQs suggested that the READY prompt indicates that BASIC is running,
>and that I need to exit to DOS, using SHIFT-F10. When I press
>SHFT-F10, I get a letter "L" on the screen. When I type "DOS", I get
>a screen with diagnostic stuff like memory test, which tells me to
>press SELECT, START, or RESET etc etc. I don't even know which keys
>correspond to SELECT, START etc.
>
>Please help if you can. If possible, please forward a copy of your
>response via e-mail.
>
>Thanks!

MULE is the Binary game in which you have to do a Cold Boot.

Although to answer your question. The "READY" prompt is there only when
you are in BASIC and you cannot run object or com files from a Basic READY
prompt. If you are using SpartaDOS 3.2 you can type DOS at the READY
prompt and hit Return. Then type at the D1: prompt BASIC OFF hit return.
This turns the basic off.

Then you can type MULE.COM or MULE.EXE and return to run them.

The D1: prompt is equal to A: in MS-DOS, there is D1 thru D8 for the 8
disk drives you can have.

To load a BASIC Program you must type in LOAD "Dx:filename.ext" x=Drive 1
thru 8

Error 130 is "Non-Existant Device" which is because there isn't a device "M"

I used to program alot on this little Jewel in Basic and Assembler.

2632. Re: Cases For SyQuest-44

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961002222410.32232C-100000@moose.erie.net>
Source record: 79995

On 2 Oct 1996 b@genie.geis.com wrote:

>
> The cartridge cases are only about 1/2" thick, about as much bookshelf space
> as a Reader's Digest. With 6 of these cartridges you could probably store
> all the disk-based software ever written for the Atari 8-bits in less than
> 5 inches of shelf space. Not bad....

I already did that in 1/4" of shelf space. I bought the PoolDisk
CD-ROM! :)

2633. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3253266D.768D@pacbell.net>
Source record: 79996

chris_friend@juno.com wrote:
>
> Does anyone have the schematic/information for the 8-bit IDE interface?

It will be in the next Atari Classics issue - along with the driver code
and other hacks.

2634. RE: ATARI POSTREMUS

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961002223544.3371B-100000@moose.erie.net>
Source record: 79997

Ben,

I don't disagree with your opinions, but some of your facts aren't accurate. Time-Warner never had anywhere near a controlling interest in Atari. What the Tramiels got in the Atari/JTS deal was JTS stock. They, along with Jugi Tandon are the primary stockholders in JTS. Atari wasn't "de-listed", the JTS ticker replaced ATC when the merger was completed. Yes, JTS needed cash to get their removable media drives in production. Atari had cash and didn't see a profit-making future in either computers or video games. I don't expect JTS to do anything with Atari products except sell off the Jaguar inventory. One of Time-Warner's interests in Atari was using the Jag chipset for interactive TV. The Jag tehcnology could still be saleable for that purpose (VisCorp and Emerson Electric have some kind of deal going to use the Amiga chipset for similar purposes), but I don't expect JTS or the Tramiels to be aggressive enough to make that happen.

JTS stock has not moved a lot, staying in the same 4-1/2 to 5 range that was "home" for ATC recently. Although ATC did go up as high as 9 back in June. Shoulda sold, but I was out of town on vacation! :)

2635. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: felinoid@ccnet.com
Message-ID: <52v2s3$9vc@ccnet3.ccnet.com>
Source record: 79998
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: : Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:

: : : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
: : : Ataris
: : : (with the Sweet 16 or something similar). By the way: the 6502 code is
: : You're think of the Sweet-16 interpreter for the Apple.
: : The Atari 86816 upgrade is called Turbo-16
: huh?!?
: I meant the 65816 upgrade,not 86816.
I kinda get a tad anoyed when someone responds to somthing they don't
recognise...
I have never heard of the 86816 and would have thought someone
refering to one was talking about the popular 65816...

Basicly Atari and Apple use the same CPU... the 6502...
Someone made a 65c816... it's just a 16 bit 6502...
The Apple used it (or somthing like it) to make the Apple //gs and many
apple users Installed it to speed up there computers and get more memory...

It should be (thereticly) simple to do the same to an Atari...
If it hasn't been done.. what you may consider is pulling out
the CPU board (I'm thinking of an old Atari 400 I tried to fix once)
and make a new CPU board using the 65c816... You may be able to
use the 16 meg ram memory base to add more memory to the CPU or
add more power... (Someone was refuring to adding an ISA buss to an Atari
you could add the support chips in this reagen of memory.. and support roms
etc could reside here... But there would be compatablity issues)

The C64 also had such an upgrade card (65c816 on a cartrage)

I how ever found that buying a W65c802 was the easyer way around
This is a direct chip replacement... just pull the 6502 out
and put the W65c802 in... this is also a 16 bit cpu but it has an
8 bit buss and it will give absolutly no improvement unless you
write software for it...

Contact the Wesrern Design Center Inc and see if the chip is still
in stock...
I have some very old spec sheets... some mention was made to a 32 bit
moddle in the future so if your planing to add the 65c816 the hard
way you might consider getting the W65C832
The sheet is old (and damaged) The phone number may be invalid
(the address is unreadable)

602-962-4545

There probably was a product on the market for a 65C816 for the Atari
line... But as I rember not to much after the 65C816 came out
EA started trying to kill Atari (By activly hunting down and buying
out companys that made Atari software and converting them to other platforms
and putting an end to the Atari versions... claming 8 bits had no future
but in so doing terminated software for the ST line... And continued
to sell software for the 8 bit Commodore 64.. so such a product
may have had a short life span)

Side note... In case anyone dosn't beleave EA was doing this on purpouse
I know someone who was in EA at the time and he seemed to think it
was a great thing for EA to be make shure Atari gose under....
I think EA had a vendeta agenst Jack Tramell...
They wern't intrested in Commodore tell he left and not conserned about
Atari tell he owned it...

Well anyway... enough about corprate polotics...

You may even search the web for Western Design Center...
--
Electronic Mail/Finger/Ytalk :felinoid@ccnet.com
Fortune telling web page :http://www.ccnet.com/~felinoid/
Useful-Dot-Com :http://www.useful.com/quick/intro.htm

2636. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: felinoid@ccnet.com
Message-ID: <52v44c$c20@ccnet3.ccnet.com>
Source record: 79999

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: Brent Buescher (buescher@ugcs.caltech.edu) wrote:
: : dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: : >Brent Buescher (buescher@ugcs.caltech.edu) wrote:
: : >: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: : >: I use my Atari, which has the Super Video 2.1 upgrade installed, with
: : >: a Commodore 1702 monitor (in the split video input) and get no
: : >: artifacting. Surprising the number of games that rely on that (probably
: : >: mostly apple ports) when they could just as easily have used mode "7.5".

: : >Well you're really meant to use it with a TV or similar device.
: : >The artefacting is a feature,not a bug.
: : It's a bug, not a feature, Dan. You're talking like an Apple person.
Ummm Bill Gates said "It's not a bug it's a feature" first...
Thats not Apple Speak... it's Windows speak...
get it right... Windows is the "Windows crashes becouse of someone else
see everyone else has the same problem"(Pound on PC running OS/2,Dos
CP/M86, Linux, what ever.. not crashing under same conditons) group

Apple people are more like "Look we invented the wheel" while people
look at aww and wonder from the padded seats of there hover crafts...

Apple sucesfuly clames rights to things everyone else has done
Microsoft sucesfuly cons people into thinking the product is supereor
when it's not and blaming people who have nothing to do with the problem...
: Maybe your TV has the brightness knob up to far if the colours are really
: "bleeding".
Didn't the guy origanly say he was using a Commodore monitor?

Oh well... There are small little snags.. and I wouldn't call
the slow down on the C64 from the video chip a bug... or a feature...
just a work around...

Jeff
--
Electronic Mail/Finger/Ytalk :felinoid@ccnet.com
Fortune telling web page :http://www.ccnet.com/~felinoid/
Useful-Dot-Com :http://www.useful.com/quick/intro.htm

2637. Re: Antic magazine archives

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya023060030210962200310001@news.northcoast.com>
Source record: 80000

In article <32505cdd.6982997@nntp.ix.netcom.com>, joebob1@ix.netcom.com wrote:

> I stumbled on an ftp site that had all the back issues of Antic
> magazine (I guess these files are from the disk that came with the
> issues), but now I can't find it! Can anybody help?

Try ftp://ftp.clark.net/pub/antic

Aslo, check out the Digital Antic Project, where we're putting the full
text of Antic magazines on the Web. http://www.northcoast.com/savetz/antic/

--Kevin Savetz

2638. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-02 00:00:00 UTC
From: savetz@northcoast.com
Message-ID: <savetz-ya023060030210962205000001@news.northcoast.com>
Source record: 80001

In article <324eaaeb.2009494@news.superlink.net>, scharles@superlink.net (Yogi) wrote:

> On 28 Sep 1996 18:41:13 GMT, "Ian Chadwick" <ichadwick@georgian.net>
> wrote:
>
> -I was thinking of creating an HTML version of Mapping, with
> -cross-references memory links and putting it up on the Web as
> shareware. Is
> -there any interest among the Atari community for this? Would anyone
> like to
> -contribute in the effort to retype the book into a PC-based text
> format?
> ---
> YES!

Get permission from the publisher, or you may find a lawsuit on your hands. The publisher might give you Web rights without a problem, but they DO own the copyright. Even though the book is out of print, it's still illegal to republish it online without permission.

--Kevin Savetz
Digital Antic Project http://www.northcoast.com/savetz/antic/

2639. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0310961811190001@cisjx91.demon.co.uk>
Source record: 79869

In article <3252DC44.6814@nh.ultranet.com>, Brian Sturk
<bsturk@nh.ultranet.com> wrote:

> Not only that but that emulator was slated to be released over a month
> ago. I'm ready to try it.........Where is it?????

Well, while you're waiting you can always try out the preview of
Rainbow 95 at

http://www.cityscape.co.uk/users/jx91/emulators.html

which emulates the 400/800/800XL/130XE and 5200 machines. The full
version will be ready soon.

Chris Lam,
Rainbow Keeper.

2640. HELP!I need good emulator of 8bi

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: chester@rexio.uci.agh.edu.pl
Message-ID: <530v76$qbv@galaxy.uci.agh.edu.pl>
Source record: 79870

I'm searching good Atari 8-bit emulator for PC. I
have 486DX4/100.If someone can help me, I count on
him.
Thanks
Chester

2641. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: Stuart Nicholson <stuartn@iap.net.au>
Message-ID: <32536EA8.599F@iap.net.au>
Source record: 79871

```
Bill Somrak wrote:
>
> Robert Stone wrote:
> >
> > I see that Branch Always Software has become Emulators, Inc. and that
> > Xformer 96 is soon to be released. It's good to see progress is still
> > being made in spite of all the grumbling that's gone on about personality
> > issues. Let's hope that good solid competitive programming lives on.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>
> ???? Good solid programming ???? Surely you are NOT talking about
> Xformer! As emulators go, Xformer is sadly lacking ... its performance
> is pitiful, and its author "socially impared", IMHO.
>
> Bill
> --
> ********************************************************************
> * /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
> * Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
> * = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
> * from ^ ^ ************************************
> * "Data" & "Geordi" * It's a BABY; NOT a Choice! *
> * Bill (my 2 cats) * *
> * say "Hello" too! * Please spay or neuter your pets! *
> ********************************************************************
Mine too !!!!!!!!
--
Stuart
Perth, Western Australia

|It's not the dog in the fight, but the fight in the dog that counts|
```

2642. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: ricortes@netmagic.net
Message-ID: <530ov2$sih@news.netmagic.net>
Source record: 79872
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <52v2s3$9vc@ccnet3.ccnet.com>,
Jeffery C McLean <felinoid@ccnet.com> wrote:
>Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
>: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
>: : Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:
>
>: : : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
>: : : Ataris
>: : : (with the Sweet 16 or something similar). By the way: the 6502 code is
>: : You're think of the Sweet-16 interpreter for the Apple.
>: : The Atari 86816 upgrade is called Turbo-16
>: huh?!?
>: I meant the 65816 upgrade,not 86816.
>I kinda get a tad anoyed when someone responds to something they don't
>recognise...
>I have never heard of the 86816 and would have thought someone
>refering to one was talking about the popular 65816...
>
>Basicly Atari and Apple use the same CPU... the 6502...
>Someone made a 65c816... it's just a 16 bit 6502...
>The Apple used it (or somthing like it) to make the Apple //gs and many
>apple users Installed it to speed up there computers and get more memory...
>
>It should be (thereticly) simple to do the same to an Atari...
>If it hasn't been done.. what you may consider is pulling out
<snip>
>I how ever found that buying a W65c802 was the easyer way around
>This is a direct chip replacement... just pull the 6502 out
>and put the W65c802 in... this is also a 16 bit cpu but it has an
>8 bit buss and it will give absolutly no improvement unless you
>write software for it...
>
>Contact the Wesrern Design Center Inc and see if the chip is still
>in stock...
<snip>
Not exactly, there were at least two versions of the 800 CPU board.
The earliest ones used a standard 6502B & you could plug in a 65802
or 65C02 <same chip as the Apple IIC>. The later versions had the
6502C so only XL type cpus will work. I have a 65C02 in mine, tried
to get a 65802 from WDC & they said "no longer made." All my other
sources for chips couldn't find an 65802 either. I never checked the
400 schematics, but it's possible they all have a 6502B.
What I've noticed with the 65C02 is it allows you to write much

shorter code, maybe 30% tighter, relative speed does not readily
drop by 30% though because of addressing modes for things like
block moves.
Rick

2643. Re: BBS Express! Professonal Networking

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <531i52$cng@ornews.intel.com>
Source record: 79873

In article <324D1986.7F21@tcd.net>, Bob Klaas <bobkla19@tcd.net> wrote:
>
>With use of the Internet there is no need to contact anyone close to
>another board for Networking modules.
>
>Networking can and is being accomplished right here on the Internet,
>packets received and transfered to the BBS..Why pay Canadian or US phone
>rates to Network when you can get the packets here?

In point of fact, Bob, that's exactly how I bring Network ST into North America
from the UK. It's cheap, it's easy, and it's fun.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

2644. Re: easy Atari 8-bit question..anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0310961926330001@port26.bitstream.net>
Source record: 79874

In article <517eos$jo1@dfw-ixnews3.ix.netcom.com>, clockwrk@ix.netcom.com wrote:

> [some basic questions about running 8-bit emulators]

Check out Bill Kendrick's Unofficial Atari 8-bit New User, Emulator Help FAQ at:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

There's tons of basic information there.

Mark Simonson
marksim@bitstream.net

2645. Re: Remapping the XL keyboard.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <52v24j$p8j@news.aros.net>
Source record: 80002

archone@aloha.com wrote:

: anybody who can tell me this in English please?

I don't recall which issue exactly, but Antic once had an article on the Dvorak keyboard layout that included a Basic (?) program to remap the keys. It might be worth looking through all the Antic disks in the Antic/Analog archive at ftp.clark.net in /pub/atari/mag.

2646. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <52v62k$1cg@nntp.crl.com>
Source record: 80003

In article <DyKqBq.LBq@iglou.com>, Robert Goodwin wrote:
: ASharkis (asharkis@aol.com) wrote:
: : I tried AT&T. No luck. There's a guy who has a program that
: : automatically searches for large binary files and cancels them. He says
: : that they don't belong in unmoderated discussion groups.

: Actually, that's Richard DePew. He has a bot that does this sort of thing.
: From what I've seen, it cancels binaries that have been crossposted to too
: many newsgroups, with the same Message-ID.

Richard E. Depew only cancels binaries and spews. He does not cancel
binaries in groups not in the Big 8 (comp, sci, soc, rec, talk, news,
humanities, and misc), nor does he cancel binaries in binary groups, nor
does he cancel binaries in 'hidden binaries' groups (i.e., groups that
explicitly allow binaries in their charters despite not having the word
'binaries' in ther name).

Spam cancellations are generally handled by people such as Chris Lewis
who have really good news feeds, Really Big Machines, and a lot of time
on their hands.

-Kyle R. Hofmann

2647. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <52v6mt$1cg@nntp.crl.com>
Source record: 80004

In article <52olml$rr1@gap.cco.caltech.edu>, Brent Buescher wrote:
: "Ian Chadwick" <ichadwick@georgian.net> writes:

: >I was thinking of creating an HTML version of Mapping, with
: >cross-references memory links and putting it up on the Web as shareware. Is
: >there any interest among the Atari community for this? Would anyone like to
: >contribute in the effort to retype the book into a PC-based text format?
: >--
: >Ian Chadwick

: I'd be willing to put in some time marking up ASCII for TeX or LaTeX,
: which will both (by design) be around longer than the Micro$loth
: text format du jour. And if there are any real TeXperts out there who'd
: like to bicker about how to go about it, feel free to email me.

While I'm not really a TeXnician of any skill (I just finished the
TeXbook), I would recommend going with TeX over LaTeX. TeX is designed
for books; it sees itself as a typesetter where you're allowed to specify
exactly what you want something to look like. LaTeX thinks of itself
as a document formatter, where you specify the design and LaTeX does most
of the actualy formatting. MTA being a book (and a good one, at that),
TeX is the more appropriate system, IMHO.

To those who don't have a clue as to what we're talking about: TeX is a
typesetting system designed by Donald E. Knuth, a former professor at
Stanford (He quit to concentrate full time on his series of books, _The
Art of Computer Programming_, for which TeX was actually originally
designed for). It is intended for use in formatting books. LaTeX is a
system developed on top of TeX intended to make formatting easier by
providing many commonly used macros.

BTW, the correct pronunciation of TeX, to quote DEK in the TeXbook:

``Insiders pronunce the X of TeX as a Greek chi, not as an `x', so that
TeX rhymes with the word blecchhh. It's the ch sound in Scottish words
like loch or German words like ach; it's a Spanish `j' and a Russian
`kh'. When you say it correctly to your computer, the terminal may
become slightly moist.''

-Kyle R. Hofmann

2648. Atari Revolution

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: smithck@muss.CIS.McMaster.CA
Message-ID: <52v201$i27@informer1.cis.McMaster.CA>
Source record: 80005

Does anyone remember a big long article/text file that was posted around on BBS's back in '87-88 advocating an "Atari Revolution"? I'm not sure how widespread the article was, though I found it quite amusing at the time. As I recall, it included a schedule of events including a number of "radical" mass-letter campaigns. Hmm, I wonder what became of it... :)

--
Cameron Smith
Chair, McMaster IEEE Student Branch
Computer Engineering & Mgmt. IV
McMaster University, Hamilton, ON, CANADA

2649. Re: 256K DRAMs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <52vavd$g1u@news.xmission.com>
Source record: 80006

Soemethings up with your email address, Ben.. The header reads
b@genie.geis.com, when in fact, your mail address is b.poehland.

Tried replying several times, but just got bounces from GEnie.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit hobbyist by choice, MIS Professional by accident!

2650. Intv,800,5200,CoCo, & more Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: kickass@users.jaxnet.com
Message-ID: <52vc5v$os0@ns2.southeast.net>
Source record: 80007

```
Hello, welcome to Kai's big Big BIG sale!

This is in many parts, for many systems.

In the following order, the carts for these systems appear.

Intellivision,
Atari 5200,
Atari 800,
TI-994A,
Colecovision,
Color Computer,
& Vic-20,

Now, first off: The Intellivision Sale!

This sale lists in this order:
Shrink wrapped Carts,
Complete in box Carts,
Box, Dox, 1 overlay Carts
Box, Dox Carts,
Box, overlays Carts,
Box, overlay Carts,
Box, Carts,
Dox, Overlays, Carts
Dox, Carts
Overlays, Carts,
Overlay, Carts,
Loose Carts
//=========================================================================\\
| The Shrink Wrapped Intellivision carts for sale, New in box. |
|/-------------------------------------------------------------------------\|
||Demon Attack Imagic $15 ||
||Star Strike Mattel $10 ||
||Space Spartans Mattel/Voice $12 ||
||Night Stalker Mattel $10 ||
||Space Armada Mattel $10 ||
||Armour Battle Mattel $10 ||
|\-------------------------------------------------------------------------/|
| Complete in box cartridges. Used. |
|/-------------------------------------------------------------------------\|
||Las Vegas Poker & BlackJack Mattel $7 ||
||NFL Football Mattel $7 ||
||Star Strike Mattel $7 ||
||Frog Bog Mattel $7 ||
||Space Armada Mattel $7 ||
```

```
||Major League Baseball Mattel $7 ||
||Utopia Mattel $9 ||
||Space Battle Mattel $7 ||
||B-17 Bomber Mattel $9 ||
||Armour Battle Mattel $7 ||
||Auto Racing Mattel $7 ||
||Lock 'N Chase Mattel $7 ||
||Bowling Mattel $7 ||
||NBA Basketball Mattel $7 ||
||NASL Soccer Mattel $7 ||
||PGA Golf Mattel $7 ||
||Sea Battle Mattel $7 ||
||Tron Deadly Discs Mattel $8 ||
||Night Stalker Mattel $8 ||
||NHL Hockey Mattel $7 ||
||Tennis Mattel $7 ||
||A D&D Vol. 1: Cloudy Mountains Mattel $7 ||
||Triple Action Mattel $7 ||
||Beauty and the Beast Mattel $8 ||
||Horse Racing Mattel $7 ||
||Sub Hunt Mattel $8 ||
|\-------------------------------------------------------------------/|
| Box, Documentation, 1 overlay.(used) Sure are a lot of these, eh? ;^) |
|/-------------------------------------------------------------------\|
||Las Vegas Poker & Black Jack Mattel $4 ||
||Armour Battel Mattel $6.50 ||
|\-------------------------------------------------------------------/|
| Box, and Documentation. (used) |
|/-------------------------------------------------------------------\|
||Reversi Mattel $6 ||
||Utopia Mattel $6 ||
||Las Vegas Poker & Black Jack Mattel $3 ||
|\-------------------------------------------------------------------/|
| Box, and 2 overlays. (used) |
|/-------------------------------------------------------------------\|
||Skiing Mattel $6 ||
||Pitfall Activision $7 ||
||Burgertime Mattel $8 ||
||Astrosmash Mattel $6 ||
||Space Armada Mattel $6 ||
||Star Strike Mattel $6 ||
|\-------------------------------------------------------------------/|
| Box, and 1 overlay. (used) |
|/-------------------------------------------------------------------\|
||Las Vegas Poker & Black Jack Mattel $2 ||
||Space Hawk Mattel $5.50 ||
||Triple Action Mattel $5.50 ||
||A D&D Vol. 1: Cloudy Mountains Mattel $6 ||
||B-17 Bomber Mattel $7 ||
|\-------------------------------------------------------------------/|
```

```
| Box only. (used) |
|/-------------------------------------------------------------------\|
||Auto Racing Mattel $5 ||
||Las Vegas Poker & Black Jack Mattel $5 ||
||Star Strike Mattel $5 ||
||Frog Bog Mattel $5 ||
||Space Armada Mattel $5 ||
||Major League Baseball Mattel $5 ||
||Demon Attack Imagic $5 (wounded box) ||
|\-------------------------------------------------------------------/|
| Documentation, and 2 overlays. (used) |
|/-------------------------------------------------------------------\|
||Bomb Squad Mattel $6 ||
||Utopia Mattel $6 ||
||Major League Baseball Mattel $5 ||
||Space Hawk Mattel $5 ||
||Tennis Mattel $5 ||
||Backgammon Mattel $7 ||
|\-------------------------------------------------------------------/|
| Documentation only. (used) |
|/-------------------------------------------------------------------\|
||Donkey Kong Mattel $4 ||
||Tron Deadly Discs Mattel $4.50 ||
|\-------------------------------------------------------------------/|
| 2 overlays only. (used) |
|/-------------------------------------------------------------------\|
||NFL Football Mattel $4.50 ||
||Sea Battle Mattel $4.50 ||
||Tron Maze-a-Tron Mattel $10 ||
||Triple Action Mattel $4.50 ||
||Sub Hunt Mattel $4.50 ||
||Space Battle Mattel $4.50 ||
||Las Vegas Poker & Black Jack Mattel $2.50 ||
||Space Hawk Mattel $4.50 ||
||Pitfall Activision $5.50 ||
||Demon Attack Imagic $5.50 ||
||Astrosmash Mattel $4.50 ||
||Night Stalker Mattel $4.50 ||
||Star Strike Mattel $4.50 ||
||Space Spartans Mattel $6 ||
||Beauty & the Beast Imagic $5.50 ||
|\-------------------------------------------------------------------/|
| 1 overlay only. (used) |
|/-------------------------------------------------------------------\|
||Atlantis Imagic $6 ||
||Space Battle Mattel $4.25 ||
||Burgertime Mattel $7 ||
|\-------------------------------------------------------------------/|
| Loose Carts. (used) |
|/-------------------------------------------------------------------\|
```

	Space Armada Mattel $4	
	Buzz Bombers Mattel $10	
	Space Hawk Mattel $4	
	NHL Hockey Mattel $4	
	Space Battle Mattel $4	
	Utopia Mattel $5	
	Safecracker Imagic $15	
	Carnival Coleco $5	
	Tron Deadly Discs Mattel $4.50	
	Space Spartans Mattel $5	
	Sub Hunt Mattel $5	
	Baseball (white label) Mattel $4.50	
	Boxing (white label) Mattel $4.50	
	Boxing (blue label) Mattel $4	
	Snafu Mattel $4	
	Burgertime Mattel $6	
	Star Strike Mattel $4	
	NFL Football Mattel $4	
	Triple Action Mattel $4.50	
	Frog Bog Mattel $4	
	A D&D Vol. 1: Cloudy Mountains Mattel $5	
	Lock 'N Chase Mattel $4	
	Space Battle Mattel $4	
	Night Stalker Mattel $4.50	
	Baseball (blue label) Mattel $4	
	Tennis Mattel $4	
	Frogger Parker Brothers $5	
	Astrosmash Mattel $4	
	Donkey Kong Coleco $4	
	Skiing Mattel $4	
	Tron Maze-a-Tron Mattel $8	
	Major League Baseball Mattel $4	
	Auto Racing Mattel $4.50	
	NBA Basketball Mattel $4	
	Las Vegas Roulette Mattel $4	
	Las Vegas Poker & Black Jack Mattel $2	
\\==//

Atari 5200 carts. All loose. (used)

//==\\
	Moon Patrol Atari $8	
	Q-Bert Parker Brothers $10	
	Pitfall II Activision $10	
	Mario Bros. Atari $10	
	Countermeasure Atari $8	
	Pengo Atari $10	
	Dig Dug Atari $10	
	Pac Man Atari $2	
	Centipede Atari $5	
	Vanguard Atari $5	

```
||Ms. Pac Man Atari $8 ||
||Pole Position Atari $5 ||
||Defender Atari $5 ||
||Jungle Hunt Atari $5 ||
||Galaxian Atari $5 ||
||Qix Atari $7 ||
||Missile Command Atari $6 ||
||Super Breakout Atari $4 ||
||Football Atari $5 ||
||Realsports Football Atari $5 ||
||Star Raiders Atari $5 ||
||Kangaroo Atari $5 ||
||Realsports Baseball Atari $5 ||
\\=========================================================================//

Atari 800, (used)
$6 each.
//=========================================================================\\
||Loose Carts ||
|/-------------------------------------------------------------------------\|
||Centipede Atari ||
||Pac Man Atari ||
||Basic Atari ||
||Ms. Pac Man Atari ||
||Video Easel Atari ||
||Star Raiders Atari ||
||Star Trek: Strat. Op. Simulator Sega ||
||Congo Bongo Sega ||
||Missile Command Atari ||
||K-razy Shootout CBS ||
||Buck Rogers Sega ||
||Asteroids Atari ||
||Q-Bert Parker Brothers ||
||Decathalon Activision ||
||Demon Attack Imagic ||
||Donkey Kong Atari ||
||Qix Atari ||
|\-------------------------------------------------------------------------/|
||Shrinkwrapped, New In Box carts ||
|/-------------------------------------------------------------------------\|
||Buck Rogers Sega $12 ||
||Demon Attack Imagic $15 ||
||Pitfall Activision $13 ||
||Star Wars: The Arcade Game Parker Brothers $20 ||
\\=========================================================================//

TI-994A, loose carts. (used)
$4 each. (*except where noted.)
//=========================================================================\\
||TI Invaders TI *$2 ||
||Personal Record Keeping TI ||
```

```
||Munchman TI *$3 ||
||TI Extended Basic TI ||
||Speech Editor TI ||
||Parsec TI ||
||Securities Analyst TI ||
||Terminal Emulator 2 TI ||
||Hunt the Wumpus TI ||
||Tombstone City TI *$3 ||
||Minus Mission TI ||
||The Attack TI ||
||Equations TI ||
||A-Maze-Ing TI ||
||Adventure TI ||
||Pac Man Atari *$5 ||
||Ms. Pac Man Atari *$6 ||
||Touch Typing Tutor TI ||
||Early Learning Fun TI ||
||Early Reading TI ||
||Computer Math Games 2 TI ||
||Tunnels of Doom TI ||
||Alpiner TI ||
||Yahtzee TI ||
||Video Graphs TI ||
||Car Wars TI ||
||Blasto TI ||
||Equations TI ||
||Mini Memory TI ||
||Video Checkers TI ||
||Multiplication 1 TI ||
||Zero Zap TI ||
||Super Demon Attack Imagic *$10 ||
\\=====================================================================//

Colecovision, loose carts. (used)
//=====================================================================\\
||Lady Bug Coleco $5 ||
||Cosmic Avenger Coleco $5 ||
||Zaxxon Coleco $5 ||
||Smurf : Resuce in Gargs Castle Coleco $5 ||
||Mouse Trap Coleco $5 ||
||Centipede Atari $15 ||
||Frogger Parker Brothers $10 ||
\\=====================================================================//

Color Computer, loose carts. (used) $5 each.
//=====================================================================\\
||Demon Attack Imagic ||
||Diagnostics Radio Shack ||
||Audio Spectrum Analyzer Radio Shack ||
||Microbes Radio Shack ||
||Bust Out Radio Shack ||
```

||TRS-80 Color Logo Radio Shack ||
\\===//

Vic 20, loose carts. (used) $10 each.
//===\\
	Pirates Cove C=	
	Omega Race C=	
	Super Expander 3K C=	
\\===//

All carts have been tested!

First come, first serve. Many MANY of these are singles, so once they are sold, they are sold.

In cases of extreme quantity, some discounts may be negotiable.

If you need quantities of certain carts, let me know, I may have more than one.

Thanks a lot for taking the time to look!

Zilla
KDK

2651. **Fastest** way to find s/w anywhere on the Net - www.filez.com

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: michael@filez.com
Message-ID: <michael-0210962158500001@mongo.extern.ucsd.edu>
Source record: 80008
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

You can quickly and easily search over 4000 ftp servers from one one easy to use www form by pointing your browser at:

http://www.filez.com

You can search for software, games, sounds, movies, photos, etc. from an index of over 60 million files.

2652. FS U.S. Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <32539BFB.69D4@owens.ridgecrest.ca.us>
Source record: 80009

```
Atari 800 w/48k memory , Good condition
1050 disk drive, condition unknown
power supplies, Atari computer/basic manuals.

$25.00 plus S&H.

mgrove@owens.ridgecrest.ca.us
```

2653. Re: Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961003001421336043@mutl-d11.bctel.net>
Source record: 80010

Robert Smith Ely <rely@ix.netcom.com> wrote:

> That makes two of us. I've not seen anything since Ben stopped
> producing it. If you have back issues (ones after Ben) I'like to
> purchase one each as well.
>
> rely@ix.netcom.com -or- rsely@dhs.state.nj.us

Heh, just as I was about to subscribe to the old atari classics it went
under... and I had just found out about it too.. :) So I would love to
be a part of the next incarnation! :)

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
604-460-1195

2654. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961003001427336400@mutl-d11.bctel.net>
Source record: 80011

Robert Smith Ely <rely@ix.netcom.com> wrote:

> The file is already formatted in Winword and has been also saved as
> an ASCII format file. I can e-mail this to anyone that want's it--AS
> IS. I'm hoping it can be converted to HTML and/or Adobe PDF.

Sure, I'll be glad to try my had at converting it to HTML! I do Web
pages for work, so it won't be too hard! :) mail it to me and we're
set! ryang@computerhelp.ca

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
604-460-1195

2655. Re: Help! Lost! Boot software disk for my Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Dyp2q3.C8p@cix.compulink.co.uk>
Source record: 80012

> Help!
>
> I recently moved home and have lost the floppy boot disk for my Atari
> 1040ST.
>
> Is there anywhere on the Net that I can get a download of the necessary
> boot software? If so, will I be able to get it off my PC running
> Netscape
> and onto a floppy disk in the right format for the Atari to boot up
> from!!!
Try asking in comp.sys.atari.st. It's probably your TOS disk? Pretty
early ST if that's the case. STs after 1985 didn't need a boot disk.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

2656. Re: BB vs MIO HD Formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dyp2n8.Kro@iglou.com>
Source record: 80013

Didn't the Atari floppy drives invert the data? Maybe the MIO was
designed that way in the belief that, if Atari made an 8-bit hard drive
system, it would also use inverted data.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2657. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: alstrup@diku.dk
Message-ID: <5308gg$dc8@vidar.diku.dk>
Source record: 80014
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:

>In article <52rav2$g61@vidar.diku.dk> alstrup@diku.dk (Asger K. Alstrup Nielsen) writes:
>> It's no problem to build a call-graph for a program by simply looking
>> at the syntaxically structure (doable in linear time, because all struc-
>> tured programs have limited treewidth! See

>The point here was what the linker can do with object files containing
>unused functions. The linker is nor able to find such functions, even
>if it would try to analyze the object code. Not all references to a
>used functions appear in a symbol table, e.g. intra-object calls, and
>indirect jumps through a pointer make that even more difficult.

With current implementations, you're right. My comments were triggered
because you implied that nothing could be done. I think we can agree
that it is possible to design a system such that it can find almost
all unused functions.

>> With respect to determining whether floating point routines should
>> be linked into a c-program because of the printf-statement, this problem
>> can also be solved good enough for practical applications on the syntaxical
>> level: Using variable scope and inspecting parameters for printf-calls.

>It is subject to discussion if the compiler should know about printf
>and other library functions. printf is part of the library and not
>the language and some think the compiler should know about the
>language only.

Once again: You will agree with me that it is possible to do.

Greets,

Asger Alstrup

2658. Re: Atari Revolution

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961003083333.18029A-100000@moose.erie.net>
Source record: 80015

On 3 Oct 1996, C.K. Smith wrote:

> Does anyone remember a big long article/text file that was posted around
> on BBS's back in '87-88 advocating an "Atari Revolution"? I'm not
> sure how widespread the article was, though I found it quite amusing at
> the time. As I recall, it included a schedule of events including a
> number of "radical" mass-letter campaigns. Hmm, I wonder what became of it...

The Atari Revolution was started by Don Thomas. Atari hired him,
so he didn't need to lead a revolution anymore! :) Don handled Portfolio
marketing at Atari among other things. He recently left when Atari merged
with JTS.

2659. Re: BB vs MIO Data Formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: rdell@unix3.netaxs.com
Message-ID: <530g37$mtq@netaxs.com>
Source record: 80016
Body handling: HTML body converted to readable text

In article <19961002034022.aaaa003uI@babyblue.cs.yale.edu> writes:
>comp.sys.atari.8bit-news@newsbase.yale.cs.edu@inet#
>
>BB vs MIO HD Formats
>

>
>The problem is due to a stupid thing ICD did to the MIO. The MIO writes
>all its data to the disk media in an INVERTED format; i.e. the 1's are
>written as 0's & the 0's as 1's. I've never seen schematics for an MIO,
>possibly the inverted format was due to a buffering of the output data
>& they elected to do it with an inverting buffer instead of a noninverting
>one (???).
>
>Maybe I'm being a little too hard on ICD here... very possibly at that time
>there might not have been any standards for this sort of thing. The MIO is

They may have been following the (sort of) Atari standard set for the
Atari floppy drives, which unlike everyone else in the industry were
designed to write inverted data to the floppy.

Maybe ICD decided to follow this standard as the only one they may
have known.

--
Richard Dell

2660. Re: Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32540AAE.5D4C@total.net>
Source record: 80017

Robert Woolley wrote:
> yes, it has been a long time - we're in the last stages of layout now.
> I guess we're just having too much fun on this one. Sorry. I would
> expect at least three weeks to produce and ship.
>
> Bob W.

I've been fiddling with SmartOS; but rather than the Cart and $D600 I've
been working on a simplified circuit that offers Two RAM OSes; it's nice
to have the OS ROM, a "good" modified copy, and an "experimental" copy.
Down side? My Eprom burner is getting lonely...

2661. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-03 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3254091E.188D@total.net>
Source record: 80018
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Internet Magazine Team wrote:
> No. I am thinking about a 65c816 upgrade for Atari, called Sweet 16,
> developed by the Fine Tooned Engineering (FTe). I've got this upgrade and
> it definitely is not an interpreter. It is just the CPU with some additional
> stuff.
>
> Anyways, I would like to know more about the Turbo 16: who developed it,
> where is it available, how much does it cost etc.
>
It was released by DataQue, but they no longer sell it. It included a
re-written OS EPROM, and they sold RAM expansions. They still list a
65816 aware spreadsheet, TurboCalc, in their product list; no idea how
it would wourk with the Sweet-16.

Dave

2662. Re: Intv,800,5200,CoCo, & more Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: beco@worldaccess.nl
Message-ID: <1124.6851T62T1626@worldaccess.nl>
Source record: 79875

Hello kickass,

On 03-Oct-96 04:33:19, kickass <kickass@users.jaxnet.com> wrote:

> Hello, welcome to Kai's big Big BIG sale!

> This is in many parts, for many systems.

> In the following order, the carts for these systems appear.

> Intellivision,
> Atari 5200,
> Atari 800,
> TI-994A,
> Colecovision,
> Color Computer,
> & Vic-20,

Why ALL those NON Atari related stuff in a ATARI 8bit news group....

Split your message in smaller lists for every system and post only the right
message in the good newsgroup..... !!!!

There are people that have to pay for every KB that they get from the NET and
also for there online time to get info.......
So don't thing only about your self, also thing about those orther users....

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
beco@worldaccess.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859
Underconstrucion -> Home Page : http://www.worldaccess.nl/~beco

2663. Re: BB vs MIO HD Formats

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: Itztrapper@aol.com
Message-ID: <19961004022000.WAA18567@ladder01.news.aol.com>
Source record: 79876

I've always had the feeling, more so after having spent a lot of time playing with the guts of the 1450 and reading the 1090 spec, that ICD based everything they did on a 1090 proto that type Tom had at the time. When you dump the MIO rom you can see where they (ICD) made the effort at one time to stay away from the from the two devices channels used by the 1450. Its only the R: device that conflicts with the the two devices found on the 1450...so, I almost wonder if the inverted data isn't something that came out of Atari just prior to them droping the 1450/1090 projects.

2664. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb19a$a8df3160$16f7aecc@blackat.direct.ca>
Source record: 79877

> Well, while you're waiting you can always try out the preview of
> Rainbow 95 at
>
> http://www.cityscape.co.uk/users/jx91/emulators.html
>
>
> which emulates the 400/800/800XL/130XE and 5200 machines. The full
> version will be ready soon.

Will the 'release' version of Rainbow run faster? and have all it's options
enabled? like sound?? =)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

2665. Re: DIMS'96 was deleted???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb19b$1aa3a4c0$16f7aecc@blackat.direct.ca>
Source record: 79878

> Not before I received them, he didn't.
> The best way (IMO) would be to post them to alt.binaries.comp.atari8bit or some
> other group with wider distribution, and just leave a *pointer* to it in here.

So you got a copy? What do you think? =)

As for posting it online.. i will be setting up a homepage sometime in the very near future!!!!

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

2666. Re: Intv,800,5200,CoCo, & more Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <5322p5$1k7@james.freenet.hamilton.on.ca>
Source record: 79879

In <1124.6851T62T1626@worldaccess.nl>, beco@worldaccess.nl (Bernard Kok)
wrote:

: Why ALL those NON Atari related stuff in a ATARI 8bit news group....

: Split your message in smaller lists for every system and post only the right
: message in the good newsgroup..... !!!!

: There are people that have to pay for every KB that they get from the NET and
: also for there online time to get info.......
: So don't thing only about your self, also thing about those orther users....

: Gtx. Bernard Kok (Sysop of BECO TEL bbs)

Don't be such a cheap whiner. If you can't afford the Internet, stick to your
BBS, where all the OTHER Sysops do all the International calling!

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

2667. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: tm2@nntp.best.com
Message-ID: <5326sc$gt6@nntp1.best.com>
Source record: 79880
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Richard Cortese (ricortes@netmagic.net) wrote:
: In article <52v2s3$9vc@ccnet3.ccnet.com>,
: Jeffery C McLean <felinoid@ccnet.com> wrote:
: >Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: >: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: >: : Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:
: >
: >: : : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
: >: : : Ataris
: >: : : (with the Sweet 16 or something similar). By the way: the 6502 code is
: >: : You're think of the Sweet-16 interpreter for the Apple.
: >: : The Atari 86816 upgrade is called Turbo-16
: >: huh?!?
: >: I meant the 65816 upgrade,not 86816.
: >I kinda get a tad anoyed when someone responds to something they don't
: >recognise...
: >I have never heard of the 86816 and would have thought someone
: >refering to one was talking about the popular 65816...
: >
: >Basicly Atari and Apple use the same CPU... the 6502...
: >Someone made a 65c816... it's just a 16 bit 6502...
: >The Apple used it (or somthing like it) to make the Apple //gs and many
: >apple users Installed it to speed up there computers and get more memory...
: >
: >It should be (thereticly) simple to do the same to an Atari...
: >If it hasn't been done.. what you may consider is pulling out
: <snip>
: >I how ever found that buying a W65c802 was the easyer way around
: >This is a direct chip replacement... just pull the 6502 out
: >and put the W65c802 in... this is also a 16 bit cpu but it has an
: >8 bit buss and it will give absolutly no improvement unless you
: >write software for it...
: >
: >Contact the Wesrern Design Center Inc and see if the chip is still
: >in stock...
: <snip>
: Not exactly, there were at least two versions of the 800 CPU board.
: The earliest ones used a standard 6502B & you could plug in a 65802
: *or* 65C02 <same chip as the Apple IIC>. The later versions had the
: 6502C so only XL type cpus will work. I have a 65C02 in mine, tried
: to get a 65802 from WDC & they said "no longer made." All my other
: sources for chips couldn't find an 65802 either. I never checked the
: 400 schematics, but it's possible they all have a 6502B.

: What I've noticed with the 65C02 is it allows you to write much
: shorter code, maybe 30% tighter, relative speed does not readily
: drop by 30% though because of addressing modes for things like
: block moves.

Uhh, 65C02 code is NOT 30% tighter.

It's more like 5%. The only new instructions I can remember are:

STZ
BRA

The Rockwell 65C02 has a few other ones like BBR and BBS, but those
aren't in the Western Design Center 65C02.

I did 6502/65C02/65816 coding for about six years commercially, so I feel
my 5% figure is much closer to being realistic than 30%.

: Rick
:

Toshi

2668. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <Pine.PMDF.3.91.961004150104.619710844C-100000@cc.newcastle.edu.au>
Source record: 79881
Cross-posted to: comp.sys.cbm,de.comp.gnu,comp.sys.atari.8bit

On 2 Oct 1996, Urs Thuermann wrote:

> In article <Pine.PMDF.3.91.961002125903.619671651B-100000@cc.newcastle.edu.au> "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au> writes:
>
> > I find it difficult to believe that it is impossible to omit
> > functions that are declared but never used in an application, since I know
> > that the Power C compiler does precisely this.

> You seem to still not understand the difference between a declaration
> and the use of a function. A declaration like
>
> int printf(const char *fmt, ...);
>
> only tells the compiler what arguments printf expects *in case* it is
> called. The declaration doesn't make any difference in what functions
> from library are linked to the executable.

I'm sorry if I did not express the situation well. I had thought
someone was claiming that it was impossible to link a C executable
that omits a function in an object file when that function in the
executable is not used, but other functions in the object file are used.
This is clearly possible, since the Power C compiler does it. Obviously,
the functions are all declared in the library header, which is included
in the source, but those functions that are not used are not linked into
the executable: however, that is not central to the claim that had been
made, so it was a confusing way to express the point.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

2669. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: sclover@ix.netcom.com
Message-ID: <532drn$mqj@dfw-ixnews10.ix.netcom.com>
Source record: 79882

In article <01bbaf6d$5f902980$9df7aecc@blackat.direct.ca>,
"BlacKat" <blackat@direct.ca> wrote:
>>
>> My favorite game is BallBlazer. The whole package, the animation
>> the joystick-busting gameplay makes it, IMHO, the best ever.
>> Unfortunately, it seems there are many out there who absolutely
>> hate it. I even have a used copy of it where someone scrawled
>> "Stupid scrolling 2-player game". Their loss.
>> --
>> ==
>> John Collins - NWPAC Atari 8-Bit User Group
>> ==
>
>You know something? I *AGREE* With you... i LOVED BallBlazer... those ppl
>who scrawl `stipid scrolling 2-player game` must have not seen too many
>8-bit games! =) I think lucas arts did a great job on the game... and all
>the others they did as well!!!

I must agree also, BallBlazer was a VERY fun game! It is not my favorite
game (there were so many GREAT ones, like: Bruce Lee, MULE, Countdown,
Electrician, etc... I don't think I CAN pick just one. :)), but it is
certainly one of them. Maybe they didn't have anyone to play it with?

-- Steve
sclover@ix.netcom.com

2670. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: "John R. Little" <jrlittle@ix.netcom.com>
Message-ID: <3254CA2C.36E9@ix.netcom.com>
Source record: 79883

Steve Clover wrote:
>
> In article <01bbaf6d$5f902980$9df7aecc@blackat.direct.ca>,
> "BlacKat" <blackat@direct.ca> wrote:
> >>
> >> My favorite game is BallBlazer. The whole package, the animation
> >> the joystick-busting gameplay makes it, IMHO, the best ever.
> >> Unfortunately, it seems there are many out there who absolutely
> >> hate it. I even have a used copy of it where someone scrawled
> >> "Stupid scrolling 2-player game". Their loss.
> >> --
> >> ==
> >> John Collins - NWPAC Atari 8-Bit User Group
> >> ==
> >
> >You know something? I *AGREE* With you... i LOVED BallBlazer... those ppl
> >who scrawl `stipid scrolling 2-player game` must have not seen too many
> >8-bit games! =) I think lucas arts did a great job on the game... and all
> >the others they did as well!!!
>
> I must agree also, BallBlazer was a VERY fun game! It is not my favorite
> game (there were so many GREAT ones, like: Bruce Lee, MULE, Countdown,
> Electrician, etc... I don't think I CAN pick just one. :)), but it is
> certainly one of them. Maybe they didn't have anyone to play it with?
>
> -- Steve
> sclover@ix.netcom.com

You guys are right on... I've always been amazed at MULE for it's
impecciable balance. BallBlazer and Bruce Lee had some of the best two
player action. Very intense at times. Which leads me to another game:
Archon. I've had many intense head-to-head games with an old friend.
Still load it up now and again to try and beat the computer with a
single Unicorn. Although, I've probably spent most of my time playing
Alternate Reality. There's something 'bout AR that's so addicting. I
think it's because it is so unpredictable at times. The game is much
deeper than most games I've played.

Just my 2 cents,

--John
jrlittle@ix.netcom.com

2671. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb1d2$82600540$30f7aecc@blackat.direct.ca>
Source record: 79884

> You guys are right on... I've always been amazed at MULE for it's
> impecciable balance. BallBlazer and Bruce Lee had some of the best two
> player action. Very intense at times. Which leads me to another game:
> Archon. I've had many intense head-to-head games with an old friend.
> Still load it up now and again to try and beat the computer with a
> single Unicorn. Although, I've probably spent most of my time playing
> Alternate Reality. There's something 'bout AR that's so addicting. I
> think it's because it is so unpredictable at times. The game is much
> deeper than most games I've played.

I am gonna give AR a try out sometime soon, all i have ever heard are good
things about it! =)

Will

2672. Data transfer speed

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: taf offenga <offen300@hio.tem.NHL.NL>
Message-ID: <19961004054402.aaaa001rp@babyblue.cs.yale.edu>
Source record: 79885

>[stuff deleted]
>Our IDE drive can normally read 256-byte sectors (i.e. working in
>the emulation mode, that is naturally slower) via the OS SIOINT
>calls with 49 k per second speed rate (and 63k, if the ANTIC's DMA
>is off). The test program (namely the SysInfo 2.0) will be
available >on the net soon.

Thanks for telling me these facts! That's just what I wanted to know.

I thought 30k/sec was the maximum because it was the transfer rate
of my Black Box with HD and because I heard it from someone who
makes disk drive enhancements (speedy).

I became interested in this because I was thinking about doing
harddisk recording (using two linked Atari's, a black box and HD).
In theory this should be possible, but I don't think it's very
useful. There are computers which are much better at doing harddisk
recording (e.g. Atari Falcon). Though I liked the idea :)

Greetinx:

Freddy.
offen300@hio.tem.nhl.nl
(editor of Mega Magazine)

2673. Re: Interested in user group near Trenton, NJ

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <3254DAA4.3C6C@erols.com>
Source record: 79886

Robert Smith Ely wrote:
>
> How many people here live in or near Trenton, NJ (USA)? If there is
> any interest, I'd like to get a small Classic user group together.
> E-mail me at the address below with comments, ideas or desire to become
> a member.
>
> rely@ix.netcom.com -or- rsely@dhs.state.nj.us

Hi Robert,

There are presently two or three Atari user groups within an hour or so of Trenton. There is the Jersey Atari User Group which is still active with about 20 member or so. There was also a support group in Philadelphia about a year ago. I am not too sure about them. They were down to about 5 or 6 active members at that point.

There was an active group of about 6 or 7 dedicated 8-bitters in Delaware. The leader moved some time ago and I have lost contact with them.

The Lehigh Valley Atari Users Group is still active in the Allentown, PA area. If you wish more info, please feel free to contact me via E-Mail.

Take care, Jon

2674. Re: Looking for old Astra drives that work (i.e. the double decker ones...)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <3254DBC3.4ECA@erols.com>
Source record: 79887

madmax@rio.com wrote:

I was wondering if anyone has a schematic or info on the Astra Big-D
drive. I purchased one from Astra as they disappeared. It arrived DOA
and would like to get it working!

Take care, Jon

2675. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <ysdafu383dk.fsf@kastor.ra.ibr.cs.tu-bs.de>
Source record: 79888
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <5308gg$dc8@vidar.diku.dk> alstrup@diku.dk (Asger K. Alstrup Nielsen) writes:

> >The point here was what the linker can do with object files containing
> >unused functions. The linker is nor able to find such functions, even
> >if it would try to analyze the object code. Not all references to a
> >used functions appear in a symbol table, e.g. intra-object calls, and
> >indirect jumps through a pointer make that even more difficult.
>
> With current implementations, you're right. My comments were triggered
> because you implied that nothing could be done. I think we can agree
> that it is possible to design a system such that it can find almost
> all unused functions.

Ok. We are talking about two different things here. One is leaving
out unused functions by just looking at references to functions in the
used code. That makes it possible to link in units of externally
defined objects (function and variables) instead of in units of object
files. This requires a special object files format so that it
contains modules which can be linked independently. Each function
andeach variable would be a module. This can be done easily but
doesn't buy you very much. If you look at a standard C library
implementation you'll find that almost every function is in an object
file by itself. Only functions which are very likely to be used
together and which are really small are in one object file together.
So, with that approach, you wouldn't typically save very much.

> >> With respect to determining whether floating point routines should
> >> be linked into a c-program because of the printf-statement, this problem
> >> can also be solved good enough for practical applications on the syntaxical
> >> level: Using variable scope and inspecting parameters for printf-calls.
>
> >It is subject to discussion if the compiler should know about printf
> >and other library functions. printf is part of the library and not
> >the language and some think the compiler should know about the
> >language only.
>
> Once again: You will agree with me that it is possible to do.

This is the other thing, which is much harder to do but not impossible
for some special cases. This is leaving out unused functions although
there are refereced in code already linked in from a library but which
is never executed because of arguments given to that libray function
from somewhere in your program.

Yes. It can be done. But the attempt to implement such a compiler may well kludge up the compiler. Even if the compiler is implemented in a way that it knows the meaning of the printf format string and it can recognize that floating point code isn't needed for a special printf call, it would have to communicate this inforamtion somehow to the linker. You can of course, change even the object file format and the linker to know about special cases of the printf function. However, the result would be a complete shit of code, IHMO, even if it would work and do what you want. A compiler and a even a linker which have much knowledge about library functions which should be better developed completely independent.

You can try to find a more general soltution to this problem, but that isn't very easy probably. And I think all that effort wouldn't buy you much. If you look at a standard C library implementation you'll find that almost every function is in an object file by itself. Only functions which are very likely to be used together and which are really small are in one object file together. So, with your approach, you wouldn't save very much.

urs

2676. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: alstrup@diku.dk
Message-ID: <532pef$p6d@vidar.diku.dk>
Source record: 79889
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:

>> Once again: You will agree with me that it is possible to do.

>This is the other thing, which is much harder to do but not impossible
>for some special cases. This is leaving out unused functions although
>there are refereced in code already linked in from a library but which
>is never executed because of arguments given to that libray function
>from somewhere in your program.

Actually, I don't think it is much harder. I have seen an efficient
implementation and it was not kludged up.

>Yes. It can be done. But the attempt to implement such a compiler may
>well kludge up the compiler. Even if the compiler is implemented in a
>way that it knows the meaning of the printf format string and it can
>recognize that floating point code isn't needed for a special printf
>call, it would have to communicate this inforamtion somehow to the
>linker. You can of course, change even the object file format and the
>linker to know about special cases of the printf function. However,
>the result would be a complete shit of code, IHMO, even if it would
>work and do what you want. A compiler and a even a linker which have
>much knowledge about library functions which should be better
>developed completely independent.

Notice that you don't have to parse the string: You can look at the
parameters. Are any of those floats? If not, skip the float part of
the library. This is completely general.

>You can try to find a more general soltution to this problem, but that
>isn't very easy probably. And I think all that effort wouldn't buy
>you much. If you look at a standard C library implementation you'll
>find that almost every function is in an object file by itself. Only
>functions which are very likely to be used together and which are
>really small are in one object file together. So, with your approach,
>you wouldn't save very much.

In the light of dynamically linked libraries, we don't get anything.
It's just for statically linked binaries, we have a benefit. This is
actually substantial for more complex programs, where you use other
libraries such as graphical toolkits, gnu's readline and what have
you.

But this is not the place for this discussion.
If you want to, we can continue in e-mail.

Greets,

Asger Alstrup
alstrup@diku.dk

2677. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DyqyKB.By1@iglou.com>
Source record: 79890

In article <savetz-ya02306003021096220500000l@news.northcoast.com>, Kevin Savetz wrote:
>> On 28 Sep 1996 18:41:13 GMT, "Ian Chadwick" <ichadwick@georgian.net>
>> wrote:
>>
>> -I was thinking of creating an HTML version of Mapping, with
>> -cross-references memory links and putting it up on the Web as
>> shareware. Is
>> -there any interest among the Atari community for this? Would anyone
>> like to
>> -contribute in the effort to retype the book into a PC-based text
>> format?
>> ---
>> YES!
>
>Get permission from the publisher, or you may find a lawsuit on your hands.
>The publisher might give you Web rights without a problem, but they DO own
>the copyright. Even though the book is out of print, it's still illegal to
>republish it online without permission.
>
Ian Chadwick is the author of "Mapping The Atari".

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2678. Re: 256K DRAMs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dyqxz6.9r0@iglou.com>
Source record: 79891

In article <52vavd$g1u@news.xmission.com>, James King wrote:
>Soemethings up with your email address, Ben.. The header reads
>b@genie.geis.com, when in fact, your mail address is b.poehland.
>
Also, it should be genie.com; genie.geis.com doesn't work since General
Electric sold Genie (it isn't GEnie anymore).

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2679. Re: Interested in user group near Trenton, NJ

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <532s6u$qh5@sjx-ixn2.ix.netcom.com>
Source record: 79892

In <3254DAA4.3C6C@erols.com> "Jonathan C. Mordosky"
<mordosky@erols.com> writes:

>Hi Robert,
>
> There are presently two or three Atari user groups within an hour
or so
>of Trenton. There is the Jersey Atari User Group which is still
active
>with about 20 member or so. There was also a support group in
>Philadelphia about a year ago. I am not too sure about them. They
were
>down to about 5 or 6 active members at that point.
>
> There was an active group of about 6 or 7 dedicated 8-bitters in
>Delaware. The leader moved some time ago and I have lost contact with
>them.
>
> The Lehigh Valley Atari Users Group is still active in the
Allentown,
>PA area. If you wish more info, please feel free to contact me via
>E-Mail.
>
>Take care, Jon
Jon,
You missed two others JACS, the Jersey Atari Computer Society and
PACS, the Philadelphia Area Computer Society. My idea was an 8-bit only
group where *I* didn't have to travel the 45 minutes to the meeting
anymore. I want to do only 8-bit related stuff.
There are two others interested at the moment. I like to see at
least 5, not counting myself, to really get things going. I suppose 3
would do though.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2680. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: Internet Magazine Team <incoming@mi.com.pl>
Message-ID: <3255814D.1271@mi.com.pl>
Source record: 79893
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

David A. Paterson wrote:
>
> Internet Magazine Team wrote:
> >
> > Anyways, I would like to know more about the Turbo 16: who developed it,
> > where is it available, how much does it cost etc.
> >
> It was released by DataQue, but they no longer sell it. It included a
> re-written OS EPROM, and they sold RAM expansions. They still list a
> 65816 aware spreadsheet, TurboCalc, in their product list; no idea how
> it would wourk with the Sweet-16.
>
> Dave

Dave,

since I am currently developing an OS for the Sweet 16 and because I am
developer of the SysInfo (that should "know" as much various systems
as possible), I would like to know more about this system. Do you
have it? Could you send me any detailed information?

KMK
draco@mi.com.pl

2681. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5331v5$ijb@news.asu.edu>
Source record: 79894

After seeing your web page, you stated you got permission from
the original publishers of Antic to publish the articles on the
web. I may be mistaken, but didn't Antic go bankrupt and
relinquished all rights to Antic Magazine? Can the publishers
grant rights to something they don't own anymore? And just who
was this person who granted the rights?

Perspiring minds need to know...
--
==
John Collins - NWPAC Atari 8-Bit User Group
==

2682. Re: HELP!I need good emulator of 8bi

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: Hans de Bruyne <debruyne@dds.nl>
Message-ID: <32551016.25D6@dds.nl>
Source record: 79895

```
Piotr Wadas wrote:
>
> I'm searching good Atari 8-bit emulator for PC. I
> have 486DX4/100.If someone can help me, I count on
> him.
> Thanks
> Chester

I'm sorry I can't help you, I am looking for it too!

*************************************************************************
* /\_/\ name: Hans de Bruyne
*
* ( o.o ) e-mail: debruyne@dds.nl or debruyne@ecn.nl
*
* > ^ < home URL: http://huizen.dds.nl/~debruyne
*
*-----------------------------------------------------------------------*
* The trouble with doing something right the first time is
*
* that nobody appreciates how difficult it was.
*
*************************************************************************
```

2683. Re: Interested in user group near Trenton, NJ

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <5335nj$5oj@newsbf02.news.aol.com>
Source record: 79896

If you wish to be a corresponding member of a user group, consider the Ol' Hackers Atari User Group, an exclusively 8-bit group on Long Island. I'm its newsletter editor now. We publish bimonthly on a double-sided floppy. We have well in excess of 600 disks in our PD library and we own the PoolDisk.

There are other groups that are exclusively 8-bit and accept corresponding members. There's the AAAUA in San Antonio, the NWPAC in Phoenix and PACE in Largo, FL. Perhaps there are even more. All the ones I mentioned are active, correspond with each other, and publish newsletters -- either on disk or in print.

BTW, the Lehigh Valley Group, Ol' Hackers, the JACG and the Long Island AUG are members of an organization called NEAR*US, which gives them added support.

2684. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <325543DD.3C06@anest4.anest.ufl.edu>
Source record: 79897

Nick S Bensema wrote:
>
> >On 24 Sep 1996, Tony Smolar wrote:
> >
> >> On Mon, 23 Sep 1996 17:16:08 -0800, John Kawakami <johnk@crl.com> wrote:
> >> >
> >> >Feh - I had a Spectre GCR Mac emulator. The Mac OS was faster than the
> >> >ST. It handled windows, regions, buttons, and mouse clicks faster than
> >> >the ST. It was just coded closer-to-the-metal. I eventually went "Mac".
> >> >It's a bigger pain in the ass to program, unfortunately. Even today, I
> >> >find myself wishing that I had a souped up ST to do some unix-style
> >> >coding...
> >>
> >> I've used the Mac OS on '30 and '40 macs, and my 8 mhz 68000 ST was more
> >> responsive than the '30 macs. Perhaps MacOS has become more bloated like MS
> >> stuff since the GCR days.
>
> Ever see someone trying to run System 7 on a Mac Plus? A school I went to
> did this. It was not pretty at all.
>

Ever wonder why System 7 runs slow on a Plus or SE (but fine on an SE/30)? The reason, contrary to popular belief, is due to the CPU itself. Besides the differences in clock speed, the Plus and SE use a 68000 which, as we all know, has a 16-bit external data bus.

Systems before System 7 were compiled to use 16 bit moves whenever possible (move.w [memory],d0), and operations were generally based on 16 bit data. However, when System 7 came out they made it a true 32-bit OS so that the newer Macs would benefit from the capabilities of their CPUs (the II, IIx, IIcx, IIci, IIsi, LC, etc. all used chips that were >=68020, these are all have 32-bit external data buses). That means that move.w instructions were changed to move.l instructions so that the current Macs could move twice as much data in the same time as it would take them to move 16bits.

Now, the old Macs (those that used a 68000) were perfectly capable of doing a move.l, but it takes them twice as long to do this as it does a move.w. Hence, you see a pretty substantial slow-down on 68K Macs, but those that use a 68020 or better will enjoy a performance increase.

Also consider that a Mac Plus will actually run System 7.5.5. Try running Windows 95 on an XT or AT -- I think not.

-Michael Ellis

2685. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <325546BD.1F68@anest4.anest.ufl.edu>
Source record: 79898
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Jeffery C McLean wrote:
>
> Side note... In case anyone dosn't beleave EA was doing this on purpouse
> I know someone who was in EA at the time and he seemed to think it
> was a great thing for EA to be make shure Atari gose under....
> I think EA had a vendeta agenst Jack Tramell...
> They wern't intrested in Commodore tell he left and not conserned about
> Atari tell he owned it...

I usually don't give this type of thing much thought, but I think you've
set a new misspelling record here:
dosn't = doesn't
beleave = believe
purpouse = purpose
shure = sure
gose = goes
vendeta = vendetta
agenst = against
Tramell = Tramiel
wern't = weren't
tell = until (or 'til)
conserned = concerned

or 18% of the above are misspelled. It may be worth some attention.

-Michael Ellis

2686. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: cyrus malek <cyrus.malek@amd.com>
Message-ID: <32552BE3.56DC@amd.com>
Source record: 79899

Bill Marcum wrote:
>
> >Get permission from the publisher, or you may find a lawsuit on your hands.
> >The publisher might give you Web rights without a problem, but they DO own
> >the copyright. Even though the book is out of print, it's still illegal to
> >republish it online without permission.
> >
> Ian Chadwick is the author of "Mapping The Atari".
>
> --
> Bill Marcum bmarcum@iglou.com

So, does publisher = author? I don't have the book with me, but
I doubt it!

--

Cyrus Malek
Advanced Micro Devices
Austin, TX USA
email: cyrus.malek@amd.com
** opinions are my own ***

2687. fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <533b5r$36va@usenetp1.news.prodigy.com>
Source record: 79900

My favorite "chewing gum for the brain" type game is Encounter. Hover around the 3D landscape and blast everything you can. Then avoid the "whatever-they-are"s to advance to the next level. Very relaxing....

2688. Re: Interested in user group near Trenton, NJ

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <533d1t$cm@dfw-ixnews4.ix.netcom.com>
Source record: 79901

In <5335nj$5oj@newsbf02.news.aol.com> asharkis@aol.com (ASharkis)
writes:
>
>If you wish to be a corresponding member of a user group, consider the
Ol'
>Hackers Atari User Group, an exclusively 8-bit group on Long Island.
I'm
>its newsletter editor now. We publish bimonthly on a double-sided
floppy.
> We have well in excess of 600 disks in our PD library and we own the
>PoolDisk.
>
>There are other groups that are exclusively 8-bit and accept
corresponding
>members. There's the AAAUA in San Antonio, the NWPAC in Phoenix and
PACE
>in Largo, FL. Perhaps there are even more. All the ones I mentioned
are
>active, correspond with each other, and publish newsletters -- either
on
>disk or in print.
>
>BTW, the Lehigh Valley Group, Ol' Hackers, the JACG and the Long
Island
>AUG are members of an organization called NEAR*US, which gives them
added
>support.

Wow, now there's an long running user group. Actually, I'm still
sort of a member of JACS. I'd prefer some face-to-face user discussions
locally.
Thanx for the comment though.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2689. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <533d96$qeg@dfw-ixnews12.ix.netcom.com>
Source record: 79902

In <32552BE3.56DC@amd.com> cyrus malek <cyrus.malek@amd.com> writes:
>
>Bill Marcum wrote:
>>
>> >Get permission from the publisher, or you may find a lawsuit on
your hands.
>> >The publisher might give you Web rights without a problem, but they
DO own
>> >the copyright. Even though the book is out of print, it's still
illegal to
>> >republish it online without permission.
>> >
>> Ian Chadwick is the author of "Mapping The Atari".
>>
>> --
>> Bill Marcum bmarcum@iglou.com
>
>So, does publisher = author? I don't have the book with me, but
>I doubt it!
>
>--
>-------------------------------
> Cyrus Malek
> Advanced Micro Devices
> Austin, TX USA
> email: cyrus.malek@amd.com
>** opinions are my own ***
>-------------------------------
The publisher is Compute! Books (Compute! Publications, Inc. PO Box
5406 Greensboro,NC 27403.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2690. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: thuerman@ibr.cs.tu-bs.de
Message-ID: <ysdwwx68xjy.fsf@kastor.ra.ibr.cs.tu-bs.de>
Source record: 79903
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <325546BD.1F68@anest4.anest.ufl.edu> Michael Ellis
<michael@anest4.anest.ufl.edu> writes:

> Jeffery C McLean wrote:
> >
> > Side note... In case anyone dosn't beleave EA was doing this on purpouse
> > I know someone who was in EA at the time and he seemed to think it
> > was a great thing for EA to be make shure Atari gose under....
> > I think EA had a vendeta agenst Jack Tramell...
> > They wern't intrested in Commodore tell he left and not conserned about
> > Atari tell he owned it...
>
> I usually don't give this type of thing much thought, but I think you've
> set a new misspelling record here:
> dosn't = doesn't
> beleave = believe
> purpouse = purpose
> shure = sure
> gose = goes
> vendeta = vendetta
> agenst = against
> Tramell = Tramiel
> wern't = weren't
> tell = until (or 'til)
> conserned = concerned
>
> or 18% of the above are misspelled. It may be worth some attention.

You forgot one:

intrested = interested

urs

2691. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0410961902460001@cisjx91.demon.co.uk>
Source record: 79904

In article <01bbb19a$a8df3160$16f7aecc@blackat.direct.ca>, "BlacKat"
<blackat@direct.ca> wrote:

> > Well, while you're waiting you can always try out the preview of
> > Rainbow 95 at
> >
> > http://www.cityscape.co.uk/users/jx91/emulators.html
> >
> >
> > which emulates the 400/800/800XL/130XE and 5200 machines. The full
> > version will be ready soon.
>
> Will the 'release' version of Rainbow run faster? and have all it's options
> enabled? like sound?? =)

The 'release' of Rainbow will run slightly faster... but won't have sound.
Anyone with Win95 experience of programming sound should contact me!

Chris Lam,
Rainbow Keeper.

2692. Atari 2600 Paddle

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: andy@hdscorp.com
Message-ID: <32558715.16888007@news>
Source record: 79905

I am looking for the pinout of an atari 2600 paddle. I have the pinout for a computer game port and I just want the pinout for the paddle to hook up to my CPU P166.

I bought the activision game pack, and the greatest game of alltime is KABOOM!

A paddle would greatly increase my score on the game.

thanks

2693. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <533q6u$okr@ornews.intel.com>
Source record: 79906

In article <DyqyKB.By1@iglou.com>,
bmarcum@iglou1.iglou.com (Bill Marcum) wrote:
>
>In article <savetz-ya023060030210962205000001@news.northcoast.com>, Kevin
Savetz wrote:
>>
>>Get permission from the publisher, or you may find a lawsuit on your hands.
>>The publisher might give you Web rights without a problem, but they DO own
>>the copyright. Even though the book is out of print, it's still illegal to
>>republish it online without permission.
>>
>Ian Chadwick is the author of "Mapping The Atari".

Depending on who actually published the book, he may not own the copyright.
My color screen dump for the 8-bit was published by Compuke (sic) in their
last issue containing type-in programs - I think that was April '88 - and a
couple years later when I inquired about getting permission to publish
elsewhere (for free), I was informed that I could buy back the copyright for
the $250 I got paid for the original article; otherwise, they denied
permission.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h

2694. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: *atari@teleport.com*
Message-ID: <533q7u$okr@ornews.intel.com>
Source record: 79907

```
In article <533d96$qeg@dfw-ixnews12.ix.netcom.com>,
rely@ix.netcom.com(Robert Smith Ely) wrote:
>
> The publisher is Compute! Books (Compute! Publications, Inc. PO Box
>5406 Greensboro,NC 27403.

He's screwed, then.

Write to atari@teleport.com for the alt.binaries.atari* charter.
My bookmarks: http://www.teleport.com/~atari
Files: ftp://ftp.teleport.com/users/atari
Remove the * (inserted to foil spambots) from my address to reply.
#include disclaimer.h
```

2695. Atari Revolution

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: Halliwell E Sra 436TS/TAC <halliwee@TS436.dyess.af.mil>
Message-ID: <19961004175420.aaaa002ya@babyblue.cs.yale.edu>
Source record: 79908

> The Atari Revolution was started by Don Thomas. Atari hired him,
>so he didn't need to lead a revolution anymore! :) Don handled Portfolio
>marketing at Atari among other things. He recently left when Atari merged
>with JTS.

As a matter of fact, Don is now working at Sony, presumably in some capacity related to the Playstation. It's funny that ex-Atari personnel never have trouble finding work elsewhere.

--
Clay Halliwell | ATARI XL/XE DO + THE
halliwee@ts436.dyess.af.mil | 8 - B I T S --------
e.halliwell@genie.com | /////////// M A T H

2696. For Sale Atari 800 and 1040 ST systems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: Kevin Burkhardt <kb-1@ix.netcom.com>
Message-ID: <01bbb24e$75e425e0$65e0d3c6@p5-133>
Source record: 79909

Hello out there;

If anyone is interested in purchasing complete systems with various
software, I have an
Atari 800 and an Atari 1040 ST system for sale. Will consider selling
components separately. If interested in more details,

Please e-mail me at kb-1@ix.netcom.com

Kevin

2697. Re: Spammer-Jammer... WHAT ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Dyrow1.Fro@cix.compulink.co.uk>
Source record: 79910

> My message speculated on how JTS will most likely suck the cash out of
> Atari & not bother with any attempt to restore the Atari name or
> products.
Haven't you people got it yet? JTS make disk drives for PCs. They needed
cash. Atari had some so they called it a day and stopped doing everything
they have done so far, took the remaining cash and invested it in JTS
where they have a hope of a return.

There will be no more stuff from Atari. The firm doesn't exist. They
won't do a new Jag, new Jag games or anything.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

2698. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-04 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C9A4DC.10C1000CDC.uuout@compudata.com>
Source record: 79911

```
Atari Items for Sale plus shipping

Atari 400 Program Recorder (tape deck)..... $19
Atari Power Supply part # C017945.......... $10
WICO Power Grip Joystick 50-2020 (2)....... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
U-Print Model A printer interface for Atari Comp.... $ 9
.............................................................
Cartridges for Atari 800 $7 each (4 for $25)

Centipede Jumpman Junior
Missile Command Music Composer
PacMan Pole Position
Q Bert

Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks....... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.............................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

 OLXWin 1.00b Joseph Stalin's grave was a Communist Plot.

2699. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <534ffa$ig8@nadine.teleport.com>
Source record: 79819
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him.
We were in the middle of a Trade and after I received my part of the
Trade, I lost touch with him. And I still need to complete the Trade.
If anyone can help... An E-Mail Address, a Phone Number. Direct any and
all Replies through E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

2700. Re: Atari 8-bit Links

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <534qa3$sqk@nuke.csu.net>
Source record: 79820

David A. Paterson (davepat@total.net) wrote:
: Just a few of my favourite Atari 8-bit sites...

Don't forget my Star Raiders Tribute (which is STILL unfinished! :( )

http://zippy.sonoma.edu/kendrick/star-raiders/

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2701. Re: DIMS'96 was deleted???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <534r8r$sqk@nuke.csu.net>
Source record: 79821

What IS "DIMS'96"!?! :(

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2702. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <534rrk$sqk@nuke.csu.net>
Source record: 79822

Yikes. Favorite game. I've replied to a thread like this before, long ago. :) Hmm!

Of all the games I have, that I can REMEMBER, some of my top favorites are:

Star Raiders OF COURSE!
Mega Blast II Chaotic explosive fun. Girls love it! (!?!?!)
Boulder Dash Until it gets too difficult. ;)
Wavy Navy NEARLY Galaga!
Space War My girlfriend and I dig this one. :)
Alternate Reality But I never have time to get INTO it. :(
Atartris II One of the coolest Tetris ports!
Joust Better (game play) than the arcade or PSX. :)

Now, all we need for the 8-bit are Tekken II, Galaga and Twisted Metal. ;)
(And maybe a good multicomputer Doom-style game. ;))

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2703. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <534sjc$rlm@nntp.crl.com>
Source record: 79823

In article <DyqyKB.By1@iglou.com>, Bill Marcum wrote:
: In article <savetz-ya02306003021096220500000l@news.northcoast.com>, Kevin Savetz wrote:
: >Get permission from the publisher, or you may find a lawsuit on your hands.
: >The publisher might give you Web rights without a problem, but they DO own
: >the copyright. Even though the book is out of print, it's still illegal to
: >republish it online without permission.
: >
: Ian Chadwick is the author of "Mapping The Atari".

True, but an author typically gives up some of his rights when he signs on with a publisher. I've had a magazine article published, and the contract specified a number of things, one of which was the debarring of republishing of the article within a certain time period. Seeing as this is a book, I wouldn't be surprised if Ian can't republish it at all, even though he is the author.

-Kyle R. Hofmann

2704. Re: HTML atari manuals

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <534sri$sqk@nuke.csu.net>
Source record: 79824

Mariano Dominguez Molina (mariano@ce.fciencias.unam.mx) wrote:
(Which manual to OCR and HTMLize..)

By far, Mapping the Atari! Which version do you have? XL or original?

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2705. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <534tl8$sqk@nuke.csu.net>
Source record: 79825

I feel that putting Mapping the Atari in Tex or LaTex format (or any other non-hyper format) would be a mistake and a waste! The ability to "hyperactively" search through a document and make active references within it would be EXTREMELY useful to a "memory map" book like Mapping!

How many times in that book does it refer to, say, non-shadow locations, and other sections!

Besides, even an Atari (hooked up to a Unix machine) can use HTML! :)
Just get IceT or FT80 and run Lynx!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2706. Re: UMICH FTP SITE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <534vl3$sqk@nuke.csu.net>
Source record: 79826

JOHN COLLINS (irata@aztec.asu.edu) wrote:

: Anywho, I use "amiga.archive.umich.edu". Weird, but no waiting.
: That's how I know the Merit Archive really do exist.

For downloading, I suggest gophering. :)

: PS - Those mirror sites that are updated "daily"...
: Why aren't they being updated daily??? Or ever???

I have no idea or control about the mirror sites, unfortunately. :(

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2707. Re: 256K DRAMs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <5350fi$qmt@newsbf02.news.aol.com>
Source record: 79827

In article <52vavd$g1u@news.xmission.com>, jeking@xmission.xmission.com (James King) writes:

>Soemethings up with your email address, Ben.. The header reads
>b@genie.geis.com, when in fact, your mail address is b.poehland.
>
>Tried replying several times, but just got bounces from GEnie.
>
>

There's more than that wrong with GEnie. If I try to call with my Atari on their 2400 baud local numbers, I get a connect with no handshaking. It's been going on for months, and the guys there just scratch their heads. If I call at 19.2 (the fastest they go) with my clone, I get spurious jumps to areas I didn't request. Not only that -- it seems that their 19.2 lines, using SprintNet, were screwing up Zmodem transfers for some time. That's supposedly fixed.

On the other hand, my AOL software sometimes screws up the address when I try to respond to a message in this group, and the message never gets sent. They recognize that there's a bug, but they haven't provided a fix yet.

Oh, well, nothing's perfect ...

2708. Problem getting Games to work on XF25 XFormer emulator.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: djmcgrath@fab10.intel.com
Message-ID: <53564k$2bi@itnews.sc.intel.com>
Source record: 79828

Hi Atari users,

I have just recently downloaded the Xformer emulator for PC's + a few
ATR files. I have tried about 6 files and none will work properly.
This is what I'm doing:
At the PC DOS prompt I type, xf25 dos25.xfd filename.atr.
I type DOS at the Basic prompt and at the DOS menu I try to copy the
files from D2: to D1: , by typing D2:*.*
Sometimes it copies, sometimes it doesent. When it does copy I type
"L" for Binary Load, then the filename.extention. I got Bounty Bob
Strikes Back this far but it just Hung while it said it was loading.

I have looked in many Atari 8 Bit & Emulator Faq's, but still can't
get any answers to this one.

Thanks In advance for any help.

DJ.

DJMcGrath@Fab10.Intel.Com DJMcGrat@indigo.ie

2709. Re: Interested in user group near Trenton, NJ

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32561BEF.1208@erols.com>
Source record: 79829

> Jon,
> You missed two others JACS, the Jersey Atari Computer Society and
> PACS, the Philadelphia Area Computer Society. My idea was an 8-bit only
> group where *I* didn't have to travel the 45 minutes to the meeting
> anymore. I want to do only 8-bit related stuff.
> There are two others interested at the moment. I like to see at
> least 5, not counting myself, to really get things going. I suppose 3
> would do though.
>
> rsely@dhs.state.nj.us -or- rely@ix.netcom.com

Hi Robert,

The Atari SIG of PACS was the Philadelphia Atari group that I was refering to. Things were looking rather grim for them about a year ago. I have heard nothing from them since.

I have not heard anthing about JACS for some time. When I was trying to locate Atari User Groups for NEAR*US, was no response from the Jersey Atari Computer Society. I had to contact them several times using several different addresses. I did locate some locate some ex-members who believed the group was either defunct or just a few users who still got together socially. Do they still exist?

Wish you the best of luck with getting a 8-bit user group together. Keep on plugging, it will take a while to find the needed 8-bit users. They do still exist!

Take care, Jon

2710. Problem Getting files to work on XF25 Emulator for PC DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: "Darren McGrath:x7788:pgr#1179:Litho-D" <DJMCGRATH@FAB10.intel.com>
Message-ID: <19961005061721.aaaa001ZO@babyblue.cs.yale.edu>
Source record: 79830

Hi Atari users,

I have just recently downloaded the Xformer emulator for PC's + a few ATR
files. I have tried about 6 files and none will work properly.
This is what I'm doing:
At the PC DOS prompt I type, xf25 dos25.xfd filename.atr.
I type DOS at the Basic prompt and at the DOS menu I try to copy the files from
D2: to D1: , by typing D2:*.*
Sometimes it copies, sometimes it doesent. When it does copy I type "L" for
Binary Load, then the filename.extention. I got Bounty Bob Strikes Back this
far but it just hung while it said it was loading.

I have looked in many Atari 8 Bit & Emulator Faq's, but still can't get any
answers to this one.

Thanks in advance for any help.

DJ.

DJMcGrath@Fab10.Intel.Com DJMcGrat@indigo.ie

2711. Atari things for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <325693B9.4842@cdsnet.net>
Source record: 79831

The Following items were purchased from 1979 till the 1990's
All Items have been and will be checked before shipping, all
work and are in good shape unless noted!

Shipping is US Priority mail for most items $3.00 to $7.00
Email and I will give you the price for the Items shippping.

Payment, Checks take 8 days to clear, money orders are same/
next day shipped.

Rampower 32 complete with box and dox for 800/400 only. on
800 it will free up last slot for extra boards $10.00

Atari touch tablet CX77 with software and doc. package. $15.00

Premiere Issue number 1 of Hi-Res magazine, for Atari
Video games and computers VERY used but complete 1983 $20.00 obo

800xl Atari service manuel complete! $15.00
600xl Atari service manuel complete! $15.00
1050 Atari service manuel complete! $15.00
1020 Atari service manuel complete! $10.00
800/400 Atari service manuel complete! and heavy! $15.00
810 Atari service manuel complete! $15.00

If you collect Atari Items, I have some hard to find and
interesting things still. Email for info.

Mike LaRue
830 W 2nd Street
Medford, Or 97501
541-772-7830

2712. Re: PLEASE help! 2600 emulators 4 dos?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: cabeca@infolink.com.br
Message-ID: <D19961005T49539X5600@news.infolink.com.br>
Source record: 79832

NothingMore@worldnet.att.net (Lost In Depth) wrote:

> Not too long ago a friend of mine sent me computer software
>emulating atari games. However since then i've had to reformat my
>hard drive and i lost all of the files. I've looked for hours on the
>web and i can't find any files or zips containing the system or the
>games. More than likely i'm missing some info that's keeping me from
>getting the correct web pages or ftp sites. Does ANYONE know a web or
>an ftp site that contains a good old fashioned atari 2600 emulator and
>some games??? Please send any sites you know of to
>NothingMore@worldnet.att.net. All help is greatly appreciated!
>Thanks in advance,

Geez!
Why do you want Atari in you PC? :-)
I hope that you've already tried an yahoo search...

2713. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <5365dh$7ie@kensie.dorsai.org>
Source record: 79833

buesc911@raven.csrv.uidaho.edu (Brent Buescher) wrote:

>And, if I remember right, the C64 could only do one color (of sixteen max)
>per character cell (8x8) in its 320x200 modes (character and graphic) with
>an independent screen background. The Ataris only allowed 2 shades of one
>color on 320 pixel lines, but made up for it with the overall flexibility
>of the graphics hardware.

I guess what I'm really asking is what's the difference in hardware
that allows the Commodore 64 to assign actual different colours to the
individual pixels in hi-res mode whereas the Atari must make do with 2
shades of one colour (I thought it was one gray shade and black,
assuming a black background?) and rely on artifacting to get the red
(green on the older machines like the 400 and 800, I wonder why this
is?) and blue that you see on games like the Ultima series,
Nightmission Pinball, A.E., Loderunner, etc..
I mean, for example, if you compare the C64 and Atari versions of
games like Hardball and Gyruss to each other, the C64 versions look a
lot better because of the higher resolution (especially Gyruss, it
looks horrible on the Atari) 320x200 vs. 160x192 for the Atari (and
Gr. 7 for Gyruss).
I think you mentioned a Super Video modification earlier, what exactly
is this?
Also, has anybody here done the PAL upgrade? I'm thinking about doing
it on my 130XE so I can play some of the newer PAL games (they act
weird on regular NTSC) and I visited the Web site but it didn't really
mention any places Stateside that sell the PAL OS (I think he
mentioned burning a new EPROM but I assumed that since he mentioned a
place in the US that sells PAL Antics that there would also be
somebody selling the PAL ROMs to go with it).

2714. Percom Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: Barbara <barbara@aros.net>
Message-ID: <325699AD.54F0@aros.net>
Source record: 79834

I found a PercomData Disk drive at a bargain store and it has some odd interface on the bck of it. Somewhere I read that's it's supposed to be a parallel port. It's Model # is AT88-S1PD if that helps at all. It looks as if it's the same kind of parallel port that's on the back of an 800xl, but it also has a 34 pin connector, that almost looks like I could hook a 3.5" floppy up to it. Any info on this drive would be greatly appreciated, thanks..

Leech!@#$

2715. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: sclover@ix.netcom.com
Message-ID: <536ch4$ejq@sjx-ixn3.ix.netcom.com>
Source record: 79835

In article <3254CA2C.36E9@ix.netcom.com>,
"John R. Little" <jrlittle@ix.netcom.com> wrote:
>You guys are right on... I've always been amazed at MULE for it's
>impecciable balance. BallBlazer and Bruce Lee had some of the best two
>player action. Very intense at times. Which leads me to another game:
>Archon. I've had many intense head-to-head games with an old friend.
>Still load it up now and again to try and beat the computer with a
>single Unicorn. Although, I've probably spent most of my time playing
>Alternate Reality. There's something 'bout AR that's so addicting. I
>think it's because it is so unpredictable at times. The game is much
>deeper than most games I've played.

I don't suppose you are running "Alternate Reality" on an emulator, are you?

Does anyone know if it is possible to play games like "Ultima III" or
"AutoDuel" on an emulator? They both require you to make a character disk
(if I'm not mistaken, it's been a long time), and save your games... I would
love to play these games again.

-- Steve
sclover@ix.netcom.com

2716. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: sclover@ix.netcom.com
Message-ID: <536ckr$ejq@sjx-ixn3.ix.netcom.com>
Source record: 79836

In article <01bbb1d2$82600540$30f7aecc@blackat.direct.ca>,
"BlacKat" <blackat@direct.ca> wrote:
>> You guys are right on... I've always been amazed at MULE for it's
>> impecciable balance. BallBlazer and Bruce Lee had some of the best two
>> player action. Very intense at times. Which leads me to another game:
>> Archon. I've had many intense head-to-head games with an old friend.
>> Still load it up now and again to try and beat the computer with a
>> single Unicorn. Although, I've probably spent most of my time playing
>> Alternate Reality. There's something 'bout AR that's so addicting. I
>> think it's because it is so unpredictable at times. The game is much
>> deeper than most games I've played.
>
>I am gonna give AR a try out sometime soon, all i have ever heard are good
>things about it! =)

It is a good game, but I seem to remember it being VERY difficult to survive
at the lower levels. I died many times just trying to get a character above
level one. ;)

-- Steve
sclover@ix.netcom.com

2717. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3256FE26.35FE@total.net>
Source record: 79837

Janice in NYC wrote:
>
> Also, has anybody here done the PAL upgrade? I'm thinking about doing
> it on my 130XE so I can play some of the newer PAL games (they act
> weird on regular NTSC) and I visited the Web site but it didn't really
> mention any places Stateside that sell the PAL OS (I think he
> mentioned burning a new EPROM but I assumed that since he mentioned a
> place in the US that sells PAL Antics that there would also be
> somebody selling the PAL ROMs to go with it).

Janice: The real problem is that in North America we aren't making a PAL computer,
only swapping ANTIC. So, we need a modified North American OS, not the PAL OS.

(Kinda confusing, true.)

2718. Perfect Pitfall 2 cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <32572892.15BC@interpoint.net>
Source record: 79838

Hi guys, I have a Perfect condition Pitfall 2 cart that I would like to convert to a disk and then change to an .atr file. Is this that difficult?

I remember that the one in the archive had a few bugs in it, around the balloon screen. Any software or info on copying carts would be greatly appreciated, when I'm done, I will upload it to the archive.

Thanks.

-Rich

2719. Re: how to use .atr files with XL-It!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199610050517.a65375@do2.maus.de>
Source record: 79912

```
B>You can't... you have to strip off the first 16 bytes of the .ATR header
B>and then save it as an .XFD file... If you go to alt.binaries.atari you

That's wrong. You can load both .ATR or .XFD files with XL-it 0.15. Try
"ATARI -nobasic -oldmode filename.ATR"

Tschuess
Frank
```

2720. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <5365d5$95c@nyheter.chalmers.se>
Source record: 79913

In article <5348oq$2l8@newshound.csrv.uidaho.edu>,
Brent Buescher <buesc911@raven.csrv.uidaho.edu> wrote:

>an old copy, I'd be glad to work with anyone else who would like to get the
>ascii marked up.

Don't forget about latex2html.
We could generate the HTML-document from the LATEX source!

The purpose of a 'Mapping' type of book is to have it as handy reference beside
the 8-bit. (It would be a shame to have to quit programming, calling internet,
and lynxing in flicker just to realise you mispelled an OP-code
or something..)

>Brent

Fredrik Lundholm
d1dol@dtek.chalmers.se

2721. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <5348oq$2l8@newshound.csrv.uidaho.edu>
Source record: 79914

Halliwell E Sra 436TS/TAC (halliwee@TS436.dyess.af.mil) wrote:

: On 30 Sep 1996, buescher@ugcs.caltech.edu (Brent Buescher) said:

: > I'd be willing to put in some time marking up ASCII for TeX or LaTeX,
: > which will both (by design) be around longer than the Micro$loth
: > text format du jour. And if there are any real TeXperts out there who'd

: By "text format du jour", are you referring to HTML? If so, sorry, but
: HTML is not a Microsoft creation. And it is definitely going to be
: around for a long time.

I should not have been so terse--- I should have written "the Microsoft (or Adobe (pdf) or whomever) text format du jour, as others have suggested, though I do think it would be best to have it available in a format better suited for producing nice hard copy than HTML."

I find it a little ironic that another person who misunderstood the intent of my post was one of those suggesting formatting MTA with Microsoft Word.

: I've never heard of TeX nor LaTeX. Are they any better than RTF
: (Rich Text Format)?

TeX is a free typsetting program developed by the nearly legendary computer scientist Donald Knuth. His explicit design goal was to have a system for the creation of beautiful books that would allow authors to specify exactly what the printed page would look like in a fairly straightforward way, and in a way that would allow the printing of books specified in the TeX "language" irregardless of advances in printing technology. TeX has not changed significantly in over ten years. Version numbers of bug fix releases are converging on pi by adding digits; it's Knuth's wish that after his death the version number be set to pi (π) and the program not changed thereafter.

LaTeX is a set of macros by Leslie Lamport for TeX that automates layout and formatting. Both TeX and LaTeX are markup languages like HTML (or Daisy-Dot on the 8-bits) but with much richer syntax and capability.

Both are an established standard in academia, especially in math, physics, and computer science. Many if not most books and journal articles in these fields are written in TeX.

The output of TeX is superior to all but the highest-end PC/Mac WYSIWYG desktop publishing packages. The only one I've used that comes close is Framemaker, though I've been told that Quark XPress is heavily used in publishing and doesn't commit the most egregious sins of typical PC word processors (like not handling ligatures properly). I have not seen or

heard of anything that formats equations as beautifully as TeX (though this is not a consideration in formatting MTA). Once you get used to good typesetting, it is painful to look at Microsoft Word documents.

Anyway, since I think highly enough of Mapping the Atari that I would like to see it available in an attractive printed form for those that can't find an old copy, I'd be glad to work with anyone else who would like to get the ascii marked up.

Brent

2722. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <534a8u$2l8@newshound.csrv.uidaho.edu>
Source record: 79915

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:

: Right,two brightnesses and two artefacting colours=four. (different settings)
: How do you figure that.If you take advantage of artefacting you still get
: the same resolution.Try this.
: 10 GR.8
: 20 COLOR 1
: 30 PLOT 10,10:DRAWTO 10,30:DRAWTO 11,30:DRAWTO 11,50
: You'll see two different colours but the lines don't "line up".

Ok, I had forgotten this point (after all, my system is set up not to artifact. The Super Video mod is really something!). It's a little disingenuous to claim this gives you higher resolution or more detail, though, since you're limited as to *where* a line or point of a particular color can be, and to what its neighbor on the other half of the color clock is. I've always found the awkwardness of "working with" artifacting as well as the unaesthetic results it gives you not to be worth the trouble.

: Maybe your TV has the brightness knob up to far if the colours are really
: "bleeding".

My system is a SV 2.1 modified 800XL (until I get around to modding the 1200XL I intend to be my main 8-bit) with a Commodore split input (chroma/luma) composite monitor. It doesn't artifact. At all. The display quality is comparable to that of an analog RGB monitor. So it's painfully obvious when some Apple port relies on artifcating to get color- you don't see any, just stripes!!! Most of these use GR. 8 as if it were GR. 15, too, which is doubly painful, since it would not have taken much to do things right.

Brent

2723. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <534b4g$2l8@newshound.csrv.uidaho.edu>
Source record: 79916

Jeffery C McLean (felinoid@ccnet.com) wrote:

: : >The artefacting is a feature,not a bug.
: : It's a bug, not a feature, Dan. You're talking like an Apple person.

: Ummm Bill Gates said "It's not a bug it's a feature" first...
: Thats not Apple Speak... it's Windows speak...
: get it right... Windows is the "Windows crashes becouse of someone else

[Macintosh dribble deleted]

I was making a snide comment about how Apple][series machines do color, which if I remember correctly exploits artifacting on composite video displays. I think they even have hardware to do it, but I could be wrong on both counts. At any rate, it's mostly apple ports that exploit artifacting on the 8-bit Ataris in my experience. Anyway, we're both getting way way way off topic.

Brent

2724. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <534bps$2l8@newshound.csrv.uidaho.edu>
Source record: 79917

Janice in NYC (Sapphire@innonyc.com) wrote:

: I'm curious, then, how does the Commodore 64 get around artifacting?
: It can display 320x200 in like 16 colours.......is it because it gives
: more bandwidth to chrominance than luminance?

The 64 will artifact a little, but it seems to have a better video amplifier than the Ataris, especially the Atari XLs. The major problem I've seen on Commies is ghosting and very faint lines running down the screen between character cells.

And, if I remember right, the C64 could only do one color (of sixteen max) per character cell (8x8) in its 320x200 modes (character and graphic) with an independent screen background. The Ataris only allowed 2 shades of one color on 320 pixel lines, but made up for it with the overall flexibility of the graphics hardware.

Brent

2725. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-05 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <534f45$i8s@nadine.teleport.com>
Source record: 79918
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking. At BSC's Web Page you'll View, and
DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Have problems connecting with BSC's web page? Feel free to
Request catalogs through E-Mail. Really, it's no inconvenience. All I
ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send
them to you by E-Mail Only. I'll get back to you after the weekend.
Catalogs are sent only by E-Mail. Please Direct any and all Replies
Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
Catalogs Requested by & Received Through E-Mail! Specify Classic 8 Bit or ST.
Reply to bensmith@teleport.com ***FREE*** Catalogs Available Through WebSite!
http://www.teleport.com/~bensmith/bscomputers.shtml Bravo Sierra Computers!!

2726. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DyvAFC.Lnq@iglou.com>
Source record: 79839

In article <5365dh$7ie@kensie.dorsai.org>, Janice in NYC wrote:
>buesc911@raven.csrv.uidaho.edu (Brent Buescher) wrote:
>
>>And, if I remember right, the C64 could only do one color (of sixteen max)
>>per character cell (8x8) in its 320x200 modes (character and graphic) with
>>an independent screen background. The Ataris only allowed 2 shades of one
>>color on 320 pixel lines, but made up for it with the overall flexibility
>>of the graphics hardware.
>
>I guess what I'm really asking is what's the difference in hardware
>that allows the Commodore 64 to assign actual different colours to the
>individual pixels in hi-res mode whereas the Atari must make do with 2
>shades of one colour (I thought it was one gray shade and black,
>assuming a black background?) and rely on artifacting to get the red
>(green on the older machines like the 400 and 800, I wonder why this
>is?) and blue that you see on games like the Ultima series,
>Nightmission Pinball, A.E., Loderunner, etc..

The difference there is that, where the Atari computers only have a few
color registers, the C64 has a color RAM which can hold a background and
foreground color for each character position (but only 16 colors to choose
from, except on the Plus/4).

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2727. Re: WEB Browser for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DyvBC6.M4u@iglou.com>
Source record: 79840

In article <537cn5$8pa@alexander.INS.CWRU.Edu>, Jim Krych wrote:
>
>Hello!!!
>
>I understand that a WEB Browser was done for the Atari 8-bit line.
>Who did it, and are they available for email questions?
>
>Regards,
>
I haven't heard of any such browser. You can surf the Web with an 8-bit
by using a shell account with Lynx on the host computer, and a terminal
program on the Atari, preferably a fast VT100 emulator like Ice-T or
Flickerterm.

PS: The Cleveland Free-Net was where I got my start on the Internet years
ago, using my 8-bit. Back then, the local university had a number where
anybody could dial in and telnet for free.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

2728. Re: Problem Getting files to work on XF25 Emulator for PC DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DyvAno.Ls5@iglou.com>
Source record: 79841

In article <19961005061721.aaaa001ZO@babyblue.cs.yale.edu>, Darren McGrath:x7788:pgr#1179:Litho-D wrote:
>Hi Atari users,
>
>I have just recently downloaded the Xformer emulator for PC's + a few ATR
>files. I have tried about 6 files and none will work properly.
>This is what I'm doing:
>At the PC DOS prompt I type, xf25 dos25.xfd filename.atr.
>I type DOS at the Basic prompt and at the DOS menu I try to copy the files from
>D2: to D1: , by typing D2:*.*
>Sometimes it copies, sometimes it doesent. When it does copy I type "L" for
>Binary Load, then the filename.extention. I got Bounty Bob Strikes Back this
>far but it just hung while it said it was loading.
>
>I have looked in many Atari 8 Bit & Emulator Faq's, but still can't get any
>answers to this one.
>
You need a program to convert atr files to xfd. One such program is called Imageman. XFD files contain an exact copy of the raw data on the floppy disk. ATR files have the same data, but with an extra 16-byte header at the beginning.

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too dark to read." -- Marx (or was it Twain?)

2729. Stockpile/

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <539428$8j6@kirin.wwa.com>
Source record: 79842

Do you think there is a stockpile of new 8 bit stuff somewhere? Everything couldn't of been sold.

2730. Atari and Apple Stuff for sale/Trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: bede0005@gold.tc.umn.edu
Message-ID: <bede0005-0610961526360001@dialup-3-d-63.gw.umn.edu>
Source record: 79843

Below is a list of Hardware, Software, and Manuals I have for sale or trade:

Want to get:

IIGSFuture Sound card
100mg Scsi Zip Drive

Want to make go away :)

Manuals

Apple
Writer's Choice Elite
//e 80 Column Text Card
IIe Owners manual
//e Owners manual

Atari
How to use Visicalc, Supercalc "An Alfred Handy Guide"
Understanding Atari Graphics "An Alfred Handy Guide"
Atari Home Computer and Acc Brochure
Your Atari Computer (400/800) "McGraw Hill)
Atari Basic
Disk Operating System II
Compute's First Book of Atari
Computes Second Book of Atari
Mapping the Atari (Compute)
--all books $5.00

Software
with Docs

Apple

Zork I 5.25 (with Invisiclues and map) $8.00
Apple System Utils and Prodos User's Disk
Dos 3.3 system master
PFS: File with spare
Solidus International Macrotory Ver 1.1 (works w/ 64k II+)
Accounting Plus II
Accounts Payable
Accounts Receivable
General Ledger
System/Control
-make offer

Atari

Cart
Defender
Space Invaders
Pac-Man
Galaxian
Music Composer
Tape
Frogger (Tape and Disk)
Tariterm (comm prog)
States and Capitals
Disk
MegaFont II
Track Attack!
SAM
Printshop (quick reference card (hah even the receipt)) $10.00
Chess (box also)
Preppie (game)
Each disk, tape or cassette $5.00 except those marked how about
$50.00 for all of them
No Docs
Atari
Cart
Centipede $3.00
Star Raiders $3.00

Tape
Shooting Arcade
Baja Buggies
-make offer
Disk
Bank Street Writer
Choplifter
-make offer

Apple
Applesoft Sampler
Apple Presents....Apple
Dos 3.3 Sample programs
II computing Vol 2 No 2
Compute! Disk
Vol 8 No 9-11 thru Vol 10 no 3-4
Apple Applications disk Fall/Winter 1986
Spring/Summer 1987
--make offer on whole group or individual disks

Hardware

Apple
Disk II Drive $10.00
Disk II Interface Card $5.00
ImageWriter II $85.00
Apple Memory Expansion Card (256k) //gs $10.

Atari
Atari 1010 Tape player w/docs $10.00
Percom Disk Drive w/docs and util disk $20.00
all of these items include power supplies and necc connecting cables
except
for TV connector for 800
Light Pen with docs (no disk) (make offer)

all hardware shipping is extra, software it is included unless noted otherwise

2731. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <539do9$sgj@login.freenet.columbus.oh.us>
Source record: 79844
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Internet Magazine Team (incoming@mi.com.pl) wrote:
: Daniel Klugh wrote:
: >
: > Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:
: > : Graffiti wrote:
: > : >
: > : > [snip]
: > : > >) The apple][gs does not use a 6502. It used the 16-bit upward
: > : > >) compatible version (whose name I forgot), which has something like a 1
: > : > >) or 2M addressing range. Too bad the chip was available so late, and
: > : >
: > : >
: > : > obilynoh@ktb.net
: > : > Graffiti
: >
: > : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
: > : Ataris
: > : (with the Sweet 16 or something similar). By the way: the 6502 code is
: >
: > You're think of the Sweet-16 interpreter for the Apple.
: > The Atari 86816 upgrade is called Turbo-16 and I thought that DataQue
: > had a C compiler for it.The turbo-16 includes a OS that takes advantage
: > of the extra features of the chip.

: No. I am thinking about a 65c816 upgrade for Atari, called Sweet 16,
: developed by the Fine Tooned Engineering (FTe). I've got this upgrade and
: it definitely is not an interpreter. It is just the CPU with some additional
: stuff.

What's the additional stuff?!

: Anyways, I would like to know more about the Turbo 16: who developed it,
: where is it available, how much does it cost etc.

I think DataQue made the Turbo-16,as well as the C compiler.

: >
: > : much
: > : shorter than INTEL's or MC680x0's. A program, that uses about 100k on a
: > : PC,
: > : on the Atari takes about 30k or something. Anyways, the PRINTF routine
: > : is inside
: > : the SpartaDOS X and actually it does not use 40k of RAM.
: >
: > That's what I've been trying to tell people.

: > I seemed shocked at the HUGENESS of PC programmes which PC'ers aparently
: > take for granted.But I do have some nice small PC programmes.My Multiplan
: > works on a 64k PC (presumably,using DOS 1).
: > Where as I've heard of Spreadsheets (that's what MultiPlan is,by the way)
: > taking up MEGABYTES of RAM.(it was for Windows <sneer>)
: >Yes, I agree... I personally would like to know, what is inside the Windows,
: what makes it so hudge. In my personal opinion, a program, that is so big,
: should have at least 130 IQ :))) But working with the Windows you cannot
: see any intelligence...

I dunno.Huge DLL files?No text mode?
(it's pretty strange to run a spreadsheet in graphics mode)

2732. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <539e0d$l4@login.freenet.columbus.oh.us>
Source record: 79845
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Jeffery C McLean (felinoid@ccnet.com) wrote:
: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: : Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: : : Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:

: : : : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
: : : : Ataris
: : : : (with the Sweet 16 or something similar). By the way: the 6502 code is
: : : You're think of the Sweet-16 interpreter for the Apple.
: : : The Atari 86816 upgrade is called Turbo-16
: : huh?!?
: : I meant the 65816 upgrade,not 86816.
: I kinda get a tad anoyed when someone responds to somthing they don't
: recognise...
: I have never heard of the 86816 and would have thought someone
: refering to one was talking about the popular 65816...

I don't recognize it because I wrote it and messed up.

2733. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <539ees$2he@login.freenet.columbus.oh.us>
Source record: 79846
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Asger K. Alstrup Nielsen (alstrup@diku.dk) wrote:
: thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:

: >In article <52rav2$g61@vidar.diku.dk> alstrup@diku.dk (Asger K. Alstrup Nielsen)
writes:
: >> It's no problem to build a call-graph for a program by simply looking
: >> at the syntaxically structure (doable in linear time, because all struc-
: >> tured programs have limited treewidth! See

: >The point here was what the linker can do with object files containing
: >unused functions. The linker is nor able to find such functions, even
: >if it would try to analyze the object code. Not all references to a
: >used functions appear in a symbol table, e.g. intra-object calls, and
: >indirect jumps through a pointer make that even more difficult.

: With current implementations, you're right. My comments were triggered
: because you implied that nothing could be done. I think we can agree
: that it is possible to design a system such that it can find almost
: all unused functions.

: >> With respect to determining whether floating point routines should
: >> be linked into a c-program because of the printf-statement, this problem
: >> can also be solved good enough for practical applications on the syntaxical
: >> level: Using variable scope and inspecting parameters for printf-calls.

: >It is subject to discussion if the compiler should know about printf
: >and other library functions. printf is part of the library and not
: >the language and some think the compiler should know about the
: >language only.

What's the big deal about keeping floating point out of printf?
The Atari's built-in FP can convert 16-bit intergers (signed???) to text
and much more and it only takes 2k.

(32-bit numbers could also be printed out.Just convert the high 16-bits of
the number to FP,multiply it by 65536,move it to FR1,convert the low
8-bits to FP,add it to the first FP,and convert the sum to text,and send
it out channel#0)

2734. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <539erp$46s@login.freenet.columbus.oh.us>
Source record: 79847
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

Toshi Morita (tm2@nntp.best.com) wrote:
: Richard Cortese (ricortes@netmagic.net) wrote:
: : In article <52v2s3$9vc@ccnet3.ccnet.com>,
: : Jeffery C McLean <felinoid@ccnet.com> wrote:
: : >Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: : >: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: : >: : Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:
: : >
: : >: : : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
: : >: : : Ataris
: : >: : : (with the Sweet 16 or something similar). By the way: the 6502 code is
: : >: : You're think of the Sweet-16 interpreter for the Apple.
: : >: : The Atari 86816 upgrade is called Turbo-16
: : >: huh?!?
: : >: I meant the 65816 upgrade,not 86816.
: : >I kinda get a tad anoyed when someone responds to something they don't
: : >recognise...
: : >I have never heard of the 86816 and would have thought someone
: : >refering to one was talking about the popular 65816...
: : >
: : >Basicly Atari and Apple use the same CPU... the 6502...
: : >Someone made a 65c816... it's just a 16 bit 6502...
: : >The Apple used it (or somthing like it) to make the Apple //gs and many
: : >apple users Installed it to speed up there computers and get more memory...
: : >
: : >It should be (thereticly) simple to do the same to an Atari...
: : >If it hasn't been done.. what you may consider is pulling out
: : <snip>
: : >I how ever found that buying a W65c802 was the easyer way around
: : >This is a direct chip replacement... just pull the 6502 out
: : >and put the W65c802 in... this is also a 16 bit cpu but it has an
: : >8 bit buss and it will give absolutly no improvement unless you
: : >write software for it...
: : >
: : >Contact the Wesrern Design Center Inc and see if the chip is still
: : >in stock...
: : <snip>
: : Not exactly, there were at least two versions of the 800 CPU board.
: : The earliest ones used a standard 6502B & you could plug in a 65802
: : *or* 65C02 <same chip as the Apple IIC>. The later versions had the
: : 6502C so only XL type cpus will work. I have a 65C02 in mine, tried
: : to get a 65802 from WDC & they said "no longer made." All my other
: : sources for chips couldn't find an 65802 either. I never checked the

: : 400 schematics, but it's possible they all have a 6502B.
: : What I've noticed with the 65C02 is it allows you to write much
: : shorter code, maybe 30% tighter, relative speed does not readily
: : drop by 30% though because of addressing modes for things like
: : block moves.

: Uhh, 65C02 code is NOT 30% tighter.

: It's more like 5%. The only new instructions I can remember are:

: STZ
: BRA

: The Rockwell 65C02 has a few other ones like BBR and BBS, but those
: aren't in the Western Design Center 65C02.

ARGH!What do these new functions do?!?
Also include the ML codes.Among my many 6502 computers is a Apple][e Enhanced.
(an Apple 2 Enhanced Enhanced?!?)
One of the features of my Apple over normal ones is that it has a 65C02.
(I think the Rockwell one)
I could use the Monitor to enter in extra assembly codes.

2735. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <539fdu$6af@login.freenet.columbus.oh.us>
Source record: 79848
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

>
Distribution:

Asger K. Alstrup Nielsen (alstrup@diku.dk) wrote:
: thuerman@ibr.cs.tu-bs.de (Urs Thuermann) writes:

: >> Once again: You will agree with me that it is possible to do.

: >This is the other thing, which is much harder to do but not impossible
: >for some special cases. This is leaving out unused functions although
: >there are refereced in code already linked in from a library but which
: >is never executed because of arguments given to that libray function
: >from somewhere in your program.

: Actually, I don't think it is much harder. I have seen an efficient
: implementation and it was not kludged up.

: >Yes. It can be done. But the attempt to implement such a compiler may
: >well kludge up the compiler. Even if the compiler is implemented in a
: >way that it knows the meaning of the printf format string and it can
: >recognize that floating point code isn't needed for a special printf
: >call, it would have to communicate this inforamtion somehow to the
: >linker. You can of course, change even the object file format and the
: >linker to know about special cases of the printf function. However,
: >the result would be a complete shit of code, IHMO, even if it would
: >work and do what you want. A compiler and a even a linker which have
: >much knowledge about library functions which should be better
: >developed completely independent.

: Notice that you don't have to parse the string: You can look at the
: parameters. Are any of those floats? If not, skip the float part of
: the library. This is completely general.

Why not just have a "DEFINE PRINTF_NOFP" at the beginning of any C
programme that won't be printing out FP numbers.
Then the part of printf dealing with FP wouldn't even be compiled.
(like a comment)

: >You can try to find a more general soltution to this problem, but that
: >isn't very easy probably. And I think all that effort wouldn't buy
: >you much. If you look at a standard C library implementation you'll
: >find that almost every function is in an object file by itself. Only
: >functions which are very likely to be used together and which are
: >really small are in one object file together. So, with your approach,
: >you wouldn't save very much.

: In the light of dynamically linked libraries, we don't get anything.
: It's just for statically linked binaries, we have a benefit. This is
: actually substantial for more complex programs, where you use other
: libraries such as graphical toolkits, gnu's readline and what have
: you.

: But this is not the place for this discussion.
: If you want to, we can continue in e-mail.

Also,if you use the same FP format as the Atari does,then the FP OS will
print out floating point numbers for you.

2736. Re: Disk Formats for differnet DOS'es

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <539gsa$ctf@login.freenet.columbus.oh.us>
Source record: 79849

Rick (eru@sover.net) wrote:
: On 28 Sep 1996 07:51:17 GMT, "BlacKat" <blackat@direct.ca> wrote:

: >Hello everyone,
: >
: > If anyone has the disk formats for the differnet DOS'es out there (ie:
: >AtariDOS, MyDOS, SpartaDOS, etc) could they either post them here or e-mail
: >me the specs? I need this information to support more than AtariDOS v2.x in
: >my Disk Image program (DIMS)
: >
: > Also, if anyone has any info on how to construct a cable to talk to Atari
: >8-Bit drives and how you go about sending/recieving data i would like to
: >add this feature to DIMS...
: >
: I construct cables for $25 +$5 shipping for this purpose as well as
: APE / SIO2PC cables. Other have knowledge about how exactly they
: communicate. See http://seka.nacs.net/~classics for more info.

Well,how do we arange to get your cables?
Also:which kind of SIO2PC cable do you make.I read that the 2-chip version
uses up a lot of power.
(not really a problem since I will then be able to use my PC modem and
won't need the P:R:Connection)

2737. Re: DIMS'96 was deleted???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb31b$b4417c20$0cf7aecc@blackat.direct.ca>
Source record: 79850

> What IS "DIMS'96"!?! :(

It's an acrynoym for "D"isk "I"mage "M"anagement "S"ystem... i upped it to alt.binaries.atari but it seems to have dissapeared again...

Someome told me to talk to you about how to get it up on the UMICH site...

any info would be appriciated...

William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

BTW: DIMS'96 is a wide-release beta written in VB4... DIMS'97 is currently being worked in and is being re-written in VC++ v4... DIMS'96 is for Windows95/NT only.

2738. Re: Percom Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: breinke@woldnet.att.net
Message-ID: <53729c$rct@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 79851

In article <325699AD.54F0@aros.net>, barbara@aros.net says...
>
>I found a PercomData Disk drive at a bargain store and it has some odd
>interface on the bck of it. Somewhere I read that's it's supposed to be
>a parallel port. It's Model # is AT88-S1PD if that helps at all. It
>looks as if it's the same kind of parallel port that's on the back of an
>800xl, but it also has a 34 pin connector, that almost looks like I
>could hook a 3.5" floppy up to it. Any info on this drive would be
>greatly appreciated, thanks..
>
>Leech!@#$

The interface in question is for connecting additional 5.25" disk drives
to your controller. If I remember correctly, that model will support a total
of 4 industry standard drives (360k). I have 2 such percoms in my attic,
somewhere ;)

...Former Atari Sysop (Circa 1983-88)

2739. Re: Atari Revolution

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonDyty3o.21r@netcom.com>
Source record: 79852

Halliwell E Sra 436TS/TAC (halliwee@TS436.dyess.af.mil) wrote:

: > The Atari Revolution was started by Don Thomas. Atari hired him,
: >so he didn't need to lead a revolution anymore! :) Don handled Portfolio
: >marketing at Atari among other things. He recently left when Atari merged
: >with JTS.

: As a matter of fact, Don is now working at Sony, presumably in some capacity
: related to the Playstation. It's funny that ex-Atari personnel never have
: trouble finding work elsewhere.

are you kidding? with so many ex-coworkers it's hard to find a
company here in sillycone valley that DOESN'T have an ex-atarian in
the good-old-boy/girl network. a simple "do you remember when ray
kassar..." and *bam* you're hired. :-)

[i joined atari in 1982, and there were like 14,000 people working
there. lasted through the tramiel era, to less than 200 people. it
was a pretty wild ride. i cleaned out a lot of other people's desks.
i had my own personal vax 11/780 for a while.

when we were doing the ST, most of the programmers went to a warehouse
to choose their office furniture. mountains of leftover warner stuff --
i think they're *still* getting rid of it. we all chose desks used by
former vice presidents.... :-)]

-landon
ex atariInc/atariCorp/apple guy

2740. WEB Browser for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: ab453@cleveland.Freenet.Edu
Message-ID: <537cn5$8pa@alexander.INS.CWRU.Edu>
Source record: 79853

Hello!!!

I understand that a WEB Browser was done for the Atari 8-bit line.
Who did it, and are they available for email questions?

Regards,

J.W. Krych
Independent Design Consultant

2741. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: Scott M Savage <THEsavage@Worldnet.att.net>
Message-ID: <3257423B.4724@Worldnet.att.net>
Source record: 79854

Steve Clover wrote:
>
> In article <01bbaf6d$5f902980$9df7aecc@blackat.direct.ca>,
> "BlacKat" <blackat@direct.ca> wrote:
> >>
> >> My favorite game is BallBlazer. The whole package, the animation
> >> the joystick-busting gameplay makes it, IMHO, the best ever.
> >> Unfortunately, it seems there are many out there who absolutely
> >> hate it. I even have a used copy of it where someone scrawled
> >> "Stupid scrolling 2-player game". Their loss.
> >> --
> >> ==========
> >> John Collins - NWPAC Atari 8-Bit User Group
> >> ==========
> >
> >You know something? I *AGREE* With you... i LOVED BallBlazer... those ppl
> >who scrawl `stipid scrolling 2-player game` must have not seen too many
> >8-bit games! =) I think lucas arts did a great job on the game... and all
> >the others they did as well!!!
>
> I must agree also, BallBlazer was a VERY fun game! It is not my favorite
> game (there were so many GREAT ones, like: Bruce Lee, MULE, Countdown,
> Electrician, etc... I don't think I CAN pick just one. :)), but it is
> certainly one of them. Maybe they didn't have anyone to play it with?
>
> -- Steve
> sclover@ix.netcom.com

BallBlazer is in my top 10
Scott.

2742. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: Scott M Savage <THEsavage@Worldnet.att.net>
Message-ID: <325742C4.5B58@Worldnet.att.net>
Source record: 79855

Robert Stone wrote:
>
> My favorite "chewing gum for the brain" type game is Encounter. Hover
> around the 3D landscape and blast everything you can. Then avoid the
> "whatever-they-are"s to advance to the next level. Very relaxing....

Relaxing?!?!? Intense is more like it. Edge of your seat! well-ok Maybe
just in the warp part.

Scott.

2743. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <537ioo$8jl@nntp.crl.com>
Source record: 79856

In article <534tl8$sqk@nuke.csu.net>, William Kendrick wrote:
: I feel that putting Mapping the Atari in Tex or LaTex format (or any other
: non-hyper format) would be a mistake and a waste! The ability to
: "hyperactively" search through a document and make active references
: within it would be EXTREMELY useful to a "memory map" book like Mapping!

But you can add in hyperlinks! hypertex was developed to do just this;
basically it's a macro that goes like this:

```
\def\href#1#2{\special{html:<a href="#1">}{#2}\special{html:</a>}}
```

To add a link to, say, #foo with the text bar, you'd type:

```
\href{#foo}{bar}
```

And the output would be:

```
<a href="#foo">bar</a>
```

The main work is implementing the tools which use the \specials.
Specials are a type of token known as whatsits, which are used to make
extensions to TeX. Whatsits are not very common, as TeX alone is
extremely powerful. Furthermore, each whatsit must be handled
differently, because it is unique. However, a lot of work has already
been done.

: Besides, even an Atari (hooked up to a Unix machine) can use HTML! :)
: Just get IceT or FT80 and run Lynx!

Well, an Atari running Linux can use xdvi. But that's only for the
newer stuff, like Falcons and Hades. The older stuff can either:

1. Print it out.

2. Use latex2html (assuming that MTA is rewritten in LaTeX).

I, for one, have no knowledge of LaTeX, so I wouldn't be able to help
with the second. The first one is probably also prohibitive, unless you
have a Postscript printer hooked up to your 8-bit and dvips running.

OK, so maybe it's a bad idea. :) What if we converted MTA to HTML
first (probably a good idea) and then converted it to TeX? IMHO,
converting MTA to HTML would be fairly easy, considering the format of
the book. It'd look pretty close to the original. From that, the text
could be redone for TeX.

-Kyle R. Hofmann

2744. Favortie Atari 8-bit Games...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: "R. Charles Banevich" <cb4u@coil.com>
Message-ID: <01bbb345$eaec7160$926185cd@default>
Source record: 79857

My favorite games for my Atari are Necromancer, Alternate Reality, Rescue
On Fractulas, Ballblazer, Kronis Rift, The Eidolon and don't laugh Crush
Crumble Chomp...

Chuck

--
Genesis/Sega CD/32X/Saturn/SMS/N64/Super NES/NES/
Gameboy/Jaguar/Lynx/2600,7800,5200/PC Engine/
Atari 8bit/TurboGrafx/Playstation/Amiga 500/3DO/
Colecovision/Odyssey2/Intellivision
<<Collecting For All>>
Video Games/Kaiju/Industrial/Action Figures
-The Laws Of Nature, The Laws Of Man-
-This Moment Of Paradox, Will Never Stand-
-Front Line Assembly-"Plasticity"

2745. Re: Percom Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <3257820A.243F@cris.com>
Source record: 79858

Spectre wrote:
> ...Former Atari Sysop (Circa 1983-88)

What was the name of your board?

Jim

2746. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-06 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <537plp$kq9@kensie.dorsai.org>
Source record: 79859

"David A. Paterson" <davepat@total.net> wrote:

>Janice: The real problem is that in North America we aren't making a PAL
>computer,
>only swapping ANTIC. So, we need a modified North American OS, not the
>PAL OS.

Oh, so that means there are other differences in the PAL and NTSC
computers than just the ANTIC?

I mean, say if I were to swap the Antic AND OS Roms for PAL versions,
what would happen?

2747. Re: Remapping the XL keyboard.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <32592E53.13CA@anest4.anest.ufl.edu>
Source record: 79769

archone@aloha.com wrote:
>
> "David A. Paterson" <davepat@total.net> wrote:
> Hmmm... this part I understand... (so how do I do this?)
>
> >Step 1: Copy OS ROM to the underlying RAM
>
> but this part sounds like "blah, blah, blah, blah, blah." that I used
> to hear in my Chem class (real boring teacher.) or if you prefer
> "wonk, wah, wah, wah, woooonk." (the Peanuts version)
>
> anybody who can tell me this in English please?
>
> Thanks for trying though.
>
> JF.

David Paterson's response made perfect sense to me. Perhaps you'd like
to have a fairly fundemental modification to your OS not involve some
degree of technical expertise?

-Michael Ellis

2748. mem upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: e9423@hsa.nl
Message-ID: <53au9t$5ve@mimas.tc.hsa.nl>
Source record: 79770

I want to know how I can upgrade my memory of my 1040STf
Does anybody know that??

2749. Favortie Atari 8-bit Games...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <53b2f2$1m82@useneta1.news.prodigy.com>
Source record: 79771

Crush, Crumble, and Chomp really is a lot of fun. I remember an even more primitive version called Godzilla for the old PET computer put out by Cursor, which showed that giant monster as simply a capital letter "G" that moved around a grid. You were supposed to choose from different weapons to kill the beast before it killed 20 million people. Things sure have changed...

2750. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53b8ud$hkm@login.freenet.columbus.oh.us>
Source record: 79772

Mr. Maddog (mrmaddog@prolog.net) wrote:
: On 1 Oct 1996, Daniel Klugh wrote:

: > Well for coming out years after the Atari,the ST should have something
: > better than a graphical DUP.SYS.Especially with all that memory.
: > Just look at the Amiga.At least there were script files and
: > a startup script/batch file.Of course that makes sense because the Amiga is
: > more like the Atari than the ST.
: > (though you can marks files as an alternative to wildcards)
: >
: > And once again i have to say
: > MS-DOS? WHy?!?

: That's the point of a mouse driven interface, you don't 'need' to type in
: complicated commands or even files just to copy a stinking file. By your
: own logic then the Mac is "not as good", and yet it has done more to
: introduce moer people to computing than anything done by IBM or Microsoft.
: Please remember that not everyone is as well verse in using computers as
: some of you are.

Uh,you still have to know just as much about DOS with the ST as with DUP.
It's just that all the drive names are listed in GEMDOS (or whatever)
You just have to put a "D",followed by a drive number (if not the current)
and a colon and filenamt.If the file is in a directory,you put the
directory name,a colon,and then the filename.
And MyDOS comes with a manual on disk so there's no excuse for not
knowing how to use it.(i.e.not having the manual because you bought used)
(MtDOS will also except a ">" for compatibility with SpartaDOS)

: Yes, I am a big fan of batch files on DOS. And I would like to see them
: on the ST, but with my little mouse and menus it's not really necessary.
: Besides, if you want both mouse and batch files then you can always get
: Windoze 95...just drag a batch file onto desktop and double click. Maybe
: someday I write up a little program on my ST that can do that.

How does a mouse make the ST automated???

There's no startup file.Everytime I have to change the startup sequence,I
have to copy all the files out,delete them,and copy them back in the
required order.

: Tell you one thing though, once I got my ST...I never went BACK to
: AtariDOS menus. :)

Try MyDOS.It's a lot like AtariDOS but has some small fixups and extra
commands that makes life easier.
You don't need to press return after a command key.So you type "LAUTORUN.SYS".

(a return automaticly gets outputed to the screen when you press the "L")
And you just press a drive number to see a directory of it.
And sub-directories.And current drive/directory.
(so you can use any drive/directory as long as the programme doesn't
explicitly specify a drive#.You use "*" to see the current directory/drive)
And you can sector copy a disk.
(AtariDOS could only sector copy AtariDOS disks)
And there's commands (in DUP) to turn off read-after-write verrification.
And change the number of file buffers.And it works with hard disks.

2751. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53b9iu$kgs@login.freenet.columbus.oh.us>
Source record: 79773

Mr. Maddog (mrmaddog@prolog.net) wrote:
: On 1 Oct 1996, Daniel Klugh wrote:

: > Well for coming out years after the Atari,the ST should have something
: > better than a graphical DUP.SYS.Especially with all that memory.
: > Just look at the Amiga.At least there were script files and
: > a startup script/batch file.Of course that makes sense because the Amiga is
: > more like the Atari than the ST.
: > (though you can marks files as an alternative to wildcards)
: >
: > And once again i have to say
: > MS-DOS? WHy?!?

: That's the point of a mouse driven interface, you don't 'need' to type in
: complicated commands or even files just to copy a stinking file. By your
: own logic then the Mac is "not as good", and yet it has done more to
: introduce moer people to computing than anything done by IBM or Microsoft.
: Please remember that not everyone is as well verse in using computers as
: some of you are.

(opps,missed this paragraph)

What's complicated about the PC?
You just type "COPY A: B:" and you're off!
MS-DOS also comes with documentation on-disk.(the "HELP" command)
And you can use XCOPY to copy sub-directories.
If you use the same options every time then an alias will let you not type
all the options constantly.
(though the options are one character long (or two with some) so I don't
see much use for DOSKEY aliases for this purpose)

Oh please,the Mac!?!?
I saw them in a computer store.I thought it was a little kid's computer or
something.They actually had little pictures of real-life controls! <ha!>
(in the "control panel",that is)
And no sub-directories,at least on the early models.
(I think "HFS" implemented them)

2752. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53ba65$n6g@login.freenet.columbus.oh.us>
Source record: 79774

Tony Smolar (asmolar@smol.fast.net) wrote:
: >: menu-interface. For instance, the 'L' option lets you load a file.
: >: A REAL command processor would let you do: "L filename.ext"
: >: try that with 2.5's DUP.SYS, and it'll freak out.
: >
: >I don't see what the difference is.To load a programme you do use the "L"
: >command with a filename.And any options.

: You CAN'T give any options! And you can't write a DOS 2.5 batch file.
: It's menu driven, not command driven.

Of course they have options.For instance,binary load files usualy contain
programmes (namely games).I would be anoying if you had to know the
address to run with the "M" (run at memory) command.
So they have autorun addresses in them.So all you have to do is use the
"L" command and the games/utility is off and running.
But what if you want to defeat this auto-running?
Just use the "N" option."L<RETURN>AUTORUN.SYS/N".
(under MyDOS,it would just be "LAUTORUN.SYS/N")

What do batch files have to do with command-lines?
Atari's "DOS XE" has a menu similar to DOS 2.5.But it has batch files.

You might think that batch files could be implemented under any DOS.
Just open channel#0 to a disk file.But the output would also go to that
disk file.A good solution would be a new device.A B:atch device.
For instance,you'd type "CLOSE 0:OPEN #0,12,0,"B:D:STARTUP.BAT,E:".
(obviously,you'd be doing this from TurboBASIC and not AtariBASIC)
This would (theoreticly) cause input to be read from a file and output to
go to the screen.This would make batch files independant from DOS,which is
GOOD.

2753. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53bant$prk@login.freenet.columbus.oh.us>
Source record: 79775

Tony Smolar (asmolar@nscs.fast.net) wrote:
: >: It's a bug, not a feature, Dan. You're talking like an Apple person.
: >: To the extent one can try to turn artifacting into something useful,
: >: it is unreliable (since it depends heavily on how a TV is adjusted and
: >: on the particular 8-bit model since the video amplifiers are different
: >: between the 400/800, the 1200XL, the 600/800XL, and the XEs) blurry,
: >: and doesn't give you nice colors.

: One thing I never under stood about Apple artifacting is they produced
: four extra colors. red, blue, green and purple. On the Atari you only
: get two, red and blue usually. How does the Apple produce the extra colors?

Did you ever notice that the screen dimensions aren't listed as "320x200"?
First of all,eight lines are missing.No mystery in that.Atari does it
too,but it can be overrided.
But these 192 lines are missing 40 pixels each.Why,you may ask.
Because the high bit of each byte of video memory is use to change the
palette from the normal green&blue to red&cyan.(or something like that)
Of course these palette changes work for each 7 pixels in a line.
While this is great for Ultima,it's bad for drawing programmes.
Try it,make a (filled-in) green square and then choose red and plot a
single pixel.You'll see seven pixels in a line change.

: >Right,two brightnesses and two artefacting colours=four. (different settings)
: >How do you figure that.If you take advantage of artefacting you still get
: >the same resolution.Try this.

: You can't control the color of the artifacted colors though, and they don't
: appear on all displays.

Well,obviously you need a colour TV and not a monochrome one.

2754. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53bbum$1u0@login.freenet.columbus.oh.us>
Source record: 79776

u>
Distribution: world

Brent Buescher (buesc911@raven.csrv.uidaho.edu) wrote:
: Jeffery C McLean (felinoid@ccnet.com) wrote:

: : : >The artefacting is a feature,not a bug.
: : : It's a bug, not a feature, Dan. You're talking like an Apple person.

: : Ummm Bill Gates said "It's not a bug it's a feature" first...
: : Thats not Apple Speak... it's Windows speak...
: : get it right... Windows is the "Windows crashes becouse of someone else

: [Macintosh dribble deleted]

: I was making a snide comment about how Apple][series machines do color,
: which if I remember correctly exploits artifacting on composite video
: displays. I think they even have hardware to do it, but I could be wrong
: on both counts. At any rate, it's mostly apple ports that exploit
: artifacting on the 8-bit Ataris in my experience. Anyway, we're both
: getting way way way off topic.

Artefacting occurs because the computer is using a partial TV pixel.
(that is,a "colour clock")

Any computer that uses 320x200 will artefact.This includes computers that
do 40 columns and that let you re-define the character set.
(and of course,the same applies to 640x200/80-columns,but with more
colours to choose from)

2755. Re: Remapping the XL keyboard.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53bc9d$3p7@login.freenet.columbus.oh.us>
Source record: 79777

archone@aloha.com wrote:
: "David A. Paterson" <davepat@total.net> wrote:
: Hmmm... this part I understand... (so how do I do this?)

: >Step 1: Copy OS ROM to the underlying RAM

: but this part sounds like "blah, blah, blah, blah, blah." that I used
: to hear in my Chem class (real boring teacher.) or if you prefer
: "wonk, wah, wah, wah, woooonk." (the Peanuts version)

: anybody who can tell me this in English please?

: Thanks for trying though.

Makes sense to me.

: >Step 2: Rewrite the 192 byte table at 64337 (pointed by 121,122). Or,
: >get the 1200XL addition to the OS source code and there's a program to
: >give the DSK. Or better still, burn a new EPROM (27128) to do it... or
: >use the Static RAM Smaret socket circuit in Atari Classics...

The XL computers allow you change the keyboard layout without physically
modifying the OS ROM.There's a 192-byte table for this purpose.Normally
the Atari uses the one in ROM.But by changing the word at 121,you can give
the OS your own table to use.But I forget the format of the table.

Remember that all pointers like this are in lo-byte/high-byte format.
Put the low byte of the address in 121 and the high byte in 122.

2756. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53bckd$58g@login.freenet.columbus.oh.us>
Source record: 79778

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <52ji9l$9ju@newsbf02.news.aol.com> asharkis@aol.com (ASharkis)
: writes:
: >
: >I tried AT&T. No luck. There's a guy who has a program that
: >automatically searches for large binary files and cancels them. He
: says
: >that they don't belong in unmoderated discussion groups.
: >
: >I guess you need a different form of distribution.
: Can you use gopher or FTP from your AOL account? Can you read MIME
: base64 binary attachments to e-mail? These are prefered ways of moving
: files across the net. This newsgroup dosn't use binary attachments (at
: least not that I've seen. I suppose it could, but you news reader has
: to support it. I found that Netcom's netcruzer doesn't support it, but
: Netscape on Netcom does. Your best bet is to see if the file can be
: e-mailed to you or see if it can be posted to a regular d/l site, such
: as the umich.edu archive.

What are you talking about?
You never ever never ever put binary data into a USENET message.
You transform it into text using UU-encoding.The newsreader has nothing to
do with it.You have to have a UU-decoder to process them.The Atari DOES
have a UU-decoder so it's alright to distribute them that way.
Watch out about their size though.Don't go above 90k.I don't know if any
UU-decoder for the Atari handles UU-files broken up for newsgroups,though.

2757. emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: space42@ix.netcom.com
Message-ID: <53bcji$lfl@dfw-ixnews12.ix.netcom.com>
Source record: 79779

Hi,
I have just got into the emulator thing.. Boy does this bring back
memories of 12 ago.. I was wondering if anyone has gotten the following
games to work with emulation... Karateka,Koronis Rift,The Edilon,Alley
Cat. I am using xlit, and pokey... The Lucas Film games just give me
the title screen, and the others dont do anything... I am using the
following command line "atari -oldmode -nobasic game.atr" with xlit.
Any help would be great...

Thanks
Jerry

Ps... Thanks Yogi again... assuming you are the same Yogi

2758. Re: Help! Lost! Boot software disk for my Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53bd4k$7ha@login.freenet.columbus.oh.us>
Source record: 79780

Unregistered (Unregistered@dial.pipex.com) wrote:
: Thanks Maddog - "language disk" sounds pretty familiar, now you mention
: it!

: Does this mean that when TOS loads, the first thing it does is look for a
: program to run off the system drive (in my case the floppy)? Does the
: floppy need to be "primed" in any way - e.g. to designate it as a "boot
: program" disk? How does the Atari know what to load off the disk??!!

I know that there's a way to boot a disk.

: Anyway, my general confusion aside - I guess I need to change my request
: to......

: HELP!

: Please can some kind sole post a copy of the "Control Panel" program for
: my Atari 1040ST?

Even though this base has "atari" in it's name,it's not for the ST.
It's for the HCS (Home Computer System) line of computers.
(as opossed to the ST or VCS lines)

: (P.S. If I download it onto my PC, am I still going to hit problems
: transferring it from MS-DOS format into whatever format the Atari floppy
: drive is expecting?)

It's not the drive that expects a format,but the DOS.
(though some drives may work at a in-compatible speed than a PC's.
Also the PC doesn't directly control the drive so it can't read all kinds
of disks formatted by computers that directly control their drives or
just have a more advanced controller)

GEMDOS and MS-DOS use the same format.But the PC drive controllers are
really "delicate" and any slight difference in the ST and PC controllers
can cause problems.

: Again, any further invitations to visit "wisdom rocks" most gratefully
: received.

: Thanks

: John (all I wanna do is get my Cubase up again!!!) White

Cubase???

2759. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53bdg5$8pr@login.freenet.columbus.oh.us>
Source record: 79781

Halliwell E Sra 436TS/TAC (halliwee@TS436.dyess.af.mil) wrote:

: On 23 Sep 1996, dklugh@freenet.columbus.oh.us (Daniel Klugh) said:

: > The 2600 only had a 8k address space and only 6k of it was used for the
: > cartridge.

: Actually the 2600 only had 4K of address space, ALL of which was used
: for the cartridge (the 2600 used a 6507 CPU, which is a 6502 with only
: 12 of the addressing lines connected). Accessing cartridges larger
: than 4K requires bank switching. When Asteroids-- the first 8K 2600
: cartridge-- was released, videogame mags almost invariably described
: bank switching as "switching between banks so fast that it tricks the
: system into accessing more memory". Ugh. I think at least one mag
: even attributed the on-screen flicker to the bank switching (and not the
: fact that the 2600 was putting the player's ship, UFOs, shots, explosions,
: and about a dozen free-floating multicolored rocks on the screen all at
: once using only two sprites).

It couldn't ALL be used for the cartridge!
Where would the other chips map in to?
There has to be a I/O space.
And what about the (little) RAM?

: The later 2600 cartridges (Solaris, Radar Lock, Road Runner, et al) had
: ROM sizes in the 32-64K range. It's amazing what even the anemic 2600
: chipset can do when given enough RAM and ROM to play with.

: >: of these conversions? They had strange names for example there
: >: GALAXIAN game was called "COMMUNIST MUTANTS FROM SPACE." Is it
: >: possible to Convert these cassettes I have to A PC disk for use with
: >: the 2600 Emulator?
: >
: >That last sentence made no sense.Well,it made some sense,but got confusing
: >at the end.

Oh wait,it makes sense now.The last sentence was just too long to fit into
my limited stack space.

: It all makes perfect sense. Several folks are working on 2600 emulators
: for the PC, and this guy was wondering if it's possible to copy the Super-
: Charger tapes to a file and plug them into one of these emulators
: (doubtful).

2760. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53bdt5$aki@login.freenet.columbus.oh.us>
Source record: 79782

Mr. Maddog (mrmaddog@prolog.net) wrote:
: On 30 Sep 1996, Halliwell E Sra 436TS/TAC wrote:

: I once played Frogger on the 8-bit and it is good. If anyone is
: wondering, I heard that the disk version offers better music since
: there's more memory (32K vs. 8K)

Actually cartridges can have 16k of ROM on them.And by using bank switching,
much more.(my SDX and Flight Simulator cartridges has 64k)
Hence,cartridges are better than disks.

: Get the SuperCharger CD, it has all the games in ROM images to be used on
: the emulators. There is also MAKEWAV which turns images into SC sound
: files and even a Game Genie modified images played through SC. So I'm
: sure someone will soon come up with a SC to image converter in the near
: future.

I could just kick my self for not getting the SuperCharger when I saw
it.But it came in a bag filled with other cartridges I already have for
$25 or so.

How much is the CD and where do I get it?

2761. Re: Data transfer speed

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: draco@mi.com.pl
Message-ID: <53bep0$i6v@dollar.it.com.pl>
Source record: 79783

In article <19961004054402.aaaa001rp@babyblue.cs.yale.edu>,
offen300@hio.tem.NHL.NL says...
>
>
>>[stuff deleted]
>>Our IDE drive can normally read 256-byte sectors (i.e. working in

>>the emulation mode, that is naturally slower) via the OS SIOINT
>>calls with 49 k per second speed rate (and 63k, if the ANTIC's
DMA
>>is off). The test program (namely the SysInfo 2.0) will be
>available >on the net soon.
>
>Thanks for telling me these facts! That's just what I wanted to
know.
>
>I thought 30k/sec was the maximum because it was the transfer rate

>of my Black Box with HD and because I heard it from someone who
>makes disk drive enhancements (speedy).
>
>I became interested in this because I was thinking about doing
>harddisk recording (using two linked Atari's, a black box and HD).
>In theory this should be possible, but I don't think it's very
>useful. There are computers which are much better at doing
harddisk
>recording (e.g. Atari Falcon). Though I liked the idea :)
>
>Greetinx:
>
>Freddy.
>offen300@hio.tem.nhl.nl
>(editor of Mega Magazine)

Yes, I am thinking about the hard disk recording too, especially
because I am Falcon owner and such capability offerred by this
machine gives a lot of fun. Unfortunately, with the IDE emulation
mode any writes to the disk are very slow :(but hard disk
replaying is possible as well. :) I think, that it may be done in
this manner:

1) replay routine on interrupts (e.g. Pokey Timer or even DLI's,
but those last may need GR.8 or similar display mode).
2) a 'normal' routine to read a file into buffer.
3) dual-buffering

Algorithm scheme:

1) open a sample for reading
2) read a part of the sample into buffer A
3) start replaying buffer A
4) read next part of the sample into buffer B
5) wait until the buffer A is replayed
6) immediately switch to replay buffer B
7) read next part of the sample into buffer A
8) wait until the buffer B is replayed
9) immediately switch to replay buffer A
10) if not EOF then GOTO 4 ;))))
11) stop playing
12) close sample

I think, that maximum sample rate may be about 15kHz;
7.5kHz should be easy to do.

8-bit A/D and D/A converters would be very nice thing.

Greetings

KMK

2762. Re: 720K XF551 custom drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53be2v$bol@login.freenet.columbus.oh.us>
Source record: 79784

Internet Magazine Team (incoming@mi.com.pl) wrote:
: rwoolley@pacbell.net wrote:
: >
: >
: > I meant, that the only radical solution for these is a DOS, that could
: > read and write 512-byte allocation units. Thus IDE drives could be
: > both fast and big.
: >
: > KMK
: >
: > the IDE interface reads and writes 140 sectors per second. with a drive
: > that has NO errors, it reads 180 sectors per second. that's as fast as a
: > 1.79mhz 6502 can go.... MYDOS, yourDOS, noDOS - it will not do better.

: Yes, 180 (up to 200 with a clever caching), I totally agree. But no matter,
: if the sectors are 256- or 512-bytes long. So a DOS working with 512-byte
: allocation units wouldn't read 180sect.*256bytes = 36k per second (as existing
: DOSes do), but 180sect.*512bytes = 72k per second!!!

: I do not think so, I know it for sure. Of course, there must be a bit of
: internal cache inside the drive... ;))) Otherwise the speed won't be
: so great due to an inconvenient interleave.

Plus writes won't have to be done with reads.
(read 512 byte sector,modify half of it,write it back out)

2763. Re: Antic magazine archives

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: jlodoen@mega.megamed.com
Message-ID: <53blur$egv@news.wco.com>
Source record: 79785

In article <maury-0710961417150001@194.125.100.1>, maury@softarc.com (Maury Markowitz) wrote:
>In article <savetz-ya02306003021096220031000l@news.northcoast.com>,
>savetz@northcoast.com (Kevin Savetz) wrote:
>
>> Try ftp://ftp.clark.net/pub/antic
>
> Excuse my confusion, but what are the disks being referred to? Did all
>issues of Antic include a disk version of the type-in programs?
>
>Maury

Not all issues. I believe Antic added disks with the type-ins (at extra cost) starting with Volume 3, #7. Sometimes there were bonus programs or pictures as well.

2764. Re: HTML atari manuals

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53bofr$6ip@dfw-ixnews4.ix.netcom.com>
Source record: 79786

In <534sri$sqk@nuke.csu.net> kendrick@sitka.sonoma.edu (William Kendrick) writes:
>
>Mariano Dominguez Molina (mariano@ce.fciencias.unam.mx) wrote:
>(Which manual to OCR and HTMLize..)
>
>
>By far, Mapping the Atari! Which version do you have? XL or original?
>
>
>
>-bill!
>Bill Kendrick
>/|\ Software Engineer
>kendrick@zippy.sonoma.edu
>http://zippy.sonoma.edu/kendrick/
The version I have covers the XL and XE series as well as the 400/800.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2765. Re: Interested in user group near Trenton, NJ

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53bopr$p@sjx-ixn5.ix.netcom.com>
Source record: 79787

In <32561BEF.1208@erols.com> "Jonathan C. Mordosky"
<mordosky@erols.com> writes:

>
> The Atari SIG of PACS was the Philadelphia Atari group that I was
>refering to. Things were looking rather grim for them about a year
>ago. I have heard nothing from them since.
>
> I have not heard anthing about JACS for some time. When I was
trying
>to locate Atari User Groups for NEAR*US, was no response from the
Jersey
>Atari Computer Society. I had to contact them several times using
>several different addresses. I did locate some locate some ex-members
>who believed the group was either defunct or just a few users who
still
>got together socially. Do they still exist?
>
> Wish you the best of luck with getting a 8-bit user group
together.
>Keep on plugging, it will take a while to find the needed 8-bit users.

>They do still exist!
>
>Take care, Jon
Jon,
Absolutely, JACS is still alive. They still rin a 24/7 BBS at
14400bps @(609) 346-1224. It is also networked in the US and to Canada.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2766. Help !! I have amnesia !!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Jairo Lopez <jlopez@impsat.net.co>
Message-ID: <3259651E.3E33@impsat.net.co>
Source record: 79788

I have an ATARI 800 XL (in the closet) and I am starting to use an
emulator XFormer. The problem is that I forgot all what I knew about
AtariDOS.
I am using AtariDOS with Xformer and I can list the files in a drive
(virtual) by I forgot how to run any of these games !!!

I have not fund information in any FAQ.

HELP, I want to play ATARI againg !!

Thanks,

--
****
* Jairo Lopez EDS Colombia *
* jlopez@impsat.net.co *
* ovmail1.dz2578@eds.com *
****

2767. Re: mem upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <53bqms$4n3@darla.visi.com>
Source record: 79789

> e9423@hsa.nl (R.P. Gerritsen) writes:
> I want to know how I can upgrade my memory of my 1040STf
> Does anybody know that??
>
>
>>>>
Go to "comp.sys.atari.st" News Group for and answer.
Also, there is "comp.sys.atari.st.tech".

Rich Mier

2768. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32592FE8.2E31@osu.edu>
Source record: 79790

Maury Markowitz wrote:
>
> In article <52v6mt$1cg@nntp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> wrote:
>
> > [Kyle recommends re-creating _Mapping_The_Atari_ with TeX over LaTex]
>
[Maury says using LaTeX would lose the hypertext and cross-platform
features of HTML and PDF formats...]
>
> In addition with HTML we get what we wanted in the first place, hot
> linking to other items, live tables of contents, live indexing and a
> savable format (into text or picture formats).
>
> And finally we get searchability and partial document support. Neither
> of these are really available under a markup system.
>
> Maury

I'm currently learning how to automatically create and maintain large
hypertext documents. In our class, we're using TeX with some additional
command, for example "\HCode{}" to insert specific HTML codes. Other
existing tags take on HTML meanings, for example "\Link" acts like
HTML's
HREF, providing links to anchor points across pages or within the
current page. An output module called "dviht" then converts TeX's .dvi
output to HTML.

The system seems well-suited to generating a large, reference-style HTML
document. You could use the logical structure and automatic management
of
TeX to make a _Mapping_ source document, then output it in HTML for
everyone to use on the web.

We should get Rob Funk in on this discussion. He actually _likes_ using
TeX. <grin>

-Tony

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

2769. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <53bqoc$pd@charm.magnus.acs.ohio-state.edu>
Source record: 79791

In article <52tkbr$cjn@sjx-ixn3.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:
> The file is already formatted in Winword and has been also saved as
>an ASCII format file. I can e-mail this to anyone that want's it--AS
>IS. I'm hoping it can be converted to HTML and/or Adobe PDF.

I have a program lying around that will convert RTF documents (easily
saved from Word) to HTML. It works quite well. It's called, of
course, rtf2html.

--
============== R o b F u n k =============|=========> funk+@osu.edu <========
| http://er4www.eng.ohio-state.edu/~funkr/ | rfunk@magnus.acs.ohio-state.edu |
| "What is the use of understanding how to grow corn when your neighbors |
\ are starving and you don't share that knowledge?" -- Dhyani Ywahoo /

2770. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <53brb7$11c@charm.magnus.acs.ohio-state.edu>
Source record: 79792

In article <534tl8$sqk@nuke.csu.net>,
William Kendrick <kendrick@sitka.sonoma.edu> wrote:
>I feel that putting Mapping the Atari in Tex or LaTex format (or any other
>non-hyper format) would be a mistake and a waste! The ability to
>"hyperactively" search through a document and make active references within it
>would be EXTREMELY useful to a "memory map" book like Mapping!

OK, then how about Linuxdoc-SGML?

It's a system closely related to both LaTeX and HTML (HTML is an
"instance" of SGML, or something like that -- SGML terminology is
weird), originally intended for the Linux Documentation Project. From
a single source file that looks like HTML, you can create HTML,
postscript, plain text, and other formats. It would be perfect for
this sort of thing.
And yes, it handles hyperlinks.

>How many times in that book does it refer to, say, non-shadow locations,
>and other sections!

42.

>Besides, even an Atari (hooked up to a Unix machine) can use HTML! :)
>Just get IceT or FT80 and run Lynx!

I wonder if TeX and LaTeX could be ported to the Atari.... ;-)

--
============== R o b F u n k ==============|=========> funk+@osu.edu <========
| http://er4www.eng.ohio-state.edu/~funkr/ | rfunk@magnus.acs.ohio-state.edu |
| "What is the use of understanding how to grow corn when your neighbors |
\ are starving and you don't share that knowledge?" -- Dhyani Ywahoo /

2771. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <53bs9e$188@charm.magnus.acs.ohio-state.edu>
Source record: 79793

In article <32592FE8.2E31@osu.edu>, Tony Ramos <ramos.15@osu.edu> wrote:
>I'm currently learning how to automatically create and maintain large
>hypertext documents. In our class, we're using TeX with some additional
>command, for example "\HCode{}" to insert specific HTML codes. Other
>existing tags take on HTML meanings, for example "\Link" acts like
>HTML's
>HREF, providing links to anchor points across pages or within the
>current page. An output module called "dviht" then converts TeX's .dvi
>output to HTML.

Cool. I don't quite see how the HTML stuff gets all the way to the
DVI without modifying tex, but I'm definitely interested in this.

BTW, I think it was Kyle who said LaTeX can't do books but TeX can,
which is wrong; LaTeX has a class for books. The difference between
LaTeX and TeX is that (theoretically) in LaTeX you are more concerned
with the structure of the document (also the original intent of HTML
and other SGML document types), while in TeX you must worry about the
look of the document.

I think the LaTeX approach is better, although LaTeX's implementation
of it is IMHO incomplete, requiring the user to know too much raw TeX.

>We should get Rob Funk in on this discussion. He actually _likes_ using
>TeX. <grin>

I like using LaTeX, and I'll use raw TeX if I have a good macro
package that hides most of the raw TeX.
BTW, there's a cool graphical interface to LaTeX called LyX, which
makes writing logical LaTeX documents much easier. I doubt it can be
ported to the 8-bits. ;-)
http://www.lehigh.edu/~dlj0/LyriX.html
http://www-pu.informatik.uni-tuebingen.de/users/ettrich/

Tony, thanks for pulling me back into this newsgroup.
--
============= R o b F u n k =============|=========> funk+@osu.edu <=========
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@peri.acs.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2772. please HELP! - urgent!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: "JTKirk@usa.net" <JTKirk@usa.net>
Message-ID: <19961007095633.aaaa0012b@babyblue.cs.yale.edu>
Source record: 79794

Hi. I need some help
I have two 800XL's, one with all the ICs socketed?
The thing is, I built the Buchholz memory upgrade and
installed it on the socketed machine. It worked fine,
only that the wires to the 6520A used to loosen often.
So I decided to take out the IC, desolder the socket,
solder the wires to the board, and solder the socket
again in its place and reinstall the 6520A.
Well, the issue of desoldering the socket turned out
to be harder than I thought, so I decided to leave
it for another day, since it was already late. So I
made sure it was properly soldered in its place and
reisntalled everything as usual.
But after that, after I turned on the computer, the
only thing I got was a dark blue screen (not the
usual grey - yellow - sequence that usually comes
at startup). And it has stayed so since then.
Now I fear to try to solder (o desolder) anything
else. I've traced the connections of the 6520A's
socket, and they seem to be OK.
Has anyone some idea of what I could have done
wrong? Please help me?
TIA
--
```
__--___ ,++----------------------====---,
________|_:_:___\_______ ( || \<=\======NCC-1701==== I I|/
\_____________________| `===--------------------------'
\__________/\\:\'\ |:|
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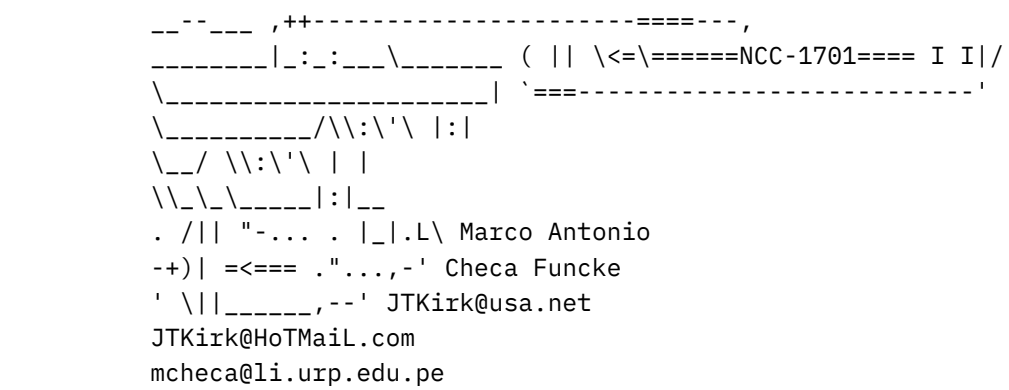
\\_\_\_____|:|__
. /|| "-... . |_|.L\ Marco Antonio
-+)| =<=== ."...,-' Checa Funcke
' \||______,--' JTKirk@usa.net
```
JTKirk@HoTMaiL.com
mcheca@li.urp.edu.pe

2773. please HELP! - urgent!

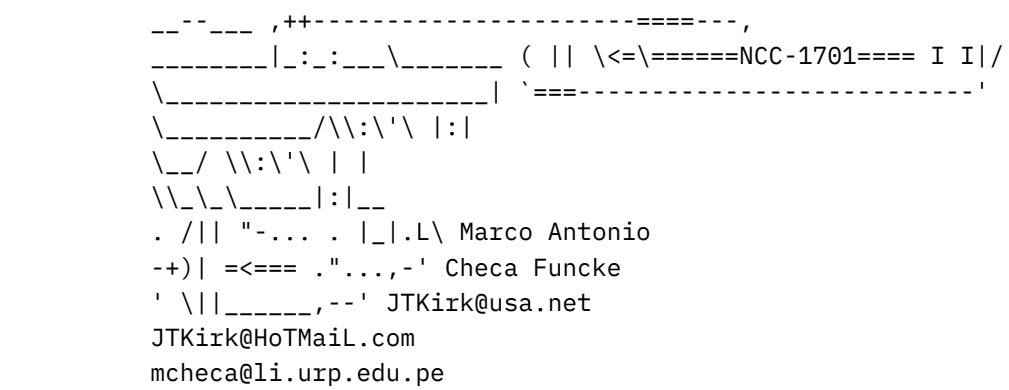
Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: "JTKirk@usa.net" <JTKirk@usa.net>
Message-ID: <19961007095313.aaaa0012K@babyblue.cs.yale.edu>
Source record: 79795

Hi. I need some help
I have two 800XL's, one with all the ICs socketed?
The thing is, I built the Buchholz memory upgrade and
installed it on the socketed machine. It worked fine,
only that the wires to the 6520A used to loosen often.
So I decided to take out the IC, desolder the socket,
solder the wires to the board, and solder the socket
again in its place and reinstall the 6520A.
Well, the issue of desoldering the socket turned out
to be harder than I thought, so I decided to leave
it for another day, since it was already late. So I
made sure it was properly soldered in its place and
reisntalled everything as usual.
But after that, after I turned on the computer, the
only thing I got was a dark blue screen (not the
usual grey - yellow - sequence that usually comes
at startup). And it has stayed so since then.
Now I fear to try to solder (o desolder) anything
else. I've traced the connections of the 6520A's
socket, and they seem to be OK.
Has anyone some idea of what I could have done
wrong? Please help me?
TIA
--


JTKirk@HoTMaiL.com
mcheca@li.urp.edu.pe

2774. please HELP! - urgent!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: "JTKirk@usa.net" <JTKirk@usa.net>
Message-ID: <19961007100420.aaaa0018M@babyblue.cs.yale.edu>
Source record: 79796

Hi. I need some help
I have two 800XL's, one with all the ICs socketed?
The thing is, I built the Buchholz memory upgrade and
installed it on the socketed machine. It worked fine,
only that the wires to the 6520A used to loosen often.
So I decided to take out the IC, desolder the socket,
solder the wires to the board, and solder the socket
again in its place and reinstall the 6520A.
Well, the issue of desoldering the socket turned out
to be harder than I thought, so I decided to leave
it for another day, since it was already late. So I
made sure it was properly soldered in its place and
reisntalled everything as usual.
But after that, after I turned on the computer, the
only thing I got was a dark blue screen (not the
usual grey - yellow - sequence that usually comes
at startup). And it has stayed so since then.
Now I fear to try to solder (o desolder) anything
else. I've traced the connections of the 6520A's
socket, and they seem to be OK.
Has anyone some idea of what I could have done
wrong? Please help me?
TIA
--


JTKirk@HoTMaiL.com
mcheca@li.urp.edu.pe

2775. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <32597479.41EB@earthlink.net>
Source record: 79797

Would artifacting be the reason that several games on emulators are
black and white only made up of alternating raster lines?

Jeff

2776. Re: Atari Revolution

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <3259754E.4543@earthlink.net>
Source record: 79798

From Don Thomas this weekend.
Did you hear anyone say "Goodbye"?
==========
by Donald A. Thomas, Jr. (10/4/96)

It's odd to imagine an institution, which was as big and as powerful as Atari
once was, to have been shut down in recent days. The real amazement for me is
that it was all accomplished without a measurable flinch from within or outside
the gaming industry. I can understand that gamers wanted to push Pong out the
door early in the timeline. I can appreciate that the classics such as Missile
Command and Asteroids do not push 32-bit and 64-bit systems to any technological
limits. I know all these things intellectually, but the heart cannot face the
truth that the world and the corporate machine known as Atari could not find an
amicable way to coexist.

On Tuesday, July 30, 1996, Atari Corporation took each and every share of it's
company (ATC), wrapped them all in a tight bundle and presented them to JTS
Corporation; a maker and distributor of hard disk drives. On Wednesday, the
shares were traded under the symbol of JTS. Within a few weeks, the remaining
staff of Atari that were not dismissed or did not resign, moved to JTS'
headquarters in San Jose, California. The three people were assigned to
different areas of the building and all that really remains of the Atari
namesake is a Santa Clara warehouse full of unsold Jaguar and Lynx products.

It was only as long ago as mid '95 that Atari executives and staff believed
things were finally taking a better turn. Wal*Mart had agreed to place Jaguar
game systems in 400 of their Superstores across the country. Largely based on
this promise of new hope and the opportunities that open when such deals are

made, Atari invested heavily in the product and mechanisms required to serve the
Wal*Mart chain. But the philosophical beliefs of the Atari decision makers that
great products never need advertising or promotions, put the Wal*Mart deal
straight into a tailspin. With money tied up in the product on shelves as well
as the costs to distribute them to get there, not much was left to saturate any
marketplace with advertising. While parents rushed into stores to get their kids
Saturns or PlayStations, the few that picked up the Jaguar were chastised by
disappointed children on Christmas day.

In an effort to salvage the pending Wal*Mart situation, desperate attempts to
run infomercials across the country were activated. The programs were
professionally produced by experts in the infomercial industry and designed to
permit Atari to run slightly different offers in different markets. In spite of
the relatively low cost of running infomercials, the cost to produce them and
support them is very high. The results were disappointing. Of the few thousand
people who actually placed orders, many of them returned their purchases after
the Holidays. The kids wanted what they saw on TV during the day! They wanted
what their friends had! They wanted what the magazines were raving about!

In early 1996, Wal*Mart began returning all remaining inventory of Jaguar
products. After reversing an "advertising allowance" Atari was obligated to
accept, the net benefit Atari realized was an overflowing warehouse of inventory
in semi-crushed boxes and with firmly affixed price and security tags. Unable to
find a retailer willing to help distribute the numbers required to stay afloat,
Atari virtually discontinued operations and traded any remaining cash to JTS in
exchange for a graceful way to exit the industry's back door.

Now that JTS has "absorbed" Atari, it really doesn't know what to do with the
bulk of machines Atari hoped to sell. It's difficult to liquidate them.

Even at
liquidation prices, consumers expect a minimal level of support which
JTS has no
means to offer. The hundreds of calls they receive from consumers that
track
them down each week are answered to the best ability of one person.
Inquiries
with regard to licensing Atari classic favorites for other applications
such as
handheld games are handled by Mr. John Skruch who was with Atari for
over 13
years.

In spite of Nintendo's claim that their newest game system is the first
64-bit
game system on the market, Atari Corporation actually introduced the
first
64-bit system just before Christmas in 1993. Since Atari couldn't afford
to
launch the system nationwide, the system was introduced in the New York
and San
Francisco markets first. Beating the 32-bit systems to the punch
(Saturn/PlayStation), Atari enjoyed moderate success with the Jaguar
system and
managed to lure shallow promises from third-party companies to support
the
system. Unfortunately, programmers grossly underestimated the time
required to
develop 64-bit games. The jump from 8-bit and 16-bit was wider than
anticipated.
In addition, Atari was already spread thin monetarily, but were required
to
finance almost every title that was in development.

After the initial launch, it took Atari almost a year before an
assortment of
games began to hit store shelves. Even then, having missed the '94
Holiday
Season, many of the planned titles were de-accelerated to minimize
problems
caused by rushing things too fast. Consumers were not happy and
retailers were
equally dismayed. The few ads that Atari was able to place in magazines
were
often stating incorrect release dates because that information changed
almost
every day although magazines deadline their issues up to 120 days in
advance.

It was in 1983 that Warner Communications handed Jack Tramiel the reins
of

Atari. By this time, Atari was often categorized as a household name, but few households wanted to spend much money on new software and the systems were lasting forever. No one needed to buy new ones. That, combined with Warner's obscene spending, amounted to a *daily loss* of over $2 million. Atari was physically spread all over the Silicon Valley with personnel and equipment in literally 80 separate buildings; not considering international offices and manufacturing facilities. Mr. Tramiel took only the home consumer branch of Atari and forced Warner to deal with the arcade division separately. Within a few years, Jack took the company public, introduced an innovative new line of affordable 16-bit computers and released the 7800 video game system.

To accomplish these miracles for Atari, Jack implemented his "business is war" policies. While people who publicly quoted his statement often felt that policy meant being extremely aggressive in the marketplace, the meaning actually had closer ties to Tramiel's experience as a concentration camp survivor. Of the 80 buildings in Sunnyvale, Santa Clara and Milpitas, almost every one of them were amputated from Atari's body of liabilities. The people, the work, the heritage, the history were fired or liquidated. Those who survived were unsympathetically required to fill in the gaps and while most tried, few actually found a way to be successfully do what a dozen people before them did. Atop the mountain, Jack pressed with an iron thumb. All Fed/Ex mailings were required to be pre-approved by one of a handful of people. "Unsigned" purchase orders went unpaid regardless of the urgencies that inspired their creation. Employees found themselves spending valuable time trying to find ways around the system to accomplish their jobs. Many of them lost their jobs for bending the rules or never finding a way to make things work. As horrible as it all sounds, it actually was the only way

to protect Atari as a company and give it a chance to survive as it did and did
very well.

Jack's introduction of the 16-bit computer was initially hearty in the United
States but it went extremely well in Europe. Europeans were not accustomed to
"affordable" technology and although the Atari computers were not IBM
compatible, it didn't matter because people could afford them. Jacks' private
laugh was that the computers were sold at prices much higher in Europe than
Americans were willing to pay. As a result, most of the machines made were being
shipped to European destinations to capture the higher margin. This enraged the
people in the United States that had been Atari loyalists. While waiting months
for stores to take delivery domestically, international magazines were touting
ample supplies. Those in the know within the U.S. became dismayed. The remainder
never knew Atari was slowly abandoning the value of Atari's name recognition as
it became easier and easier to forget some assuming Atari had long filed for
bankruptcy.

On a technical level, Atari 16-bit computers were designed beyond their time.
For less than $1,000, consumers could enjoy "multimedia" before the phrase was
ever really widely used. The icon-based working environment proceeded Windows
popularity although the essential attributes of the two environments were very
similar. MIDI was built-in and became an instant hit in the high-end music
industry. Tasks were activated and manipulated with a mouse and the system
accepted industry standard peripherals such as printers, modems and diskettes.

With all the genius that went into the technology of the machines, very little
of equivalent genius went into the promoting and marketing the machines. Mr.
Tramiel was the founder of Commodore Business Machines. When he introduced the
PET computer in 1977, Jack discovered he didn't have to call a single

publication. Instead they all flocked to his door demanding an opportunity to see the product. News magazines. Science Journals. Business newsletters. Newspaper reporters. They were all there with microphone, camera and pen in hand. And they kept coming back. Adding a switch, announcing a new 4K application or signing a new retailer were all big stories the press wanted to handle.

Today, a new video game announcement may generate a request from any of the dozens of gaming magazines for a press release, but a lot of costly work has to be done to assure fair or better coverage. Editorial people are literally swamped with technical news. Samples are mailed regularly to their attention. Faxes fly in through the phone lines and e-mail jams up their hard drives. It takes a lot to grab their attention.

While Atari retained hopes to be successful with the Jaguar, Atari's marketing people were fighting established standards in the industry with severe handicaps. Since cartridges (the Jaguar was/is primarily a cartridge-based system) were so expensive, editorial people were required to return them before new ones would be sent. Editorial people like to assign review projects. So finding cartridges they sent out was not always easy to do. Additionally, reviewers often love their work because they get to keep what they write about. Regardless, the few magazines willing to cover Atari products were more often turned away because of a lack of programmable cartridges or any number of other indecisive barriers. In-store signs and posters were sometimes created, but many retail chains charge premiums to manufacturers that want to display them. Some direct mail campaigns were implemented, but Atari often could not afford to keep those things being advertised on schedule. Therefore, the advertisements were published and distributed, but the product was not available.

Clearly, Jack's experience with the world beating a path to the door of a

company making a better mousetrap no longer applied. The world had revolved a few times beneath him and he never noticed. The tactics used to successfully sell Commodore computers were simply antiquated notions from the past. Meanwhile, Sony launches the PlayStation with over $500 million in marketing funds. Today, the PlayStation is considered the most successful next-generation gaming machine throughout the world. Sony bought the market. Tramiel's Atari never learned how to do that. Actually, they never could afford it anyway.

After the 1990's got underway, Europe as well as the rest of the world, discovered that IBM-compatible computers were becoming more powerful and more affordable. The world always did want computers at home just like in the office and companies like Dell and Gateway exemplified the industry's trend toward home-based office computers. As a result, companies like Commodore, Atari and Next couldn't compete any longer. While the dedicated user base of each of them felt abandoned by these companies having to leave the computer market, the inevitable prevailed. Commodore jumped ship, Next changed business goals completely and Atari invested what they had left in the Jaguar game system. Even today, Apple is kicking and screaming. As good as Apple was at creating a huge niche for themselves, they focused more heavily on education. When kids grow up and get jobs, they want business machines. IBM was always the business standard.

When one examines the history of Atari, an appreciation can grow for how many businesses and people were a part of the game over the years. Chuck E. Cheese Pizza was started by Atari's founder, Mr. Nolan Bushnell. Apple Computer was born in a garage by ex-Atari employees. Activision was founded by Ace Atari programmers. The list goes on and on.

But for some pathetic reason Atari's final days came and went with no tribute, no fanfare and no dignified farewells. Why? Where did all the talent go? Where

are all the archives? Where are the vaults? Where are the unpublished games and
where are the originals of those that were? Why has no company stepped forward
to adopt the remaining attributes Atari has to offer? Where are the creditors?
What has happened to all the properties and sites? Where are the databases,
warranty cards, promotional items, notes on meetings, unanswered mail? Who owns
P.O. Box 61657? Who goes to work in Atari's old offices? Where do consumers have
their systems fixed? Who is publishing new games? Who still sells Atari
products? Why are there still a lot of people talking about Atari on-line?

I'm an ex-Atari employee and proud to have been. I'm still an Atari devotee and
proud to be. To me, these are questions which all deserve an answer, but who
will ask them?

The best people to ask these questions are those who have exposure to the
public. If you believe Atari left us without saying goodbye, contact Dateline at
dateline@nbc.com. If you REALLY believe, then send this article to 10 of your
friends in e-mail. AND if YOU REALLY, REALLY believe, mail a few to newspapers
or other news programs. A letter in your own words would be great!

I'd spend money for a thorough retrospect on Atari. Wouldn't you?

Wouldn't it at least be nice to say "Goodbye"?

--Don Thomas
75300.1267@compuserve.com
209/239-3898

Permission is granted to freely reprint this article in it's entirety provided
the author is duly credited.

Landon Dyer wrote:
>
> Halliwell E Sra 436TS/TAC (halliwee@TS436.dyess.af.mil) wrote:
>
> : > The Atari Revolution was started by Don Thomas. Atari hired him,
> : >so he didn't need to lead a revolution anymore! :) Don handled Portfolio
> : >marketing at Atari among other things. He recently left when Atari merged
> : >with JTS.

>
> : As a matter of fact, Don is now working at Sony, presumably in some capacity
> : related to the Playstation. It's funny that ex-Atari personnel never have
> : trouble finding work elsewhere.
>
> are you kidding? with so many ex-coworkers it's hard to find a
> company here in sillycone valley that DOESN'T have an ex-atarian in
> the good-old-boy/girl network. a simple "do you remember when ray
> kassar..." and *bam* you're hired. :-)
>
> [i joined atari in 1982, and there were like 14,000 people working
> there. lasted through the tramiel era, to less than 200 people. it
> was a pretty wild ride. i cleaned out a lot of other people's desks.
> i had my own personal vax 11/780 for a while.
>
> when we were doing the ST, most of the programmers went to a warehouse
> to choose their office furniture. mountains of leftover warner stuff --
> i think they're *still* getting rid of it. we all chose desks used by
> former vice presidents.... :-)]
>
> -landon
> ex atariInc/atariCorp/apple guy

2777. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <32596934.644E@iexist.flw.lucent.com>
Source record: 79799

William Kendrick wrote:
>
> Yikes. Favorite game. I've replied to a thread like this before, long
> ago. :) Hmm!
>
> Of all the games I have, that I can REMEMBER, some of my top favorites are:
>
> Star Raiders OF COURSE!
> Mega Blast II Chaotic explosive fun. Girls love it! (!?!?!)
> Boulder Dash Until it gets too difficult. ;)
> Wavy Navy NEARLY Galaga!
> Space War My girlfriend and I dig this one. :)
> Alternate Reality But I never have time to get INTO it. :(
> Atartris II One of the coolest Tetris ports!
> Joust Better (game play) than the arcade or PSX. :)

All good games. I couldn't pick one game, but a few of my top favorites
would be:

Star Raiders
Great American Cross Country Road Race
Spare Change
Ms Pac Man
Miner 2049er
Jumpman Jr.

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

2778. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <53bt93$1gb@charm.magnus.acs.ohio-state.edu>
Source record: 79800
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <539erp$46s@login.freenet.columbus.oh.us>,
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>Toshi Morita (tm2@nntp.best.com) wrote:
>: It's more like 5%. The only new instructions I can remember are:
>
>: STZ
>: BRA

>ARGH!What do these new functions do?!?

STZ - STore Zero. Replaces the common LDA #0, STA addr sequence.
BRA - BRanch Always. Basically a relocatable JMP. often simulated
with sequences like SEC, BCS addr.

Dunno the numbers.

--
============= R o b F u n k =============|=========> funk+@osu.edu <=========
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in"|rfunk@peri.acs.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" |http://er4www.eng.ohio-state.edu/~funkr

2779. Re: Atari Revolution

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <32596C3D.70B7@iexist.flw.lucent.com>
Source record: 79801

Landon Dyer wrote:
>
> [i joined atari in 1982, and there were like 14,000 people working
> there. lasted through the tramiel era, to less than 200 people. it
> was a pretty wild ride. i cleaned out a lot of other people's desks.
> i had my own personal vax 11/780 for a while.

Now that's what I call being a survivor! But my goodness, if Atari really had anywhere near that many people in the early '80s, it's no wonder they had such a hard time during the great video game shakeout of the mid 80s.

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

2780. 130XE, XF551 for sale, and more.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: sunlord@zap.io.org
Message-ID: <53c222$6c8@zap.io.org>
Source record: 79802

Hello!

Well, I have been forced into a little bit of a situation. Recently I just
got a bunch of Atari stuff and was very excited to be able to start doing
some programming on it. Unfortunatley I have just learned that my acceptance
to an English private school in Japan has been accepted. So I have to 1)
raise some money, and 2) get rid of most of possesions! So here goes.

For sale, preferably as ONE package (in fact I am going to stress that!)

Here goes:

XF551 Disk drive, perfect condition.
1050 Disk drive, good condition.
Atari 130XE, great condition.
Atari 65XE, great condition.
Atari SX212, perfect condition.
2 remote joysticks.
A complete selction of all the versions of DOS i could find (on disk)
A selection of 10 cartridges.
Atari Paint unopened. Original defender in box.
5 pin monitor cable to work with Commodore Monitors.
All power supplies, + all cables (and extra cables).

I think that's it. A perfect way to start off with a complete set, or to get
some stuff you've always wanted!

this isn't for personal profit. I am honestly doing this because I have
ratehr than I want to. I ask kindly for serious and interested offers only!

Any questions or comments, feel free.

sunlord@io.org

david bennett
(thanks to Bob Klaas and David Moeser for their help getting me started!)

2781. Re: Percom Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32599019.1439141@news.superlink.net>
Source record: 79803

On Sat, 05 Oct 1996 11:23:57 -0600, Barbara <barbara@aros.net> wrote:

-I found a PercomData Disk drive at a bargain store and it has some
odd
-interface on the bck of it. Somewhere I read that's it's supposed to
be
-a parallel port. It's Model # is AT88-S1PD if that helps at all. It
-looks as if it's the same kind of parallel port that's on the back of
an
-800xl, but it also has a 34 pin connector, that almost looks like I
-could hook a 3.5" floppy up to it. Any info on this drive would be
-greatly appreciated, thanks..
-
-Leech!@#$

That port is there to hook up more percom drives. They sold slave
drives w/o controllers to save money.
Have you gotten your first shock off this beast yet?

2782. Re: Percom Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0710961708240001@port14.bitstream.net>
Source record: 79804

In article <325699AD.54F0@aros.net>, Barbara <barbara@aros.net> wrote:

> I found a PercomData Disk drive at a bargain store and it has some odd
> interface on the bck of it. Somewhere I read that's it's supposed to be

I have two Percom drives, a master and a slave. The interface is for
connecting a slave drive. Up to 7 slave drives can be daisy-chained to a
master drive.

Mark Simonson
marksim@bitstream.net

2783. atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: pmc7288@is.nyu.edu
Message-ID: <53c4dq$rt0@news.nyu.edu>
Source record: 79805

I just picked up an Atari 600XL. I know nothing about Ataris, and was looking for some info. For example, is the 600xl compatible with other xls? Where can I find books, software etc?

any info you can give me would be greatly appreciated. thanks

-Peter Cline

2784. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Barry Hom <bfhom@delphi.com>
Message-ID: <p9NxlHD.bfhom@delphi.com>
Source record: 79806

Well, the 8-bit Atari games were exact clones of the Atari 5200 games.

I did see Toad Computers sell some for $7 each in one of their catalogs.

Barry Hom

2785. WTB: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Barry Hom <bfhom@delphi.com>
Message-ID: <pdFz9BE.bfhom@delphi.com>
Source record: 79807

If you have any Atari 8-bit carts you would like to sell, please e-mail me at: bfhom@delphi.com. Thanks!

Barry Hom
bfhom@delphi.com

2786. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3259C933.1F66@pacbell.net>
Source record: 79808

Janice in NYC wrote:

> Oh, so that means there are other differences in the PAL and NTSC
> computers than just the ANTIC?

Yes - the clocks are different and GTIA is different.

> I mean, say if I were to swap the Antic AND OS Roms for PAL versions,
> what would happen?

The OS ROMs are NOT different on PAL machines. The OS looks for a PAL GTIA and sets a flag in the computer for
PAL operation based on what it sees. If you put in a PAL ANTIC without changing the GTIA, the OS still thinks
he is on an NTSC machine. This will work for MOST PAL software. To do it up right, you must fool the OS into
believing it IS a PAL machine - without putting in a PAL GTIA, of course. Change the byte in $C386 to $01 and
your OS will 'see' a PAL GTIA all the time (also change $C000 to $12 to fix the checksum...).

You can't put a PAL GTIA in your machine since you would then need a PAL monitor to see color... OK?

This information is available from VOL. 4, NO. 2 of Atari Classics (plug, plug <G>)

Bob Woolley

2787. Star Raiders and Pinball Construction Set problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Thomas Main <tmain@appstate.campus.mci.net>
Message-ID: <3259B8DE.46D0@appstate.campus.mci.net>
Source record: 79809

I have been unsucessful in locating a working copy of Star Raiders in any of the Atari archives. I did find a version of Star Raiders with an .exe extension. At first I thought this was a self extracting archive that I could expand on my PC but I tried that and it didn't work. I also tried to put the .exe file into an Atari disc image and than run it from Atari DOS but that didn't work either. Does anyone know how I can get this file to work or alternatley where I might find a .atr or .bin version of Star Raiders?

I have also recently downloaded Pinball Construction Set from several Atari archives but have problems trying to run it on my 800XL. The game loads and works but the ball and pointer leave trails on the screen. Has anyone else run into this problem or does anyone know a fix for this problem?

Thank you for your help in answering my questions.

Thomas

2788. Re: HTML atari manuals

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Stuart Nicholson <stuartn@iap.net.au>
Message-ID: <32586062.53E5@iap.net.au>
Source record: 79860

<<Atari 400/800 basic reference manual.>>

This would be my choice plus Compute's book of Games next
--
Stuart
Perth, Western Australia

|It's not the dog in the fight, but the fight in the dog that counts|

2789. Re: Stockpile/

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <53a82c$2cj@news.aros.net>
Source record: 79861

Eric Michael Cron (ericcron@wwa.com) wrote:
: Do you think there is a stockpile of new 8 bit stuff somewhere? Everything
: couldn't of been sold.

I wouldn't doubt it. I recently came across some 2600 games that were in unopened boxes. They were in a carton at a local thrift store...

Unfortunately, some people don't see the value of things like that, and that sells mostly Commodore systems/software. He found out about 30 or so unopened XE Game Systems that were going to be thrown away, and managed to pick them up for the cost of shipping (from somewhere on the east coast).

Makes you wonder what's ended up on the trash heap...

2790. Re: Stockpile/

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <53agql$f40@nnrp1.news.primenet.com>
Source record: 79862

In article <53a82c$2cj@news.aros.net>,
Lawrence Gold <gold@shell.aros.net> wrote:
>Eric Michael Cron (ericcron@wwa.com) wrote:
>: Do you think there is a stockpile of new 8 bit stuff somewhere? Everything
>: couldn't of been sold.
>
>I wouldn't doubt it. I recently came across some 2600 games that were in
>unopened boxes. They were in a carton at a local thrift store...
...
>Makes you wonder what's ended up on the trash heap...

A local thrift store I know of has about six boxed and shrinkwrapped
copies of London Blitz for the C64. Maybe I should pick one up.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Perot for President, and then, the BORDER! QUICK! Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2791. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_844681406@rtfm.mit.edu>
Source record: 79863
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 27, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following four Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

2792. Re: Atari article in WIRED Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0710961349080001@194.125.100.1>
Source record: 79864

In article <51u30f$fdh@newsbf02.news.aol.com>, asharkis@aol.com (ASharkis) wrote:

> Now, here's the interesting tidbit. MindDrive, it turns out, was
> developed by a company called "The Other 90% Technologies, Inc."

And a version of it was listed in an issue of Analog (perhaps Creative) as a device that would ship in the Atari lineup of input devices with the revamped XL lineup. The picture showed someone playing a Breakout type game while seated in a chair.

Maury

2793. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0710961354060001@194.125.100.1>
Source record: 79865

In article <52r0jf$a2q@dfw-ixnews2.ix.netcom.com>,
rely@ix.netcom.com(Robert Smith Ely) wrote:

> I don't know if De Re Atari has been done yet, but I will be
> getting a page scannet later this month and could scan it in, clean it
> up and have it available in MS Winword format so that someone else
> could convert it into PDF and/or HTML. I already have the ICD MI/O
> manual in this form, if anybody want's a copy. E-mail me at the address
> below.

Well WinWord IS MacWord, and seeing as I have MacWord and a great HTML
editor (from Claris no less) I would be more than willing to invest time
on this project with you if this would help.

Just send me the pictures in GIF or TIFF, and a few sample scans of full
pages so I can get the layout correct.

Maury

2794. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0710961356120001@194.125.100.1>
Source record: 79866

In article <19961001101427.aaaa003gk@babyblue.cs.yale.edu>, Halliwell E
Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> wrote:

> I've never heard of TeX nor LaTeX. Are they any better than RTF
> (Rich Text Format)?

Yes, they are publishing standards that the users claim are the best
thing since sliced bread. Personally I find them odious, they're advanced
versions of 1960's style systems with embeded codes etc. Graphics support
consists of links out to external files and such.

PDF for downloads and HTML for web use is the only logical solution, and
I can back that up if you want to start that thread.

Maury

2795. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0710961409540001@194.125.100.1>
Source record: 79867

In article <52v6mt$1cg@nntp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> wrote:

> While I'm not really a TeXnician of any skill (I just finished the
> TeXbook), I would recommend going with TeX over LaTeX. TeX is designed
> for books; it sees itself as a typesetter where you're allowed to specify
> *exactly* what you want something to look like. LaTeX thinks of itself
> as a document formatter, where you specify the design and LaTeX does most
> of the actualy formatting. MTA being a book (and a good one, at that),
> TeX is the more appropriate system, IMHO.

While I agree with the technical side of this portion of your post, let me disagree with the rest if I may. Books are formatted like books because they, unfortunately, have to be. It's not a great format and in many cases the wrong one entirely. TeX and LaTeX aside, the issue is the information and it's presentation - if all we want to do is copy books a TIFF image would be as good a format as any other.

But consider what happens when you convert to HTML or PDF formats. You get real cross platform for one, and public viewers that work well and are widely available. This is not at all true for TeX, which is limited to working in cumbersom tools that are often commertial and have limited distribution.

In addition with HTML we get what we wanted in the first place, hot linking to other items, live tables of contents, live indexing and a savable format (into text or picture formats).

And finally we get searchability and partial document support. Neither of these are really available under a markup system.

LaTeX lets us write a book. That's already done. HTML let's us extend it.

Maury

2796. Re: Antic magazine archives

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-07 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0710961417150001@194.125.100.1>
Source record: 79868

In article <savetz-ya023060030210962200310001@news.northcoast.com>,
savetz@northcoast.com (Kevin Savetz) wrote:

> Try ftp://ftp.clark.net/pub/antic

Excuse my confusion, but what are the disks being referred to? Did all
issues of Antic include a disk version of the type-in programs?

Maury

2797. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: spam_me@monkeys.com
Message-ID: <53d5j6$7bt@segfault.monkeys.com>
Source record: 79719
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <539erp$46s@login.freenet.columbus.oh.us>,
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>
>ARGH!What do these new functions do?!?
>Also include the ML codes.Among my many 6502 computers is a Apple][e Enhanced.
>(an Apple 2 Enhanced Enhanced?!?)
>One of the features of my Apple over normal ones is that it has a 65C02.
>(I think the Rockwell one)
>I could use the Monitor to enter in extra assembly codes.
>

Can I ask you folks to please take your Atari and Apple hardware discussions
out of the GNU newsgroups?

Thanks.

--

-- Ron Guilmette, Roseville, CA -------- Infinite Monkeys & Co. ------------
---- E-mail: rfg @ monkeys . com --
------ Copyright (c) 1996 by Ronald F. Guilmette; All rights reserved. -----

2798. Re: Antic magazine archives

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0810961004530001@194.125.100.1>
Source record: 79720

In article <53blur$egv@news.wco.com>, jlodoen@mega.megamed.com (Jeff Lodoen) wrote:

> Not all issues. I believe Antic added disks with the type-ins (at extra cost)
> starting with Volume 3, #7. Sometimes there were bonus programs or pictures
> as well.

Still, that's quite nice to know. I wish I had an archive of the earlier ones I could help out with!

Maury

2799. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0810961007230001@194.125.100.1>
Source record: 79721

In article <32592FE8.2E31@osu.edu>, ramos.15@osu.edu wrote:

> We should get Rob Funk in on this discussion. He actually _likes_ using
> TeX. <grin>

Well I did not intend for this to turn into a discussion on TeX.
Suffice it to say that I know no one that has a TeX viewer, whereas
everyone I know has an HTML viewer. I know of no online TeX documents, I
know of an entire web full of HTML documents.

Maury

2800. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: spam_me@monkeys.com
Message-ID: <53d5m8$7et@segfault.monkeys.com>
Source record: 79722
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <539do9$sgj@login.freenet.columbus.oh.us>,
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>I dunno.Huge DLL files?No text mode?
>(it's pretty strange to run a spreadsheet in graphics mode)

Can I ask you folks to please take your Atari, Apple, and Windows discussions
out of the GNU newsgroups?

Thanks.

--

-- Ron Guilmette, Roseville, CA -------- Infinite Monkeys & Co. ------------
---- E-mail: rfg @ monkeys . com --
------ Copyright (c) 1996 by Ronald F. Guilmette; All rights reserved. -----

2801. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53df0b$j7n@dfw-ixnews3.ix.netcom.com>
Source record: 79723

```
In <53bqoc$pd@charm.magnus.acs.ohio-state.edu>
rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>
>In article <52tkbr$cjn@sjx-ixn3.ix.netcom.com>,
>Robert Smith Ely <rely@ix.netcom.com> wrote:
>> The file is already formatted in Winword and has been also saved
as
>>an ASCII format file. I can e-mail this to anyone that want's it--AS
>>IS. I'm hoping it can be converted to HTML and/or Adobe PDF.
>
>I have a program lying around that will convert RTF documents (easily
>saved from Word) to HTML. It works quite well. It's called, of
>course, rtf2html.
>
>--
>============== R o b F u n k =============|=========> funk+@osu.edu
<========
>| http://er4www.eng.ohio-state.edu/~funkr/ |
rfunk@magnus.acs.ohio-state.edu |
>| "What is the use of understanding how to grow corn when your
neighbors |
> \ are starving and you don't share that knowledge?" -- Dhyani
Ywahoo /

Robert,
Where can I get my hands on the program/utility?

rsely@dhs.state.nj.us -or- rely@ix.netcom.com
```

2802. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53dema$hmt@sjx-ixn3.ix.netcom.com>
Source record: 79724

In <53bckd$58g@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>Robert Smith Ely (rely@ix.netcom.com) wrote:

>: Can you use gopher or FTP from your AOL account? Can you read
MIME
>: base64 binary attachments to e-mail? These are prefered ways of
moving
>: files across the net. This newsgroup dosn't use binary attachments
(at
>: least not that I've seen. I suppose it could, but you news reader
has
>: to support it. I found that Netcom's netcruzer doesn't support it,
but
>: Netscape on Netcom does. Your best bet is to see if the file can be
>: e-mailed to you or see if it can be posted to a regular d/l site,
such
>: as the umich.edu archive.
>
>What are you talking about?
>You never ever never ever put binary data into a USENET message.
>You transform it into text using UU-encoding.The newsreader has
nothing to
>do with it.You have to have a UU-decoder to process them.The Atari
DOES
>have a UU-decoder so it's alright to distribute them that way.
>Watch out about their size though.Don't go above 90k.I don't know if
any
>UU-decoder for the Atari handles UU-files broken up for
newsgroups,though.

Dan,
You say never, ever, never, but I haven't seen anything that says
you shouldn't or that news doesn't or can't handle it. There are other
newsgroups that do. Is it just a policy? Is it just that most users her
can't read them or what? If you read my post closely, I did suggest
e-mail and looking at the archives with FTP or gopher. Personally, I
hate UUE/UUD files. They tend do be so messy, but if that's what it
takes, then use whatever does the job.
I'd really like an explanation on why you can't use MIME base64
file transfers in news.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2803. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: Don Mahurin <dmahurin@donet.com>
Message-ID: <325A3612.639640B3@donet.com>
Source record: 79725

Chris Lam wrote:
>
> In article <3252DC44.6814@nh.ultranet.com>, Brian Sturk
> <bsturk@nh.ultranet.com> wrote:
>
> > Not only that but that emulator was slated to be released over a month
> > ago. I'm ready to try it.....Where is it?????
>
> Well, while you're waiting you can always try out the preview of
> Rainbow 95 at

Dont they know its almost 1997?

2804. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: lwv26@cas.org
Message-ID: <53dl7k$98f@srv13s4.cas.org>
Source record: 79726
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

According to Asger K. Alstrup Nielsen <alstrup@diku.dk>:
:Notice that you don't have to parse the string: You can look at the
:parameters. Are any of those floats? If not, skip the float part of
:the library. This is completely general.

This again says that the compiler must know something special about printf()
as a function, since otherwise, there would be no way that the compiler would
know that for that particular function, something special need be done about
it's arguments.

And of course it should also know about vprintf, sprintf,
fprintf, scanf, fscanf, sscanf, vscanf, ...

And of course, the _compiler_ isn't the place where the bloat is occuring -
but the linker instead. So this code really wouldn't go in the compiler but
the linker.

Which means now the compiler must embed the data types of each argument
into the argument list of every subroutine, causing all object code to be quite
a bit larger, so that an optimization for 10-12 functions can be performed.

--
:s Larry W. Virden INET: lvirden@cas.org
:s <URL:http://www.teraform.com/%7Elvirden/> <*> O- "We are all Kosh."
:s Unless explicitly stated to the contrary, nothing in this posting should
:s be construed as representing my employer's opinions.

2805. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: lwv26@cas.org
Message-ID: <53dlh6$9du@srv13s4.cas.org>
Source record: 79727
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

It seems to me that if one is going to completely rewrite the compiler and
linker for a machine to support this small set of functions, an absolutely
better way to do it is to implement a sophisticated dynamic loading capability
where in nothing in the foundation libraries (like libc) is loaded until a
call to it is about to take place. That way the disk image need only contain
unresolved references, the dynamic run time support does dynamic linking
of just the needed modules on a case by case basis, and in the case of
any function similar to printf, where the auxilary support functions are
in separate object files, only the pieces actually invoked need to be
linked as used. As long as they are linked in one time only, then the
run time penalty should be minimal, and during loops, etc. the problem
should be negligible - if it becomes a problem, make sure that the
support object has an 'init' type function that gets called before looping
begins.
--
:s Larry W. Virden INET: lvirden@cas.org
:s <URL:http://www.teraform.com/%7Elvirden/> <*> O- "We are all Kosh."
:s Unless explicitly stated to the contrary, nothing in this posting should
:s be construed as representing my employer's opinions.

2806. Re: Perfect Pitfall 2 cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0810960929410001@port26.bitstream.net>
Source record: 79728

In article <01bbb4e2$abad71e0$9af7aecc@blackat.direct.ca>, "BlacKat"
<blackat@direct.ca> wrote:

> Rich Tirico <results@interpoint.net> wrote in article
> <32572892.15BC@interpoint.net>...
> > Hi guys, I have a Perfect condition Pitfall 2 cart that I would like
> > to convert to a disk and then change to an .atr file. Is this that
> > difficult?
>
> If it's not a SuperCart all you have to do is Dump the contents of the cart
> to a diskfile... then i think you need to add relocation code to the
> beginning so DOS

Also, if you're planning to run it on an emulator, some of them allow you
to "insert" carts (ROM images, that is) directly and run them. No need to
modify the dump or make an ATR file. Rainbow can do this, and I think some
of the others can, too.

To "dump" the cart, you need something like "DMPCRT.BIN" (which is in the
CIS 8-bit libraries). There is also a commercial product called "The
Impersonator" which works better, but adds some extra code to the ROM
image so it can be run from a special menu program.

Mark Simonson
marksim@bitstream.net

2807. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0810960946050001@port26.bitstream.net>
Source record: 79729

In article <01bbb4e3$048f59e0$9af7aecc@blackat.direct.ca>, "BlacKat"
<blackat@direct.ca> wrote:

> Jerry Weber <space42@ix.netcom.com> wrote in article
> <53bcji$lfl@dfw-ixnews12.ix.netcom.com>...
> > I have just got into the emulator thing.. Boy does this bring back
> > memories of 12 ago.. I was wondering if anyone has gotten the following
> > games to work with emulation... Karateka,Koronis Rift,The Edilon,Alley
> > Cat. I am using xlit, and pokey... The Lucas Film games just give me
> > the title screen, and the others dont do anything... I am using the
> > following command line "atari -oldmode -nobasic game.atr" with xlit.
> > Any help would be great...
>
> I can not get the Lucasfilm games to work either... and if i remember
> correctly it's cause they are disk-based copy protected... i has both
> "koronis rift" and "the edilon" on floppy and rught after the title screen
> the drive would chunk/whirr/buzz for a few seconds before loading...

Koronis Rift (from the Yogi archives) works with Rainbow, although the
GTIA graphics are a little messed up at the bottom of the screen. I've had
no luck with The Eidelon. Rescue on Fractalus works, but no mothership
screen while the game is loading. BallBlazer (and BallBlaster, the
pre-release version) also works, but no title animation. These are all
"cracked" versions, so I'm assuming that accounts for the missing titles,
etc. When I first started using Rainbow, I tried using a copy-protected
version of BallBlazer with it. It just does the title animation load
sequence and then displays a screen of "static" with the message:
UNAUTHORIZED COPY (or something to that effect). It's too bad you have to
run "cracked" versions of those old games on emulators. It would seem
possible to emulate "bad sectors" and such, but it hasn't been done as
yet.

Mark Simonson
marksim@bitstream.net

2808. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <53dqek$d4p@charm.magnus.acs.ohio-state.edu>
Source record: 79730

In article <53df0b$j7n@dfw-ixnews3.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:
>In <53bqoc$pd@charm.magnus.acs.ohio-state.edu>
>rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>>I have a program lying around that will convert RTF documents (easily
>>saved from Word) to HTML. It works quite well. It's called, of
>>course, rtf2html.
>
> Where can I get my hands on the program/utility?

http://er4wwww.eng.ohio-state.edu/~funkr/pub/

Now that I look, it's actually "rtftohtml". Details.

--
============== R o b F u n k ==============|========> funk+@osu.edu <========
"...his hands were doing what they liked to |rfunk@magnus.acs.ohio-state.edu
do best -- replacing men like himself with |rfunk@peri.acs.ohio-state.edu
machines." -Vonnegut, "Player Piano" |http://er4www.eng.ohio-state.edu/~funkr

2809. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325a766e.643154@news.superlink.net>
Source record: 79731

-games to work with emulation... Karateka,Koronis Rift,The
Edilon,Alley
-Cat. I am using xlit, and pokey... The Lucas Film games just give me
-the title screen, and the others dont do anything... I am using the
-following command line "atari -oldmode -nobasic game.atr" with xlit.
-Any help would be great...
-
-Thanks
-Jerry
-
-Ps... Thanks Yogi again... assuming you are the same Yogi

Yes, same yogi.
Unfortunately, I have yet to get any of those games to work with any
of the emulators. They were very heavily copy protected, and it was a
lot of work (for someone, not me!) to just crack them to run on non
copy protected disks. (Especially Alley Cat). It has something to do
with the timing of the SIO/CPU and all the other custom chips the
atari has. The emulators can't emulate that 100% (well, I guess they
could, but the overall speed would come WAY down).
So not yet........

2810. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325a761d.561807@news.superlink.net>
Source record: 79732

```
->
-> Well, while you're waiting you can always try out the preview of
-> Rainbow 95 at
-
-Dont they know its almost 1997?

"Rainbow 95" meaning Rainbow for Windoze 95......
```

2811. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb534$6b679d20$04f7aecc@blackat.direct.ca>
Source record: 79733

Don Mahurin <dmahurin@donet.com> wrote in article
<325A3612.639640B3@donet.com>...
> Chris Lam wrote:
> >
> > In article <3252DC44.6814@nh.ultranet.com>, Brian Sturk
> > <bsturk@nh.ultranet.com> wrote:
> >
> > > Not only that but that emulator was slated to be released over a
month
> > > ago. I'm ready to try it.....Where is it?????
> >
> > Well, while you're waiting you can always try out the preview of
> > Rainbow 95 at
>
> Dont they know its almost 1997?
>

A better question might be: do they *care* it's almost 1997? =)

(their web site hasn't been updated since Sept 4th, so much for a week or
two till it's fully operational with all it's demo's etc)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

2812. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <325AC808.1ED7@osu.edu>
Source record: 79734

Maury Markowitz wrote:
>
> In article <32592FE8.2E31@osu.edu>, ramos.15@osu.edu wrote:
>
> > We should get Rob Funk in on this discussion. He actually _likes_ using
> > TeX. <grin>
>
> Well I did not intend for this to turn into a discussion on TeX.
> Suffice it to say that I know no one that has a TeX viewer, whereas
> everyone I know has an HTML viewer. I know of no online TeX documents, I
> know of an entire web full of HTML documents.
>
> Maury

It is not turning into a discussion on TeX. My point, which you omitted
from the above quote, was that TeX can be used to generate HTML. As a
side benefit, we could then make printed copies just as easily.

I don't think we're arguing over which is the best medium; everyone
seems to agree on HTML. We're now searching for the best way to
re-create _Mapping_ in that medium.

Tony, who wishes someone would just start OCR'ing! :-)

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

2813. WTB: Diamond GOS 3.x

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <53f50a$e52@newsbf02.news.aol.com>
Source record: 79735

Hi,
I want to buy a Diamond GOS 3.x cartridge complete with all manuals,
software, box, etc. Please e-mail!

Also, I read somewhere that Genie (or CIS?) has archives of GOS software
in their 8-bit forums. Is this true? I don't have an account with either
service. Is there any way to get them from the internet?

Thanks,
Richard

richczeta@aol.com

2814. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53e0vb$8cn@login.freenet.columbus.oh.us>
Source record: 79736

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <53bckd$58g@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: >
: >Robert Smith Ely (rely@ix.netcom.com) wrote:

: >: Can you use gopher or FTP from your AOL account? Can you read
: MIME
: >: base64 binary attachments to e-mail? These are prefered ways of
: moving
: >: files across the net. This newsgroup dosn't use binary attachments
: (at
: >: least not that I've seen. I suppose it could, but you news reader
: has
: >: to support it. I found that Netcom's netcruzer doesn't support it,
: but
: >: Netscape on Netcom does. Your best bet is to see if the file can be
: >: e-mailed to you or see if it can be posted to a regular d/l site,
: such
: >: as the umich.edu archive.
: >
: >What are you talking about?
: >You never ever never ever put binary data into a USENET message.
: >You transform it into text using UU-encoding.The newsreader has
: nothing to
: >do with it.You have to have a UU-decoder to process them.The Atari
: DOES
: >have a UU-decoder so it's alright to distribute them that way.
: >Watch out about their size though.Don't go above 90k.I don't know if
: any
: >UU-decoder for the Atari handles UU-files broken up for
: newsgroups,though.

: Dan,
: You say never, ever, never, but I haven't seen anything that says
: you shouldn't or that news doesn't or can't handle it. There are other
: newsgroups that do. Is it just a policy? Is it just that most users her

Originaly,most systems couldn't handle 8-bit data so you had to stick to
standard ASCII.I don't know how much that restriction applies.

: can't read them or what? If you read my post closely, I did suggest
: e-mail and looking at the archives with FTP or gopher. Personally, I

E-mail would still require translation to text.
I didn't think Gopher could upload.

Remember to do a "binary" once you connect with FTP.

: hate UUE/UUD files. They tend do be so messy, but if that's what it
: takes, then use whatever does the job.

What's a "UUD" file?Do you mean XXE?

: I'd really like an explanation on why you can't use MIME base64
: file transfers in news.

If you're going to post it on the USENET,it'd have to be UUencoded for
Atarians to use it.

2815. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0810961809150001@cisjx91.demon.co.uk>
Source record: 79737

In article <325A3612.639640B3@donet.com>, Don Mahurin <dmahurin@donet.com>
wrote:

> Chris Lam wrote:
> >
> > In article <3252DC44.6814@nh.ultranet.com>, Brian Sturk
> > <bsturk@nh.ultranet.com> wrote:
> >
> > > Not only that but that emulator was slated to be released over a month
> > > ago. I'm ready to try it.....Where is it?????
> >
> > Well, while you're waiting you can always try out the preview of
> > Rainbow 95 at
>
> Dont they know its almost 1997?

I know and *you* know but do Microsoft know?

Chris Lam,
Rainbow 1995 Keeper.

2816. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53e4gj$n9t@login.freenet.columbus.oh.us>
Source record: 79738

Bill Somrak (cooncat@ncweb.com) wrote:
: Robert Stone wrote:
: >
: > I see that Branch Always Software has become Emulators, Inc. and that
: > Xformer 96 is soon to be released. It's good to see progress is still
: > being made in spite of all the grumbling that's gone on about personality
: > issues. Let's hope that good solid competitive programming lives on.
^^

: ???? Good solid programming ???? Surely you are NOT talking about
: Xformer! As emulators go, Xformer is sadly lacking ... its performance
: is pitiful, and its author "socially impared", IMHO.

Hey,that's the one I use.
Pokey needs a math co-processor.
XL-It is too slow.

And the others are for other computers.
If someone knows of another emulator for the PC or a way to get Pokey to
work,tell me.

2817. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: alstrup@diku.dk
Message-ID: <53dnus$ojc@vidar.diku.dk>
Source record: 79739
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

lwv26@cas.org (Larry W. Virden) writes:

>It seems to me that if one is going to completely rewrite the compiler and
>linker for a machine to support this small set of functions, an absolutely
>better way to do it is to implement a sophisticated dynamic loading capability
>where in nothing in the foundation libraries (like libc) is loaded until a
>call to it is about to take place. That way the disk image need only contain
>unresolved references, the dynamic run time support does dynamic linking
>of just the needed modules on a case by case basis, and in the case of
>any function similar to printf, where the auxilary support functions are
>in separate object files, only the pieces actually invoked need to be
>linked as used. As long as they are linked in one time only, then the
>run time penalty should be minimal, and during loops, etc. the problem
>should be negligible - if it becomes a problem, make sure that the
>support object has an 'init' type function that gets called before looping
>begins.

Well, no.

Dynamic loading/linking on the c64 or c128 is not feasible: External
communication except for REUs is simply too slow. Even with REUs, it's
too slow: if you need to link a routine on the 6502, you have to
either make it relocatable or patch the code so that jumps and memory
accesses match. The first alternative is very, very difficult to achieve
without speed penalty (impossible in most cases), and the second is also
slow: Worst case: Linear time with the length of the code.

The point with the other approach is that everything is done at *compile
time* and hence won't affect the runtime performance. It doesn't matter
if it takes 10 minutes to compile, if we get the double speed when we
run it.

But, it's unfeasible to build such a compiler on the c64. It would be
cross-compiling, and on a different platform, the cost of extra analysis
would be even smaller, especially when we have a lower bound on the
size of programs: 64k without dynamic memory. That's not much after
todays standards.

I don't think the gains only apply to a "small set of functions". I think
it is very relevant, and can potentially mean that a compiler for a high-
level language is feasible on the limited ressources available on the
c64, and within an order of two from the speeds of handwritten, optimized
code.

But I don't have proof of concept, and I am not able to produce such, so this is only theoretical.

Greets,

Asger Alstrup

2818. Re: Problem Getting files to work on XF25 Emulator for PC DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53e5te$12f@login.freenet.columbus.oh.us>
Source record: 79740

Bill Marcum (bmarcum@iglou1.iglou.com) wrote:
: In article <19961005061721.aaaa001ZO@babyblue.cs.yale.edu>, Darren
McGrath:x7788:pgr#1179:Litho-D wrote:
: >Hi Atari users,
: >
: >I have just recently downloaded the Xformer emulator for PC's + a few ATR
: >files. I have tried about 6 files and none will work properly.
: >This is what I'm doing:
: >At the PC DOS prompt I type, xf25 dos25.xfd filename.atr.
: >I type DOS at the Basic prompt and at the DOS menu I try to copy the files from
: >D2: to D1: , by typing D2:*.*
: >Sometimes it copies, sometimes it doesent. When it does copy I type "L" for
: >Binary Load, then the filename.extention. I got Bounty Bob Strikes Back this
: >far but it just hung while it said it was loading.
: >
: >I have looked in many Atari 8 Bit & Emulator Faq's, but still can't get any
: >answers to this one.
: >
: You need a program to convert atr files to xfd. One such program is
: called Imageman. XFD files contain an exact copy of the raw data on the
: floppy disk. ATR files have the same data, but with an extra 16-byte
: header at the beginning.

PC Xformer works with ATR (SIO2PC) files as well as XFD (ST Xformer) ones.

Make sure to turn off BASIC with shift-F10.
You may also need to switch to 800 mode with F12.

2819. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: Medman <medman@northnet.org>
Message-ID: <01bbb550$fcd8d320$c55ee8cd@medman>
Source record: 79741

> I can not get the Lucasfilm games to work either... and if i remember
> correctly it's cause they are disk-based copy protected... i has both
> "koronis rift" and "the edilon" on floppy and rught after the title
screen
> the drive would chunk/whirr/buzz for a few seconds before loading...

Same Problem here, I love alot of the Lucasfilm games, and Karateka, but I am having the same problems. also the same with the SPY Vs Spy series.. if anyone can fix these games so they can work we would really appreciate it.

2820. I want to Buy ATARI 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: Medman <medman@northnet.org>
Message-ID: <01bbb551$bb94f320$c55ee8cd@medman>
Source record: 79742

I am looking to purchase an Atari 130XE, or 130XE game system(Basically
same)
I need the system and all, attachments
and euther an XF551 Disk drive, or a good old 1050 drive.
and as much software as possible

e-mail me or resopond.. thank you

2821. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <53einb$jcf@newshound.csrv.uidaho.edu>
Source record: 79743

Kyle R. Hofmann (rhofmann@crl.com) wrote:

: OK, so maybe it's a bad idea. :) What if we converted MTA to HTML
: first (probably a good idea) and then converted it to TeX? IMHO,
: converting MTA to HTML would be fairly easy, considering the format of
: the book. It'd look pretty close to the original. From that, the text
: could be redone for TeX.

I agree--- I think there is general agreement that MTA in HTML would be a Good Thing. And it really probably wouldn't be too difficult to get the base stuff redone in TeX. I looked at the original this morning, and it appears the hardest part to do really nicely would probably be implementing an "atari 8-bit" font for the listings. But that kind of thing is picking unnecessary nits, though it would be cool. In the hypertext version, the listings could of course be linked to tokenized files. The way I really envision people using an HTML version of a manual like MTA is as local files on their PC instead of over the 'net. Too bad there isn't even a lynx-like HTML viewer (as opposed to a full-fledged web browser) for the 8-bit, unless Bill Kendrick has been working on the one he started a while back. Would be useful for this kind of thing.

Once it's redone in TeX it can be distributed as dvi and postscript files, or even pdf if someone wants to use Acrobat to convert the postscript. (For those who have Acrobat reader on a Windows PC or Mac but no way to print postscript.)

Brent

2822. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <53ejlh$jcf@newshound.csrv.uidaho.edu>
Source record: 79744

Jeff Colbert (jcolbert@earthlink.net) wrote:
: Would artifacting be the reason that several games on emulators are
: black and white only made up of alternating raster lines?

Yes

Brent

2823. Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: kisrael@diamond.tufts.edu
Message-ID: <53ek46$7m0@d2.tufts.edu>
Source record: 79745
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

I'm tossing around the idea of making an Archon-melee style
game for up to 6 players (assuming I can get my uncle to help
me construct the multijoy adapter I have the instructions for)
And I was trying to think of what weapons Archon warriors had...

This is all from (my rather weak) memory
Archon the original game had 3 basic attack types:

```
Type Who Description
-------------------------------------------
Handheld knight short range, fairly rapid 'recharge'
goblin " "
-----------------------------------------------
Area-affect Banshee Mobile short field all around Banshee
Phoenix like Banshee, but 'flared up',
phoenix was invulnerable during flare,
but vulnerable right after
-------------------------------------------------------------
Thrown everyone Weapons of various speeds strengths and
else recharge rates. Did they all have unlimited
range?
```

Archon II I hardly played at all, but I remember these:

Kamikazee : little thing on rollers used own body as missle
did it take damage too, when it hit?

Invisible: How did this work? Am I remembering it right?

Screecher/Siren: Didn't need to aim or be near its opponent, just
did damage automagically. Did it freeze while
attacking? It was tough for novices to defend against.

Cruise Missler: (I might be making this up) Was there one that fired
a missle that the player then controlled, with the
player frozen til the missle exploded?

Anyways, if anyone can fill me in as to more Archon attacks, I'd love
to hear 'em- or even if you have clever ideas for 'Archon-like' attacks.
(i.e. character only needs one firebutton)

ObAtari: Anyone remember an Archon-like game from Antic magazine? I
remember one for sure that just had the melee mode, but these
cool looking character graphics, red brick background but
detailed player sprites. There was also one (maybe pre-Antic,
or early Antic) that was like a simple version of Archon, but

with a very rectangular screen.. any one taking this particular
nostalgia trip with me?

ObCBM: I remember two cool Archon like games from Compute's Gazette:
one was like Archon but had soldiers moving to defend these
hills-- I found out the Sys code to play the 1 on 1 combat
even after the game had stopped. There was also Crossroads
an INCREDIBLE maze/archon crossbreed with 10 different monsters
all fighting you and against each other, with *cool* explosions
I wouldn't mind finding a copy of that again...

-Kirk

--

_____
-O\O Kirk Is Romance dead? Nah. Visit the BLENDER OF LOVE
(=) kisrael@tufts.edu http://www.cs.tufts.edu/~kisrael/bol
"The desires of the heart are as crooked as corkscrews." --Auden

2824. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <53ekqq$jcf@newshound.csrv.uidaho.edu>
Source record: 79746

Maury Markowitz (maury@softarc.com) wrote:

: While I agree with the technical side of this portion of your post, let
: me disagree with the rest if I may. Books are formatted like books
: because they, unfortunately, have to be. It's not a great format and in
: many cases the wrong one entirely. TeX and LaTeX aside, the issue is the
: information and it's presentation - if all we want to do is copy books a
: TIFF image would be as good a format as any other.

Maury, the reason books are still being printed, and will be for quite some time, is that they really are a pretty good format for delivering information. This topic has been hashed to death by others elsewhere, and I don't really want to get into it, because I do agree with your premise, just not with your overstatement of it. (I.e. I think hypertext is a good thing too)

If you really think TIFF images would be a reasonable format for distributing copies of books, you shouldn't even be trying to argue these points. The result would look absolutely awful, would be huge, and would probably have to be stored as 1-file-per-page...

: But consider what happens when you convert to HTML or PDF formats. You
: get real cross platform for one, and public viewers that work well and are
: widely available. This is not at all true for TeX, which is limited to
: working in cumbersom tools that are often commertial and have limited
: distribution.

All the standard tools for working with TeX and LaTeX are free. All that is needed to edit TeX or LaTeX is a text editor, just like HTML. TeX, as well as tools like dvips, ghostscript,etc., has been ported to every modern computer platform I know of. The end result can be distributed as dvi files, postscript, or even PDF, if someone is willing to use Acrobat to convert the postscript.

PDF cannot be easily edited natively without expensive commercial software (Adobe Acrobat), as far as I know.

: In addition with HTML we get what we wanted in the first place, hot
: linking to other items, live tables of contents, live indexing and a
: savable format (into text or picture formats).

I agree in essence here. Hypertext is cool and sometimes even useful. It's just that HTML as such does not usually produce really nice hard copy.

Brent

2825. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb56f$72dffda0$a2f7aecc@blackat.direct.ca>
Source record: 79747

Medman <medman@northnet.org> wrote in article
<01bbb550$fcd8d320$c55ee8cd@medman>...
> > I can not get the Lucasfilm games to work either... and if i remember
> > correctly it's cause they are disk-based copy protected... i has both
> > "koronis rift" and "the edilon" on floppy and rught after the title
> screen
> > the drive would chunk/whirr/buzz for a few seconds before loading...
>
> Same Problem here, I love alot of the Lucasfilm games, and Karateka, but
I
> am having the same problems. also the same with the SPY Vs Spy series..
if
> anyone can fix these games so they can work we would really appreciate
it.

I wonder if that would be `legal`... or could they, in theory, charge us
for piracy? Are the old Atari 8-Bit games still copyrighted? or do the
companies not mind? It doesn't bother me as most of the software is over 10
years old... just a thought.

If someone can help crack these games so they work in an emulator situation
(ie: defeat the disk protection scheme) them please patch the file and up
it to a site and let us all know...

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

2826. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb56f$c1ada2c0$a2f7aecc@blackat.direct.ca>
Source record: 79748

```
Chris Lam <jx91@cityscape.co.uk> wrote in article
<jx91-0810961809150001@cisjx91.demon.co.uk>...
> In article <325A3612.639640B3@donet.com>, Don Mahurin
<dmahurin@donet.com>
> wrote:
>
> > Chris Lam wrote:
> > >
> > > In article <3252DC44.6814@nh.ultranet.com>, Brian Sturk
> > > <bsturk@nh.ultranet.com> wrote:
> > >
> > > > Not only that but that emulator was slated to be released over a
month
> > > > ago. I'm ready to try it.........Where is it?????
> > >
> > > Well, while you're waiting you can always try out the preview of
> > > Rainbow 95 at
> >
> > Dont they know its almost 1997?
>
>
>
> *I* know and *you* know but do Microsoft know?
>
>
> Chris Lam,
> Rainbow 1995 Keeper.
>

Micro$oft??? how did they enter into this one??? you lost me! =-)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)
```

2827. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb570$26e7a320$a2f7aecc@blackat.direct.ca>
Source record: 79749

> Koronis Rift (from the Yogi archives) works with Rainbow, although the
> GTIA graphics are a little messed up at the bottom of the screen. I've
had
> no luck with The Eidelon. Rescue on Fractalus works, but no mothership
> screen while the game is loading. BallBlazer (and BallBlaster, the
> pre-release version) also works, but no title animation. These are all
> "cracked" versions, so I'm assuming that accounts for the missing titles,
> etc. When I first started using Rainbow, I tried using a copy-protected
> version of BallBlazer with it. It just does the title animation load
> sequence and then displays a screen of "static" with the message:
> UNAUTHORIZED COPY (or something to that effect). It's too bad you have to
> run "cracked" versions of those old games on emulators. It would seem
> possible to emulate "bad sectors" and such, but it hasn't been done as
> yet.
>
> Mark Simonson
> marksim@bitstream.net

The emulator coders could write a simple routine to check the flag on a
sector.. if it matches the emulator's code for `bad` then the emulator
could just return the error to the program... copy-protection bypassed for
a majority of 8-bit games =)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

2828. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <53encv$jcf@newshound.csrv.uidaho.edu>
Source record: 79750

Maury Markowitz (maury@softarc.com) wrote:

: Well I did not intend for this to turn into a discussion on TeX.
: Suffice it to say that I know no one that has a TeX viewer, whereas
: everyone I know has an HTML viewer. I know of no online TeX documents, I
: know of an entire web full of HTML documents.

Actually IBM has a netscape plug-in for Win 95 and NT for viewing TeX.
Strange but true--- check it out:
http://www.ics.raleigh.ibm.com/ics/techexp.htm

There are TeX documents and Postscript documents all over the web.

The HyperTeX project (http://xxx.lanl.gov/hypertex/) provides augmented dvi
previewers for Unix platforms which allow hyperlinks. HyperTeX dvi output
distills into pdf with its hyperlinks intact (this is actually one of the
design goals of HyperTeX). I found this out by digging around right now---
HyperTeX is really pretty cool.

All this is really irrelevant. No one is trying to argue that TeX is
better than HTML for hypertext. HTML is certainly sufficient for creating
an online version of MTA or any other Atari manual. Where TeX really
shines is in producing hard copy.

As I've said before, it would be nice to have MTA available in a format
amenable to producing high quality hard copy, and I'd be willing to put in
some time getting it there. From the response this thread has provoked, it
seems I'm not the only one.

At this point, what we should be discussing is who is going to scan it in
so that folks that want to work with the text can get started. :)

Brent

2829. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080000810961655510001@nntp.netgate.net>
Source record: 79751
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

In article <53ek46$7m0@d2.tufts.edu>, kisrael@diamond.tufts.edu (Kirk Israel) wrote:

> Archon II I hardly played at all, but I remember these:
>
> Kamikazee : little thing on rollers used own body as missle
> did it take damage too, when it hit?

Juggernaut. When it was actually attacking (i.e. picked up speed to inflict damage), it was invincible.

> Invisible: How did this work? Am I remembering it right?

The Wraith. Not only was it invisible (unless attacking), it *fed* on its opponents energy. When the Wraith was successfully attacking, its own power *increased* corresponding to the decrease of the victim. This is my favorite piece in Adept.

> Screecher/Siren: Didn't need to aim or be near its opponent, just
> did damage automagically. Did it freeze while
> attacking? It was tough for novices to defend against.

Siren. Yes, it was stationary while attacking. It didn't have to be near the opponent. The only wasy to beat the Siren was to charge it ASAP and hack the hell out of it.

> Cruise Missler: (I might be making this up) Was there one that fired
> a missle that the player then controlled, with the
> player frozen til the missle exploded?

You must be thinking about the Adept itself.

--
Tim Irvin, ziggy29@netgate.net :: Softball '96: 42G / 29-12-1 / .527, 2 HR
WWW: http://www.netgate.net/~ziggy29/
Dole? Clinton? Perot? Puh-leeeeze. You have other choices!
http://www.netgate.net/~ziggy29/whythird.html

2830. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C9E190.10C1000D14.uuout@compudata.com>
Source record: 79752

```
Atari Items for Sale plus shipping

Atari 400 Program Recorder (tape deck)..... $19
Atari Power Supply part # C017945.......... $10
WICO Power Grip Joystick 50-2020 (2)....... $13 each
DVE Printer Power Supply Model DV-2412A..... $10
U-Print Model A printer interface for Atari Comp.... $ 9
.............................................................
Cartridges for Atari 800 $7 each (4 for $25)

Centipede Jumpman Junior
Missile Command Music Composer
PacMan Pole Position
Q Bert

Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks....... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.............................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Joseph Stalin's grave was a Communist Plot.

2831. HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <325aec9c@pianosa.demon.co.uk>
Source record: 79753

Whilst reading the usual rubbish I find here, Maury Markowitz wrote something
interesting to All about HTML version: Mapping the Atari:

Hello Maury,

MM> Well I did not intend for this to turn into a discussion on TeX.
MM> Suffice it to say that I know no one that has a TeX viewer, whereas

I'll hold up my hand to that one. Yes, I have a TeX viewer. TBH, I don't know
why I still keep it. Or the TeX processor that goes with it. My need for them
died several years ago, when I got hold of a decent word processor.

MM> everyone I know has an HTML viewer. I know of no online TeX documents,

One of those, too.

MM> I know of an entire web full of HTML documents.

HTML would appear to be the "correct" way of going about putting "Mapping..."
out there.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... I'll tell you something I think that you should know.
Rich Kids; Rich Kids

2832. Game screen shots (10/07/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <325abda2.6927855@nntp.ix.netcom.com>
Source record: 79810
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

I have just added 55 TurboGrafx-16 / TG CD / Duo game screen shots to
my WWW site. This brings the total number of ORIGINAL screen shots
on-line to 1010, for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
Vic-20 computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
SNES and TurboGrafx-16 / TG CD / Duo.

More will be added as I have time. Eventually, I will have my entire
collection on-line (hopefully before the turn of the century :)

The Sega Genesis / Sega CD / Sega 32X are probably next in line.

If this is of interest to you, the URL is listed in my sig.

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

2833. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: Ian Chadwick <ichadwick@georgian.net>
Message-ID: <01bbb4c9$af009de0$53a065cc@ichadwick.georgian.net>
Source record: 79811

> >
> > The publisher is Compute! Books (Compute! Publications, Inc. PO Box
> >5406 Greensboro,NC 27403.
>
I own the copyright to Mapping the Atari, not Compute! Books. If you'll
check out the revised edition, page ii, you'll see the copyright notice.
There's no legal hassle here: when the revised edition was published I
retrieved it from Irata and kept it.

--
Ian Chadwick
@
_[]-=*
.....(o)Z_/(o)
Cruising on two wheels along the Information Highway!
Collingwood, Ont., Canada

2834. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: Ian Chadwick <ichadwick@georgian.net>
Message-ID: <01bbb4ca$37b01260$53a065cc@ichadwick.georgian.net>
Source record: 79812

> Second, I was referring to a book (?) available from Europe
> called "Mapping The XL" as opposed to "Mapping the Atari". I
> don't believe that Mr. Chadwick was involved in that project.
Hmmm. Never saw that one. Can anyone tell me more - like where to get it?
I've heard there's a clone book from TWAUG around. Is this it?
Ian

2835. Re: HTML atari manuals

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: Ian Chadwick <ichadwick@georgian.net>
Message-ID: <01bbb4ca$e37f8800$53a065cc@ichadwick.georgian.net>
Source record: 79813

Mariano Dominguez Molina <mariano@ce.fciencias.unam.mx> wrote in article
<32516238.41C6@ce.fciencias.unam.mx>...
> --
> I have the following manuals that I'm willing to OCR , HTML ize and
> include in my page soon, please tell me which one es the most impotant
> (on which should i begin)
>
> - Mapping the atari.
>
> http://graf.fciencias.unam.mx:100/~mariano/

Don't do anything with any of them. Some are still owned by their authors -
like me. I have the copyright for Mapping and while I'm willing to put it
together and post it for general use, I want to be in control of the
project so it stays my work.

If you really want to help, then you can scan the pages of Mapping (revised
edition) into text format files and email them to me directly. I want to
rebuild the book, incorporating the indexes into the main body, and add
HTML code for cross-references. I'd appreciate the text files. But please
don't post them. I'll put them up on a site where everyone can get at them
and redistribute them later.

Thanks.

--
Ian Chadwick, author, Mapping the Atari
@
_[]-=*
.....(o)Z_/(o)
Cruising on two wheels along the Information Highway!
Collingwood, Ont., Canada

2836. Re: Perfect Pitfall 2 cart

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb4e2$abad71e0$9af7aecc@blackat.direct.ca>
Source record: 79814

Rich Tirico <results@interpoint.net> wrote in article
<32572892.15BC@interpoint.net>...
> Hi guys, I have a Perfect condition Pitfall 2 cart that I would like
> to convert to a disk and then change to an .atr file. Is this that
> difficult?
>
> I remember that the one in the archive had a few bugs in it, around
> the balloon screen. Any software or info on copying carts would be
> greatly appreciated, when I'm done, I will upload it to the archive.
>
>
> Thanks.
>
> -Rich
>

If it's not a SuperCart all you have to do is Dump the contents of the cart
to a diskfile... then i think you need to add relocation code to the
beginning so DOS
can re-load it into memory at a new address... it's been SOOO LOOONG... =)

I am sure someone else will be able to give you more prescise
instrctions...

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

2837. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb4e3$048f59e0$9af7aecc@blackat.direct.ca>
Source record: 79815

Jerry Weber <space42@ix.netcom.com> wrote in article
<53bcji$lfl@dfw-ixnews12.ix.netcom.com>...
> Hi,
> I have just got into the emulator thing.. Boy does this bring back
> memories of 12 ago.. I was wondering if anyone has gotten the following
> games to work with emulation... Karateka,Koronis Rift,The Edilon,Alley
> Cat. I am using xlit, and pokey... The Lucas Film games just give me
> the title screen, and the others dont do anything... I am using the
> following command line "atari -oldmode -nobasic game.atr" with xlit.
> Any help would be great...
>
> Thanks
> Jerry
>
> Ps... Thanks Yogi again... assuming you are the same Yogi
>

I can not get the Lucasfilm games to work either... and if i remember
correctly it's cause they are disk-based copy protected... i has both
"koronis rift" and "the edilon" on floppy and rught after the title screen
the drive would chunk/whirr/buzz for a few seconds before loading...

mabye someone with the know-how would 'patch' the game so it runs if it
doesn't find the protection... =)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
(homepage coming soon)

2838. FS U.S./8bit SAMS service manuals

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: Michael Grove <mgrove@owens.ridgecrest.ca.us>
Message-ID: <325A142C.176F@owens.ridgecrest.ca.us>
Source record: 79816

SAMS COMPUTERFACTS Technical service data manual
for Atari 800. Complete schematics, service checks
troubleshooting, waveforms, parts list/cross reference.
$15.00 plus $3.00 shipping (U.S. express mail)
money order paid up front

SAMS COMPUTERFACTS Technical service data manual
for Atari 800XL. Complete schematics, service checks
troubleshooting, waveforms, parts list/cross reference.
$15.00 plus $3.00 shipping (U.S. express mail)
money order paid up front

SAMS COMPUTERFACTS Technical service data manual
for Atari 130XE. Complete schematics, service checks
troubleshooting, waveforms, parts list/cross reference.
$15.00 plus $3.00 shipping (U.S. express mail)
money order paid up front

All documents in very good condition. Folder covers
in good condition. All three shipped together for
$45.00 plus $3.00 shipping (U.S. express mail)

Reply to: mgrove@owens.ridgecrest.ca.us

Michael Grove
1032 W. Boston ave
Ridgecrest, Ca 93555
(619)375-8672 eves, (619) 939-8286 days

2839. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0810960008150001@port4.bitstream.net>
Source record: 79817

In article <536ch4$ejq@sjx-ixn3.ix.netcom.com>, sclover@ix.netcom.com
(Steve Clover) wrote:

> Does anyone know if it is possible to play games like "Ultima III" or
> "AutoDuel" on an emulator? They both require you to make a character disk
> (if I'm not mistaken, it's been a long time), and save your games... I would
> love to play these games again.

I gather it depends on the emulator. Rainbow would be able to do that--you
can "insert" virtual disks at any time, just like the real thing. Don't
know about XFormer--I have a Mac and have never tried it*--but from what
I've read here, it seems you start it up with a disk image with no option
to switch disks while it's running. I may be wrong about this, though.

* Actually, I did try to run XFormer once using SoftPC 2.0 on a PowerBook
Duo 250. Didn't work. I guess the "hardware"--an emulated 286--wasn't up
to the task. ;-)

Mark Simonson
marksim@bitstream.net

2840. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-08 00:00:00 UTC
From: spam_me@monkeys.com
Message-ID: <53d5gi$7am@segfault.monkeys.com>
Source record: 79818
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

In article <539e0d$l4@login.freenet.columbus.oh.us>,
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>Jeffery C McLean (felinoid@ccnet.com) wrote:
>: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
>: : Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
>: : : Konrad Kokoszkiewicz (draco@mi.com.pl) wrote:
>
>: : : : AFAIK, the Apple IIgs uses the 65c816 chip, the same as in upgraded
>: : : : Ataris
>: : : : (with the Sweet 16 or something similar). By the way: the 6502 code is
>: : : You're think of the Sweet-16 interpreter for the Apple.
>: : : The Atari 86816 upgrade is called Turbo-16
>: : huh?!?
>: : I meant the 65816 upgrade,not 86816.
>: I kinda get a tad anoyed when someone responds to somthing they don't
>: recognise...
>: I have never heard of the 86816 and would have thought someone
>: refering to one was talking about the popular 65816...
>
>I don't recognize it because I wrote it and messed up.

Can I ask you folks to please take your Atari hardware discussions out of
the GNU newsgroups?
--

-- Ron Guilmette, Roseville, CA -------- Infinite Monkeys & Co. ------------
---- E-mail: rfg @ monkeys . com --
------ Copyright (c) 1996 by Ronald F. Guilmette; All rights reserved. -----

2841. Re: Atari 1040 ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn55n833.7di.asmolar@nscs.fast.net>
Source record: 79669

On 7 Oct 1996 12:12:53 -0400, Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

>Of course they have options.For instance,binary load files usualy contain
>programmes (namely games).I would be anoying if you had to know the
>address to run with the "M" (run at memory) command.
>So they have autorun addresses in them.So all you have to do is use the
>"L" command and the games/utility is off and running.
>But what if you want to defeat this auto-running?
>Just use the "N" option."L<RETURN>AUTORUN.SYS/N".
>(under MyDOS,it would just be "LAUTORUN.SYS/N")

That's not an option. I'm talking about the ability to pass options
to a program on the command line.

2842. Re: Problem getting Games to work on XF25 XFormer emulator.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <53ge9n$dd6@news.mel.aone.net.au>
Source record: 79670

In article <53564k$2bi@itnews.sc.intel.com>, djmcgrath@fab10.intel.com says...
>
>Hi Atari users,
>
>I have just recently downloaded the Xformer emulator for PC's + a few
>ATR files. I have tried about 6 files and none will work properly.
>This is what I'm doing:
>At the PC DOS prompt I type, xf25 dos25.xfd filename.atr.
>I type DOS at the Basic prompt and at the DOS menu I try to copy the
>files from D2: to D1: , by typing D2:*.*
>Sometimes it copies, sometimes it doesent. When it does copy I type
>"L" for Binary Load, then the filename.extention. I got Bounty Bob
>Strikes Back this far but it just Hung while it said it was loading.
>
>I have looked in many Atari 8 Bit & Emulator Faq's, but still can't
>get any answers to this one.

Well, the answer is simple.... get a real ATARI. The problem with a LOT of
software, is they actually use direct hardware calls to access a disk drive.
I have found that most emulators cannot handle this, and so everything goes
BUNG!
I have seen the demo version(s) of XFORMER, and tried out a lot of stuff. Only
about 5 percent of our software will actually work on them. I know this seems
a downer for emulators, and I hope they keep up the good work with them. BUT!
there is only so much an emulator can do....

2843. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <53gesc$dd6@news.mel.aone.net.au>
Source record: 79671

In article <53c4dq$rt0@news.nyu.edu>, pmc7288@is.nyu.edu says...
>
>I just picked up an Atari 600XL. I know nothing about Ataris, and was
>looking for some info. For example, is the 600xl compatible with other
>xls? Where can I find books, software etc?

Ok, the first thing you should check out is the SIO2PC cable. (you obviously are running a IBM PC?) go to www.hackerz.com ,and check their ATARI retro site. Then once you have the cable (and info on how to use it), go to ftp3.cyberspy.com/atari/yogis_site for ANY SOFTWARE u WANT! If you need any more help, feel free to email me at stev@networx.net.au

2844. FS: 1 800, 1 400, 1 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: kickass@users.jaxnet.com
Message-ID: <53gh84$i0l@ns2.southeast.net>
Source record: 79672

I have one each of the following for sale:
Atari 400 ($20)
original huge atari 800 ($25)
Atari 800XL ($30)

All are fully functional & w/ power supply.

Just let me know if you are interested.

Zilla
KDK

2845. Intv, 5200, atari 800, much more Carts 4 sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: kickass@users.jaxnet.com
Message-ID: <53gh9l$i0l@ns2.southeast.net>
Source record: 79673

```
Hello, welcome to Kai's big Big BIG sale!

This is in many parts, for many systems.

In the following order, the carts for these systems appear.

Intellivision,
Atari 5200,
Atari 800,
TI-994A,
Colecovision,
Color Computer,
& Vic-20,

Now, first off: The Intellivision Sale!

This sale lists in this order:
Shrink wrapped Carts,
Complete in box Carts,
Box, Dox, 1 overlay Carts
Box, Dox Carts,
Box, overlays Carts,
Box, overlay Carts,
Box, Carts,
Dox, Overlays, Carts
Dox, Carts
Overlays, Carts,
Overlay, Carts,
Loose Carts
//=========================================================================\\
| The Shrink Wrapped Intellivision carts for sale, New in box. |
|/-----------------------------------------------------------------------\|
||Demon Attack Imagic $15 ||
||Star Strike Mattel $10 ||
||Space Spartans Mattel/Voice $12 ||
||Night Stalker Mattel $10 ||
||Space Armada Mattel $10 ||
||Armour Battle Mattel $10 ||
|\-----------------------------------------------------------------------/|
| Complete in box cartridges. Used. |
|/-----------------------------------------------------------------------\|
||Las Vegas Poker & BlackJack Mattel $7 ||
||NFL Football Mattel $7 ||
||Star Strike Mattel $7 ||
||Frog Bog Mattel $7 ||
||Space Armada Mattel $7 ||
```

```
||Major League Baseball Mattel $7 ||
||Utopia Mattel $9 ||
||Space Battle Mattel $7 ||
||B-17 Bomber Mattel $9 ||
||Armour Battle Mattel $7 ||
||Auto Racing Mattel $7 ||
||Lock 'N Chase Mattel $7 ||
||Bowling Mattel $7 ||
||NBA Basketball Mattel $7 ||
||NASL Soccer Mattel $7 ||
||PGA Golf Mattel $7 ||
||Sea Battle Mattel $7 ||
||Tron Deadly Discs Mattel $8 ||
||Night Stalker Mattel $8 ||
||NHL Hockey Mattel $7 ||
||Tennis Mattel $7 ||
||A D&D Vol. 1: Cloudy Mountains Mattel $7 ||
||Triple Action Mattel $7 ||
||Beauty and the Beast Mattel $8 ||
||Horse Racing Mattel $7 ||
||Sub Hunt Mattel $8 ||
|\-------------------------------------------------------------------/|
| Box, Documentation, 1 overlay.(used) Sure are a lot of these, eh? ;^) |
|/-------------------------------------------------------------------\|
||Las Vegas Poker & Black Jack Mattel $4 ||
||Armour Battel Mattel $6.50 ||
|\-------------------------------------------------------------------/|
| Box, and Documentation. (used) |
|/-------------------------------------------------------------------\|
||Reversi Mattel $6 ||
||Utopia Mattel $6 ||
||Las Vegas Poker & Black Jack Mattel $3 ||
|\-------------------------------------------------------------------/|
| Box, and 2 overlays. (used) |
|/-------------------------------------------------------------------\|
||Skiing Mattel $6 ||
||Pitfall Activision $7 ||
||Burgertime Mattel $8 ||
||Astrosmash Mattel $6 ||
||Space Armada Mattel $6 ||
||Star Strike Mattel $6 ||
|\-------------------------------------------------------------------/|
| Box, and 1 overlay. (used) |
|/-------------------------------------------------------------------\|
||Las Vegas Poker & Black Jack Mattel $2 ||
||Space Hawk Mattel $5.50 ||
||Triple Action Mattel $5.50 ||
||A D&D Vol. 1: Cloudy Mountains Mattel $6 ||
||B-17 Bomber Mattel $7 ||
|\-------------------------------------------------------------------/|
```

| Box only. (used) |
|/---\|
	Auto Racing Mattel $5	
	Las Vegas Poker & Black Jack Mattel $5	
	Star Strike Mattel $5	
	Frog Bog Mattel $5	
	Space Armada Mattel $5	
	Major League Baseball Mattel $5	
	Demon Attack Imagic $5 (wounded box)	
\---/
Documentation, and 2 overlays. (used)
/---|
	Bomb Squad Mattel $6	
	Utopia Mattel $6	
	Major League Baseball Mattel $5	
	Space Hawk Mattel $5	
	Tennis Mattel $5	
	Backgammon Mattel $7	
\---/
Documentation only. (used)
/---|
	Donkey Kong Mattel $4	
	Tron Deadly Discs Mattel $4.50	
\---/
2 overlays only. (used)
/---|
	NFL Football Mattel $4.50	
	Sea Battle Mattel $4.50	
	Tron Maze-a-Tron Mattel $10	
	Triple Action Mattel $4.50	
	Sub Hunt Mattel $4.50	
	Space Battle Mattel $4.50	
	Las Vegas Poker & Black Jack Mattel $2.50	
	Space Hawk Mattel $4.50	
	Pitfall Activision $5.50	
	Demon Attack Imagic $5.50	
	Astrosmash Mattel $4.50	
	Night Stalker Mattel $4.50	
	Star Strike Mattel $4.50	
	Space Spartans Mattel $6	
	Beauty & the Beast Imagic $5.50	
\---/
1 overlay only. (used)
/---|
	Atlantis Imagic $6	
	Space Battle Mattel $4.25	
	Burgertime Mattel $7	
\---/
Loose Carts. (used)
/---|

	Space Armada Mattel $4	
	Buzz Bombers Mattel $10	
	Space Hawk Mattel $4	
	NHL Hockey Mattel $4	
	Space Battle Mattel $4	
	Utopia Mattel $5	
	Safecracker Imagic $15	
	Carnival Coleco $5	
	Tron Deadly Discs Mattel $4.50	
	Space Spartans Mattel $5	
	Sub Hunt Mattel $5	
	Baseball (white label) Mattel $4.50	
	Boxing (white label) Mattel $4.50	
	Boxing (blue label) Mattel $4	
	Snafu Mattel $4	
	Burgertime Mattel $6	
	Star Strike Mattel $4	
	NFL Football Mattel $4	
	Triple Action Mattel $4.50	
	Frog Bog Mattel $4	
	A D&D Vol. 1: Cloudy Mountains Mattel $5	
	Lock 'N Chase Mattel $4	
	Space Battle Mattel $4	
	Night Stalker Mattel $4.50	
	Baseball (blue label) Mattel $4	
	Tennis Mattel $4	
	Frogger Parker Brothers $5	
	Astrosmash Mattel $4	
	Donkey Kong Coleco $4	
	Skiing Mattel $4	
	Tron Maze-a-Tron Mattel $8	
	Major League Baseball Mattel $4	
	Auto Racing Mattel $4.50	
	NBA Basketball Mattel $4	
	Las Vegas Roulette Mattel $4	
	Las Vegas Poker & Black Jack Mattel $2	
\\==//

Atari 5200 carts. All loose. (used)

//==\\
	Moon Patrol Atari $8	
	Q-Bert Parker Brothers $10	
	Pitfall II Activision $10	
	Mario Bros. Atari $10	
	Countermeasure Atari $8	
	Pengo Atari $10	
	Dig Dug Atari $10	
	Pac Man Atari $2	
	Centipede Atari $5	
	Vanguard Atari $5	

```
||Ms. Pac Man Atari $8 ||
||Pole Position Atari $5 ||
||Defender Atari $5 ||
||Jungle Hunt Atari $5 ||
||Galaxian Atari $5 ||
||Qix Atari $7 ||
||Missile Command Atari $6 ||
||Super Breakout Atari $4 ||
||Football Atari $5 ||
||Realsports Football Atari $5 ||
||Star Raiders Atari $5 ||
||Kangaroo Atari $5 ||
||Realsports Baseball Atari $5 ||
\\=====================================================================//

Atari 800, (used)
$6 each.
//=====================================================================\\
||Loose Carts ||
|/---------------------------------------------------------------------\|
||Centipede Atari ||
||Pac Man Atari ||
||Basic Atari ||
||Ms. Pac Man Atari ||
||Video Easel Atari ||
||Star Raiders Atari ||
||Star Trek: Strat. Op. Simulator Sega ||
||Congo Bongo Sega ||
||Missile Command Atari ||
||K-razy Shootout CBS ||
||Buck Rogers Sega ||
||Asteroids Atari ||
||Q-Bert Parker Brothers ||
||Decathalon Activision ||
||Demon Attack Imagic ||
||Donkey Kong Atari ||
||Qix Atari ||
|\---------------------------------------------------------------------/|
||Shrinkwrapped, New In Box carts ||
|/---------------------------------------------------------------------\|
||Buck Rogers Sega $12 ||
||Demon Attack Imagic $15 ||
||Pitfall Activision $13 ||
||Star Wars: The Arcade Game Parker Brothers $20 ||
\\=====================================================================//

TI-994A, loose carts. (used)
$4 each. (*except where noted.)
//=====================================================================\\
||TI Invaders TI *$2 ||
||Personal Record Keeping TI ||
```

```
||Munchman TI *$3 ||
||TI Extended Basic TI ||
||Speech Editor TI ||
||Parsec TI ||
||Securities Analyst TI ||
||Terminal Emulator 2 TI ||
||Hunt the Wumpus TI ||
||Tombstone City TI *$3 ||
||Minus Mission TI ||
||The Attack TI ||
||Equations TI ||
||A-Maze-Ing TI ||
||Adventure TI ||
||Pac Man Atari *$5 ||
||Ms. Pac Man Atari *$6 ||
||Touch Typing Tutor TI ||
||Early Learning Fun TI ||
||Early Reading TI ||
||Computer Math Games 2 TI ||
||Tunnels of Doom TI ||
||Alpiner TI ||
||Yahtzee TI ||
||Video Graphs TI ||
||Car Wars TI ||
||Blasto TI ||
||Equations TI ||
||Mini Memory TI ||
||Video Checkers TI ||
||Multiplication 1 TI ||
||Zero Zap TI ||
||Super Demon Attack Imagic *$10 ||
\\=====================================================================//

Colecovision, loose carts. (used)
//=====================================================================\\
||Lady Bug Coleco $5 ||
||Cosmic Avenger Coleco $5 ||
||Zaxxon Coleco $5 ||
||Smurf : Resuce in Gargs Castle Coleco $5 ||
||Mouse Trap Coleco $5 ||
||Centipede Atari $15 ||
||Frogger Parker Brothers $10 ||
\\=====================================================================//

Color Computer, loose carts. (used) $5 each.
//=====================================================================\\
||Demon Attack Imagic ||
||Diagnostics Radio Shack ||
||Audio Spectrum Analyzer Radio Shack ||
||Microbes Radio Shack ||
||Bust Out Radio Shack ||
```

||TRS-80 Color Logo Radio Shack ||
\\===//

Vic 20, loose carts. (used) $10 each.
//===\\
	Pirates Cove C=	
	Omega Race C=	
	Super Expander 3K C=	
\\===//

All carts have been tested!

First come, first serve. Many MANY of these are singles, so once they are sold, they are sold.

In cases of extreme quantity, some discounts may be negotiable.

If you need quantities of certain carts, let me know, I may have more than one.

Thanks a lot for taking the time to look!

Zilla
KDK

2846. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <53gioo$1c3@charm.magnus.acs.ohio-state.edu>
Source record: 79674

In article <maury-0910961146120001@194.125.100.1>,
Maury Markowitz <maury@softarc.com> wrote:
> The question, and my premise, is do you want to simply duplicate the
>book exactly in electronic form? If so I'll argue Quark over TeX any
>day. If you, like myself, agree that this is not the point of electronic
>distribution, then let's not even try.

Actually, that gets back to why I prefer LaTeX (and good SGML DTDs)
over TeX. The important thing is the organization, and looking good
in every medium.
Quark is not free. TeX is.

>> All the standard tools for working with TeX and LaTeX are free.
>
> And on many machines unavailable, expensive or poor quality.

It's available on EVERY modern machine. This includes Macs and PCs.
It probably even includes STs and Amigas.
It's not expensive, it's free.
And it's higher-quality than almost anything out there.

>> is needed to edit TeX or LaTeX is a text editor, just like HTML.
>
> And it's suitable only for a professional. Sorry, did someone miss the
>GUI Revolution?

"Suitable only for a professional"? What in the world do you mean by
that? It's not hard to learn.
As for GUIs, they're great when the primary focus is the way something
looks (e.g. pictures). But they are counterproductive when you care
more about the writing and its organization.

>> PDF cannot be easily edited natively without expensive commercial software
>> (Adobe Acrobat), as far as I know.
>
> Whereas TeX can only be edited by expensive commertial users. We're
>talking read-only here.

You're making no sense here. TeX can be edited by anyone with a text
editor. It can be printed by anyone with a 90s computer.

>> I agree in essence here. Hypertext is cool and sometimes even useful.
>> It's just that HTML as such does not usually produce really nice hard copy.
>
> So? Is that what we even WANT? If you want the book, buy it, I see it
>advertized all the time here.

I can't speak for Ian, but when I produce documentation my goal is for
is to be readable and look professional whether it is online or on
paper.

--
============== R o b F u n k ==============|=========> funk+@osu.edu <========
| http://er4www.eng.ohio-state.edu/~funkr/ | rfunk@magnus.acs.ohio-state.edu |
| "What is the use of understanding how to grow corn when your neighbors |
\ are starving and you don't share that knowledge?" -- Dhyani Ywahoo /

2847. GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <53gjb6$25ni@useneta1.news.prodigy.com>
Source record: 79675

Could you please take this GNU stuff out of the Atari 8 bit area?

2848. XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb601$21cfa720$a6f7aecc@blackat.direct.ca>
Source record: 79676

Ok, you all claim that XL-It will boot ATR disk images... my version (0.15)
will NOT under any circumstances boot ATR disk images at all... if i strip
off the 16-byte header it works just fine... what gives????

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

2849. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb600$e2982e60$a6f7aecc@blackat.direct.ca>
Source record: 79677

Tony Smolar <asmolar@nscs.fast.net> wrote in article
<slrn55n8ec.7di.asmolar@nscs.fast.net>...
> On 8 Oct 1996 23:26:06 GMT, BlacKat <blackat@direct.ca> wrote:
>
> >> *I* know and *you* know but do Microsoft know?
> > >
> > >Micro$oft??? how did they enter into this one??? you lost me! =-)
> >
> > Darek Mihocka (author of Xformer) works for Microsoft as his day job.
> > These emulators are his own work from his own company and are not
Microsoft
> products.
>
Does he really? Interesting... no wonder Xformer is so big and doens't work
well... LOL! =)

Will

2850. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <53gj60$1fg@charm.magnus.acs.ohio-state.edu>
Source record: 79678

In article <53ffvn$ie4@nntp.crl.com>,
Kyle R. Hofmann <rhofmann@crl.com> wrote:
>Sounds good to me, actually. Where can we find Linuxdoc-SGML tools,
>though?

The location I know offhand (there are others):
ftp://sunsite.unc.edu/pub/Linux/utils/text/linuxdoc-sgml-1.5.tar.gz

--
============== R o b F u n k =============|=========> funk+@osu.edu <========
| http://er4www.eng.ohio-state.edu/~funkr/ | rfunk@magnus.acs.ohio-state.edu |
| "What is the use of understanding how to grow corn when your neighbors |
\ are starving and you don't share that knowledge?" -- Dhyani Ywahoo /

2851. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-0910961812360001@cisjx91.demon.co.uk>
Source record: 79679

In article <01bbb600$e2982e60$a6f7aecc@blackat.direct.ca>, "BlacKat"
<blackat@direct.ca> wrote:

> Tony Smolar <asmolar@nscs.fast.net> wrote in article
> <slrn55n8ec.7di.asmolar@nscs.fast.net>...
> > On 8 Oct 1996 23:26:06 GMT, BlacKat <blackat@direct.ca> wrote:
> >
> > >> *I* know and *you* know but do Microsoft know?
> > >
> > >Micro$oft??? how did they enter into this one??? you lost me! =-)
> >
> > Darek Mihocka (author of Xformer) works for Microsoft as his day job.
> > These emulators are his own work from his own company and are not
> Microsoft
> > products.
> >
> Does he really? Interesting... no wonder Xformer is so big and doens't work
> well... LOL! =)
>

Well I can't comment about XF but the guy seems to like bragging about how much
$$$ he makes from his emulators. Guess Bill's his role model.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

2852. XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <53gjgt$2860@useneta1.news.prodigy.com>
Source record: 79680

I think maybe the current version of Rainbow is called "Rainbow 95",
because it works with Windows 95.

2853. Atari 8-bit For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: "Richard L. Johnson" <rmjohn@avana.net>
Message-ID: <325BED35.5A43@avana.net>
Source record: 79681

Unfortunately, the time has come to sell off my old Atari 8-bit equipment. I have not test any of the following equipment over the past year. It has been in storage. All of it did work flawlessly when it was stored last year. I would prefer to sell it all as a group, but will break it up into smaller groups if I have some solid offers. I am local to the metro-Atlanta area.

Hardware:

Atari 800 XL computer
Atari 600 XL computer
Atari 1050 disk drive
Atari 410 program recorder
ICD P: R: Connection
Best Data 2400 baud modem
Boss joystick (Wico)
Atari joystick

Carts:

Basic, Asteroids, Space Invaders, Dig-Dug, Pac-Man, Donkey Kong

Disks:

(original)

Lode Runner
Pooyan
BC's Quest for Tires
Koronis Rift
Planetfall
Spy Hunter
Ultima III
Ninja
Racing Destruction Set
Autoduel
Kickstart
Hitchhiker's Guide to the Galaxy
Bankstreet Writer
Fix Up the Mix Up
Witness
several Antic cover disks
(and of course) DOS 2.5

I also have a file of over 50(?) disks with copied/cracked versions of hundreds of Atari 8-bit files

Books:

The Creative Atari
Atari Sound and Graphics
Mapping the Atari (revised edition)
Compute's First Book of Atari Games

I am asking $200 for the lot of it. However, I am open to offers below this. I am also open to offers of trades for Macintosh hard/software, car stereo equipment, or law enforcement related equipment.

Thanks!

Richard

2854. Great New Bargain Web Site We Sell MFM's

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: blues@erols.com
Message-ID: <53h0mm$56n@boursy.news.erols.com>
Source record: 79682

There's a great new bargain site that has great hardware deals. It's
at http://www.acswebnet.com/bargains . Try it.

2855. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0910961344270001@port49.bitstream.net>
Source record: 79683

In article <01bbb570$26e7a320$a2f7aecc@blackat.direct.ca>, "BlacKat"
<blackat@direct.ca> wrote:

> The emulator coders could write a simple routine to check the flag on a
> sector.. if it matches the emulator's code for `bad` then the emulator
> could just return the error to the program... copy-protection bypassed for
> a majority of 8-bit games =)

At least the earlier ones. Later games (1983 and on) used more
sophisticated copy protection than "bad sectors." I recently got a 1985
book called "Advanced Atari Copy Protection" which describes some of
schemes used. Many relied on undocumented peculiarities of the OS and
drives and non-standard disk formats.

Also, I understand the ATR file header has flags for bad sectors, but
apparently no one's utilized them so far.

Mark Simonson
marksim@bitstream.net

2856. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53h30i$4ns@login.freenet.columbus.oh.us>
Source record: 79684

ASharkis (asharkis@aol.com) wrote:
: Hey, guys, I have all four emulators, and I can state that not all work
: with all programs. But it gets more complicated. I see specific
: complaints here about some emulators not running some programs, and the
: same emulators do on my machine. I also see raves about how some programs
: run on some emulators and I can't get the combination to run on my system.
:

: This emulator stuff is turning out to be as "iffy" as anything can get.

I can't get SuperDOS nor SpartaDOS to run.I think it's becuase they access
the POKEY chip directly.(SIOV doesn't suport UltraSpeed)

: But, I continue to applaud the efforts. You never know what somebody
: who's developing one might run into that would take him/her away from the
: task. You also never know what kinds of things somebody can run into that
: prevent or slow down further development.

: Have patience. We should have much better emulators from all four sources
: (and who knows who else?) by the end of this year. Or next year. Or ...

Xformer is nice to run some of those SLOW BASIC games.
StarFleet runs a lot faster too,but without artefacting.
(the ships are all white,as is the force field display)

: Or, try using a real 8-bit!

That's what I say.But that damn APE cable is $60!
(So is the ProSystem one)
I'd end up spending $100 just to play games,never mind the ProSystem cable
to back up my boot disks.

2857. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.961009163847.29324E-100000@ns1.ptd.net>
Source record: 79685

On Tue, 8 Oct 1996, Yogi wrote:

> -> Well, while you're waiting you can always try out the preview of
> -> Rainbow 95 at
> -
> -Dont they know its almost 1997?
>
> "Rainbow 95" meaning Rainbow for Windoze 95......

You know, I have this beef with using years in place with verson numbers. They make the programs already obsolete! My guess that they either got the idea from the EA Madden series or COBOL which used the same system.

Well I think Billionare Bill must have been impressed with COBOL considering it's such a stone-age language to use. Hey, I took that course in college one and it was a real pig.

To make things easy, why not just Rainbow 1, 2, 3....just like Sonic 1, 2, 3...oh you know :)

Eric Noss
a.k.a
Mr. Maddog

2858. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53h41c$9c8@login.freenet.columbus.oh.us>
Source record: 79686

Steve Clover (sclover@ix.netcom.com) wrote:
: In article <01bbb1d2$82600540$30f7aecc@blackat.direct.ca>,
: "BlacKat" <blackat@direct.ca> wrote:
: >> You guys are right on... I've always been amazed at MULE for it's
: >> impecciable balance. BallBlazer and Bruce Lee had some of the best two
: >> player action. Very intense at times. Which leads me to another game:
: >> Archon. I've had many intense head-to-head games with an old friend.
: >> Still load it up now and again to try and beat the computer with a
: >> single Unicorn. Although, I've probably spent most of my time playing
: >> Alternate Reality. There's something 'bout AR that's so addicting. I
: >> think it's because it is so unpredictable at times. The game is much
: >> deeper than most games I've played.
: >
: >I am gonna give AR a try out sometime soon, all i have ever heard are good
: >things about it! =)

: It is a good game, but I seem to remember it being VERY difficult to survive
: at the lower levels. I died many times just trying to get a character above
: level one. ;)

You should try out the APE system.It sounds like it would be great for
backing up saved games while playing them.You just press "!"
(on the PC side)
to get a shell,and use the COPY command to make a back-up of the ATR file.

I'd have the APE (SIO2PC) cable but it costs $60 and I'm looking for a
cheaper alternative.
(APE is $40,the SIO2PC is $60=$100)

2859. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53h4hd$brm@login.freenet.columbus.oh.us>
Source record: 79687

Kit Kimes (kimes@iexist.flw.lucent.com) wrote:
: William Kendrick wrote:
: >
: > Yikes. Favorite game. I've replied to a thread like this before, long
: > ago. :) Hmm!
: >
: > Of all the games I have, that I can REMEMBER, some of my top favorites are:
: >
: > Star Raiders OF COURSE!

Star Raiders 2 was such a rip-off.It was nothing like 1,which was better.
Star Raiders should've simply have been updated for 48/65k operation.
(They could fix the range bug.The "Range" part of the cockpit would only
display a correct value if the object was directly fore or aft
(ahead or behind))

Though it was pretty.

: > Mega Blast II Chaotic explosive fun. Girls love it! (!?!?!)
: > Boulder Dash Until it gets too difficult. ;)
: > Wavy Navy NEARLY Galaga!
: > Space War My girlfriend and I dig this one. :)
: > Alternate Reality But I never have time to get INTO it. :(
: > Atartris II One of the coolest Tetris ports!
: > Joust Better (game play) than the arcade or PSX. :)

On the 7800,the bad guys are smarter and don't simply bob around.
Sure makes it harder.

2860. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <Dz15D1.n0F@iglou.com>
Source record: 79688
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

```
: This is all from (my rather weak) memory
: Archon the original game had 3 basic attack types:

: Type Who Description
: ---------------------------------------------
: Handheld knight short range, fairly rapid 'recharge'
: goblin " "
: ---------------------------------------------
: Area-affect Banshee Mobile short field all around Banshee
: Phoenix like Banshee, but 'flared up',
: phoenix was invulnerable during flare,
: but vulnerable right after
: ---------------------------------------------------------------
: Thrown everyone Weapons of various speeds strengths and
: else recharge rates. Did they all have unlimited
: range?

All missle weapons were unlimited range. Icon specs, in brief: (scale 1-5
with 1 being low) .. "F" or "S" = fast or slow (2 speeds)

Icon Speed Weapon speed Power Lifebar
-----------------------------------------------------
Valkrie F 2 2 2
Golem S 1 4 4
Unicorn F 5 3 3
Phoenix F Stationary 2 3
Wizard F 4 4 3
Djinn F 3 4 4
Knight F Stationary 2 1
Archer F 2 2 2

Banshee F Mobile field 2 3
Troll S 1 4 4
Basilisk F 5 4 2
Dragon F 3 5 5
Sorceress F 4 4 3
Shapeshifter --- Varies according to each shape --
Goblin F Stationary 2 1
Manticore F 1 1 3

Fire elemental F 4 3 3
Water F 2 3 3
Earth S 1 4 4
Air F 3 3 3
```

These are based on watching the game, not code hacking, so a few might be a bit off...

Larry

2861. XF551 Drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <325C474A.23C9@tcd.net>
Source record: 79689

I have 2 XF 551 Disk drives (stock) in excellant condition shipped anywhere in the U.S. for $41.00 ea. if interested get back to me.

Bob

2862. Re: please HELP! - urgent!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <325C4367.2D0C@tcd.net>
Source record: 79690

If what you stated is correct? Then you messed up when you put in the socket..you need to cut out pin 15 and 16, therefor the socket has to have these pins eliminated ot the traces cut on the board to these pins..
The docs say to lift them out that means eliminate these traces from the board..you can cut these traces on the bottom of the board and leave the socket alone.

Then attach the wires to pin 15 and 16 per the instructions on the bottom of the board to pin 15 and 16...clear???yea I know clear a mud..

If you solder a socket into any board with any modification, you need to eliminate these traces from being accessed. So either lift the pins again or cut the traces from the board to the pins required and install the wires to the underside you cut from..

bob

2863. Re: Star Raiders and Pinball Construction Set problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53h6nj$o2k@login.freenet.columbus.oh.us>
Source record: 79691

Janice in NYC (Sapphire@innonyc.com) wrote:
: Thomas Main <tmain@appstate.campus.mci.net> wrote:

: >I have been unsucessful in locating a working copy of Star Raiders in
: >any of the Atari archives. I did find a version of Star Raiders with an
: >.exe extension. At first I thought this was a self extracting archive
: >that I could expand on my PC but I tried that and it didn't work. I
: >also tried to put the .exe file into an Atari disc image and than run it
: >from Atari DOS but that didn't work either. Does anyone know how I can

You should use MyDOS,since it checks to see if the binary (load) file is
corupted.
(it'll give error 180 if it's not a binary load file,181 if it
corupted/contains insane data)

2864. Atari items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8C9F3D4.10C1000D2D.uuout@compudata.com>
Source record: 79692

```
Atari Items for Sale plus shipping

Atari 400 Program Recorder (tape deck)..... $19
Atari Power Supply part # C017945.......... $10
Wico Command Control Joysticks (2)......... $13 each
Pointmaster Joystick....................... $12
Small Joysticks (square) (2)............... $ 8 each
Paddles (4)................................ $ 8 each
Atari Controllers (4)...................... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
U-Print Model A printer interface for Atari Comp.... $ 9
.............................................................
Cartridges for Atari 800 $7 each (4 for $25)

Centipede Jumpman Junior
Missile Command Music Composer
PacMan Pole Position
Q Bert

Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.................................................

Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

gene.ehrich@compudata.com
Gene_Ehrich@compuserve.com Gene_Ehrich@prodigy.com
GeneEhrich@AOL.COM Gene_Ehrich@MSN.COM

• OLXWin 1.00b • Popeye's favorite web site is the Olive URL.

2865. Guess I am a Robber? Price wise?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <325C65B9.3E46@tcd.net>
Source record: 79693

Atari Joysticks..used good condition..$2.00

Atari Paddles....used good condition..$2.00

Atari 400 computers...stock..$10.00 plus shipping..

Atari 800 computers...stock..$15.00 plus shipping.

Atari 600XL computer..stock..$15.00 plus shipping

Atari 800XL computer..stock..$20.00 plus shipping

Atari 1200XL computer.stock..$20.00 plus shipping

Atari 130XE computer stock..#35.00 shipping included.

All items guranteed 30 days, factory warantee..I have equipment and
data to test each item before shiping..I have had brand new Atari units
from the factory/distributed crap out..know what you mean..it will work
or I will replace it..

Bob

2866. Abbuc JHV 96 Germany

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: "Torsten Schall"
Message-ID: <53g6mb$9br@widukind.fh-worms.de>
Source record: 79694

Hello Atari 8 Bit System User,

As many of you know, will be on 26th of Okt. 96 the ABBUC
JHV fair

here a copy of the Official Homepage of ABBUC e.V.
from

Marek Tomczyk

http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

and

Stefan Lausberg

http://wwwcip.rus.uni-stuttgart.de/%7Einf11492/abbuc/

11th ABBUC Annual Meeting, 1996
This year's ABBUC annual meeting will take place on Saturday,
October 26, 1996 in Herten (Germany). Like in all the years before, it
will start off in the "B�rgerhaus Herten S�d". This meeting is the main
and most important event for all Atari 8-bit fanatics in Germany and
Europe since it's surly the biggest one left. With ABBUC's 540 members
worldwide you can expect a great feast. If you're looking for audience to
present the fruits of your 8-bit development, surely there can't be a
better place than this one. Following are the details of the show.

Timetable:

10 a.m. - 11 a.m. preparation of the booths
11 a.m. - 1 p.m. Club's main meeting (see below)
1 p.m. - 5 p.m. computer-show
Following: nice come-together in a restaurant

Agenda of the Club's main meeting

1. Welcome
2. Report of the managing-committee
3. Cash Report
4. Cash Audit Report
5. Reports by the Regional Groups
6. Various Topics

Something that you could not read there is the fact that Armin
Stuermer is not at the fairy. Charlie Chaplin will be at the JHV
and show/sell the Portronic/AMC hard- and Software.

There will be:

KE-Soft(The Brundles- perfekt Lemmings Clone ,
Kaisersoft(Polensoft/Topmag)
Many regional Groups from the ABBUC (Arg`s and other
Hard-/Software
Highlander Software (XFormer Help, TB Coder ...)
Charlie Chaplin (AMC/Portronic)

- The ABBUC Head
W: Burger (Big Boss)
Mr. "Floppy" P�tz
Mr. J. Kuepp (Manuals)
... (Sorry,i don`t know all their names)

hopefully with many ???
could be fte at the fair (many ?????)

Their should be some new Hardware that gives you options to
use your loved system for many more years.

If you want more Info`s look at Marek Tomczyk`s Atari 8 Bit
Resort or

Addresse:
Atari Bit Byter User Club e.V.
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany

Tel./Fax +49 2366 39623

Mailbox:
+49 5439 3265
Offline: Mon.-Fri.: 2 p.m. - 6:45 p.m.
Mon.+Thu.+Fri.: 7 p.m. - 8 p.m.
Sat.+Sun.: 12 p.m. - 2:45 p.m.
try it Atarians.

Torsten Schall (King kong) Stand 09. 10. 1996

2867. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325c309d.824404@news.superlink.net>
Source record: 79695

-The emulator coders could write a simple routine to check the flag on
a
-sector.. if it matches the emulator's code for `bad` then the
emulator
-could just return the error to the program... copy-protection
bypassed for
-a majority of 8-bit games =)
-
Uhh....... obviously you havent done much cracking on the 8 bit
After 1981 everything for the most part used custom formats.
Not bad sectors at all.

2868. Get Rich on fhe Interner!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <325C9358.33D9@tcd.net>
Source record: 79696

I am sure each of you have read all the good stuff!..Make A
$1,000.000.00 FROM A SINGLE CALL!

Well dumb we all are but Stupid we are not!

I have an off the wall Idea..perhaps not the first...but will persue it
where others have not!

Why should we as a comunity...(Computer Users United!)..for sake of
another name..don't give a crap if you use an Adam,Commadore,Atari,or
any other computer to access this or any other Internet product. We all
have something to offer be it in a specific field or expanded to all
fields.

If I can't expalin a specific problem or fix an Atari 8bit item then
thre has to be some one with more tech knowledge than mine at this
point..and if we as community can not expand our knowledge and group
together and solve problems put forth to our group..The who the HELL
CAN?!@!!

You/we have the expierence...no company is going to expend the effort to
help anyone!!Not You Or Me...WhaT THE HELL YA SAY FORM A CO=OP AND GO
FOR THE FUTURE OR LET IT DIE?????

ME

2869. Co-Op!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <325C94B2.46D1@tcd.net>
Source record: 79697

Anyone interested in getting involved do not expect to bring in over
$00.10 cents an hour until it gets off the ground.!!

I have been working extra for that amount since 1986...

But with the effort of the Group..The Internet is an un tapped
gold mine..Sharsie!!!!!

Help...bob

2870. Netscape Gold!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <325C6746.4E12@tcd.net>
Source record: 79698

I recently purchased Netscape Gold Software for an asset to my server.

I have recently run into problem with e-mail, not being received or sent due the nature of Netscape Gold.

If you have posted to me without a reply..the please re-post I will print it off and reply to you via Eudora e=mail..a proven internet e-mail server.

If you have not received an answer from me within 2 days..means I am out of town..3 days questionable..resend it and request a quick reply..4 days unacceptable..Netscape didn't work..feed me another nasty message so I can forward it to Netscape...Internet Software of the Future!!?

I don't think so ..but need support in proving it..
Thanks bob

2871. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53h2ml$30b@login.freenet.columbus.oh.us>
Source record: 79699

BlacKat (blackat@direct.ca) wrote:

: Tony Smolar <asmolar@nscs.fast.net> wrote in article
: <slrn55n8ec.7di.asmolar@nscs.fast.net>...
: > On 8 Oct 1996 23:26:06 GMT, BlacKat <blackat@direct.ca> wrote:
: >
: > >> *I* know and *you* know but do Microsoft know?
: > >
: > >Micro$oft??? how did they enter into this one??? you lost me! =-)
: >
: > Darek Mihocka (author of Xformer) works for Microsoft as his day job.
: > These emulators are his own work from his own company and are not
: Microsoft
: > products.
: >
: Does he really? Interesting... no wonder Xformer is so big and doens't work
: well... LOL! =)

At least it runs as fast as a Atari.Even faster on my 80486SX-33.

2872. Re: Help! Lost! Boot software disk for my Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@prolog.net>
Message-ID: <Pine.SOL.3.91.961009164601.29324F-100000@ns1.ptd.net>
Source record: 79700

On 7 Oct 1996, Daniel Klugh wrote:

> Unregistered (Unregistered@dial.pipex.com) wrote:
>
> : Does this mean that when TOS loads, the first thing it does is look for a
> : program to run off the system drive (in my case the floppy)? Does the
> : floppy need to be "primed" in any way - e.g. to designate it as a "boot
> : program" disk? How does the Atari know what to load off the disk??!!
>
> I know that there's a way to boot a disk.

There's not really a need to use a "boot" disk like on PC's and 8-bits,
unless it's the first ST models that have TOS 1.0

> Even though this base has "atari" in it's name,it's not for the ST.
> It's for the HCS (Home Computer System) line of computers.
> (as opossed to the ST or VCS lines)

Yes, and I do appolgize to everyone for contiuning the thread but only
because I wanted to help the person. We are discussing this in e-mail
since this is off topic.

> : (P.S. If I download it onto my PC, am I still going to hit problems
> : transferring it from MS-DOS format into whatever format the Atari floppy
> : drive is expecting?)
>
> It's not the drive that expects a format,but the DOS.
> (though some drives may work at a in-compatible speed than a PC's.
> Also the PC doesn't directly control the drive so it can't read all kinds
> of disks formatted by computers that directly control their drives or
> just have a more advanced controller)
>
> GEMDOS and MS-DOS use the same format.But the PC drive controllers are
> really "delicate" and any slight difference in the ST and PC controllers
> can cause problems.

I'm curious...can one write a custom program, on a PC, that can read
different formats? I know it's all in the BIOS program I think...

> Cubase???

Popular ST music composing program that works with MIDI. :)

Eric Noss
a.k.a
Mr. Maddog

2873. FS: (US-ANYWHERE) Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: danbrown@cet.com
Message-ID: <53fkfe$95c@ns1.cet.com>
Source record: 79701

F O R S A L E

* 1040STf *

720K Internal Drive TOS 1.4 ("Rainbow TOS")
2.5mb RAM (Upgradable to 4mb) Z-Keys
IBM (External) Keyboard included! Tweety Board!! (Stereo sound)
Original Box Power cable
Z-Keys Documentation Great Condition!!
Mouse Mouse Pad
Extension cable for IBM Keyboard

NOTE: This computer has the nicest, CLEANEST upgrades to it that I
have ever seen.
***** For $20 (If I have the chips straight) this can be upgraded to
4mb, threw B & C ComputerVisions.

Asking $150 + shipping

* Futures Systems 3.5" floppy drive model GTS-100 *

External double sided drive w/

Power Supply Full black case
Good Condition LED display

These types of drives work exellently, and this one is in NEW condition!

Asking $50 + Shipping

** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR ** OR **

If you buy the 1040 or both

I'll throw in (FOR FREE) at your discretion:

* Magazines : (10) Current Notes
* Chip : PAL chip. Works. Supports HD drive. #: C301901-002.
* Chip : Floppy Drive Controller. Works!. #: WD1772-PH
* Chip : TOS 2.05 . Works. Will work on any Ste!
* Joystick : (6) Misc joysticks
* Covers : Atari Monitor, 520ST, and the ext. atari floppy drive.
* Power Supply : 1040 Power Supply. Rev 6

If you have any questions, or your interested in one of the items
listed above, PLEASE Email me! All funds must be in US Dollars.
If you respond here, PLEASE keep the same title so that I can easily
find it.... I will ship ANYWHERE.

Internet: danbrown@cet.com
Voice # : (509) 326-1128 (anytime)

Thanks for your time!

Dan Brown

P.S. - Fine Print

I will not sell any of the items listed under the "FOR FREE" section.
They are for the buyer of the 1040 (or both) to choose from.

"FOR FREE" means I won't charge you for them. But you must pay the
shipping on the items you want.

2874. Re: Mapping the Atari - HTML version

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961009185848.14724A-100000@pathogen.ecst.csuchico.edu>
Source record: 79702

On 9 Oct 1996, Ian Chadwick wrote:

> Just FYI to the people who have approved of the suggestion to create an
> HTML version of Mapping...
>
> In the meantime, if anyone has corrections or additions, please email them
> to me in text format in the same structure as Mapping. I'll include them as
> I go along.

Thumbing through my "utility" copy of "Mapping" (as opposed to the mint condition one I keep on the shelf) I see a few things scribbled in the margins. After a quick scan of the book, my best suggestion is to include hex equivalents of the marginal adresses in Appendix Two.

Some of us don't bother thinking in decimal! ;)

2875. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <53fr6n$e5d@nyheter.chalmers.se>
Source record: 79703

In article <53fgeq$ie4@nntp.crl.com>,
Kyle R. Hofmann <rhofmann@crl.com> wrote:

> I don't particularly care for systems like LaTeX; plain TeX works just
>fine for me, and unless someone feels like sending me _The LaTeX Document
>Preparation System_, I'm not going to bother to learn it.

If you install a complete LaTeX distribution, as TeTeX, you could have a look
at 'The Not So Short Introduction to Latex2e' a good free introduction.
And if you want to know something not in there have a look at the ton of
other documents.

>
> -Kyle R. Hofmann
WFR
Fredrik Lundholm
d1dol@dtek.chalmers.se

2876. Re: 130XE, XF551 for sale, and more.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53h5ts$jsr@login.freenet.columbus.oh.us>
Source record: 79704

David Bennett (sunlord@zap.io.org) wrote:
: Here goes:

: XF551 Disk drive, perfect condition.
: 1050 Disk drive, good condition.

A note about these.The XF551 doesn't report a "sector not found" error
corectly.It also won't format the back of a diskette.
So you should make the 1050 drive 1 so you can boot alright.
(there are no 256-byte sector boot games)
And the 1050 can be used to format the backs of disks.
There are some nice upgrades for the XF551.
The XF551 had some kind of "super-speed" operation but it wasn't UltraSpeed.
My SpartaDOS X cart is supossed to re-programme it for UltraSpeed,
(it has RAM for controller programmes to load in to)
but I only tested INDUS.SYS with an actual Indus GT.SpartaDOS 3.2x is also
supossed to address this problem.

: Atari 130XE, great condition.
: Atari 65XE, great condition.

The 130XE keyboard was horrible.It just wore away.It was a membrane type
with real keys on top.The hidden membrane's circuit traces wore off.

: Atari SX212, perfect condition.

Tended to crash on me.I had to turn it off and on.
(not so much that it was uselss,though)

: 2 remote joysticks.
: A complete selction of all the versions of DOS i could find (on disk)
: A selection of 10 cartridges.
: Atari Paint unopened. Original defender in box.

Is that the one that needs BASIC?
(on my "Paint" programme,you CAN'T hold down OPTION or it won't work)

: 5 pin monitor cable to work with Commodore Monitors.

A must!Sure beats switch boxes.

: All power supplies, + all cables (and extra cables).

2877. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325b1014.717078@news.superlink.net>
Source record: 79754

On 8 Oct 1996 19:43:01 GMT, "Medman" <medman@northnet.org> wrote:

-> I can not get the Lucasfilm games to work either... and if i
remember
-> correctly it's cause they are disk-based copy protected... i has
both
-> "koronis rift" and "the edilon" on floppy and rught after the title
-screen
-> the drive would chunk/whirr/buzz for a few seconds before
loading...
-
-Same Problem here, I love alot of the Lucasfilm games, and Karateka,
but I
-am having the same problems. also the same with the SPY Vs Spy
series.. if

The games are not the problem, the DISK copy protection has BEEN
removed already. It's the timing of the emulation that's the problem.
The only thing to do is look for binary versions of the games, I
believe Spy Vs Spy is already in the archive, but the other games its
not feasable to convert to binary load as they have disk access. (It's
not impossible, just not feasable).
BTW, the probably reason the Eidolon doesnt run is that it requires
64K which the emulators I understand don't emulate correctly.

2878. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <53f54i$abn@nntp.crl.com>
Source record: 79755

In article <maury-0710961356120001@194.125.100.1>, Maury Markowitz wrote:
: In article <19961001101427.aaaa003gk@babyblue.cs.yale.edu>, Halliwell E
: Sra 436TS/TAC <halliwee@TS436.dyess.af.mil> wrote:

: > I've never heard of TeX nor LaTeX. Are they any better than RTF
: > (Rich Text Format)?

: Yes, they are publishing standards that the users claim are the best
: thing since sliced bread.

But they are! <grin>

: Personally I find them odious, they're advanced versions of 1960's
: style systems with embeded codes etc.

The difference between what most people are used to (M$ Word and
Wordperfect) and TeX is that, while WYSIWYG with Word et al, WYSIA*A*YG
[What You See Is Also *All* You Get], by using TeX, you can create things
which Word et al users could only dream about doing easily, if at all.
This especially applies to mathematical typesetting; TeX has amazing math
support.

: Graphics support consists of links out to external files and such.

Many books don't have or need pictures; those that do can be added via
\specials and changes to the output routine if you're insistent on doing
everything in TeX, or with another tool. The TeXfaq has more info on
this; if you want, it's at any CTAN [Comprehensive TeX Archive Network]
site (ftp.cdrom.com mirrors it in /pub/TeX/ctan, ftp.dante.de is a part
of CTAN, beginning at /tex-archive). You could also ask on comp.text.tex.

: PDF for downloads and HTML for web use is the only logical solution, and
: I can back that up if you want to start that thread.

It's not the _only_ logical solution; there's a lot of other
possibilities as well, and one of them is TeX.

-Kyle R. Hofmann

2879. Mapping the Atari - HTML version

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: Ian Chadwick <ichadwick@georgian.net>
Message-ID: <01bbb590$760863c0$53a065cc@ichadwick.georgian.net>
Source record: 79756

Just FYI to the people who have approved of the suggestion to create an HTML version of Mapping...

I started scanning the book tonight. With editing (required since the OCR reader is far from perfect) and coding, I figure it will take me a month-6 weeks. If anyone wants to help with the project, scan the appendices, preface and introduction and email them to me in text format.

I will greatly appreciate the effort because I can only use the scanner after work and sometimes after putting in 10 straight hours, I don't want to spend a lot more time in the office. I still have to bring the files home, edit them against the original text and add the HTML code. So it will take a while.

In the meantime, if anyone has corrections or additions, please email them to me in text format in the same structure as Mapping. I'll include them as I go along.

I plan to put the files online in a suitable Atari-related ftp site, as well as directly on the Web for anyone to download. I'll upload the first file as a test Web site shortly and let the group know where it is. My only request is that the material not be used for commercial purposes.

--
Ian Chadwick
@
_[]-=*
.....(o)Z_/(o)
Cruising on two wheels along the Information Highway!
Collingwood, Ont., Canada

2880. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: "Bruce R. McFarling" <ecbm@cc.newcastle.edu.au>
Message-ID: <Pine.PMDF.3.91.961009143705.619785672C-100000@cc.newcastle.edu.au>
Source record: 79757
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

On 8 Oct 1996, Asger K. Alstrup Nielsen wrote:

> Dynamic loading/linking on the c64 or c128 is not feasible: External
> communication except for REUs is simply too slow. Even with REUs, it's
> too slow: if you need to link a routine on the 6502, you have to
> either make it relocatable or patch the code so that jumps and memory
> accesses match. The first alternative is very, very difficult to achieve
> without speed penalty (impossible in most cases), and the second is also
> slow: Worst case: Linear time with the length of the code.

> The point with the other approach is that everything is done at *compile
> time* and hence won't affect the runtime performance. It doesn't matter
> if it takes 10 minutes to compile, if we get the double speed when we
> run it.
...

A lower tech way of doing everything at compile time is building
an "stripped down" library of functions, which are used when the
additional capabilities are not required. (A) No proof of concept is
required, and (B) source for both the lowest level of capabilities (Small-C)
and the full-fledged capabilities (GNU) is available.

Virtually,

Bruce R. McFarling, Newcastle, NSW
ecbm@cc.newcastle.edu.au

2881. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: gkomatsu@Hawaii.Edu
Message-ID: <53f9va$5g2@news.Hawaii.Edu>
Source record: 79758
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

In article <53ek46$7m0@d2.tufts.edu>, Kirk Israel <kisrael@diamond.tufts.edu> wrote:
>I'm tossing around the idea of making an Archon-melee style
>game for up to 6 players (assuming I can get my uncle to help
>me construct the multijoy adapter I have the instructions for)
>And I was trying to think of what weapons Archon warriors had...

[archon]
>Type Who Description
>---
[...]
>Thrown everyone Weapons of various speeds strengths and
> else recharge rates. Did they all have unlimited
> range?

Unlimited range. Unicorn/Basilisk(sp?) ruled!

>Archon II I hardly played at all, but I remember these:
>Kamikazee : little thing on rollers used own body as missle
> did it take damage too, when it hit?

Juggernaut. I don't remmeber if it could be hit while
in attack (but I wouldn't be surprised if it could)

>Invisible: How did this work? Am I remembering it right?

One of the demons had this, I don't recall what it was called
(looked like an old bearded guy). You'd reappear whenever you fired a
shot or tried to run through a penetrable obstacle.

>Screecher/Siren: Didn't need to aim or be near its opponent, just
> did damage automagically. Did it freeze while
> attacking? It was tough for novices to defend against.

I think it froze while attacking, otherwise it would be just
too damn evil.

>Cruise Missler: (I might be making this up) Was there one that fired
> a missle that the player then controlled, with the
> player frozen til the missle exploded?

The Adepts had these. While you could control your attack, it
was a bit of a challenge. slight turns weren't a problem, but any
significant turn (90 degrees, or even a full 180) caused the projectile
to stop for a moment then speed off in that direction. This was also
the weapon used if you cast Apocalypse.

>Anyways, if anyone can fill me in as to more Archon attacks, I'd love

The Gorgon had a unique missile attack, the first one or two
hits did minimal damage, the next caused instant death no matter how
much strength the victim had. My ArchonII demon of choice. >=^)

The Chimera(?) had three attacks, fire(?)bolt, fireball, and
tail sting. the first two were projectiles, the third was a melee
strike (like the knight/goblin). Your attacks cycled through the
three. (so often I'd use the first two, then waste the sting =^)

Also the obstacles in the air zone would deflect projectiles
fired into them, creating a pinball effect.

>to hear 'em- or even if you have clever ideas for 'Archon-like' attacks.
>(i.e. character only needs one firebutton)

only thing I can think of offhand, and probably difficult to use
or defend against depending on how implemented, is like the juggernaut,
except this one _jumps_ on it's opponent. A side benefit of it is being
able to leap obstacles. Just a starting idea.

>ObAtari: Anyone remember an Archon-like game from Antic magazine? I
umm, no I grew up on a Apple //e. =^) My friends had C64s. At
best, my cousins had a 1200xl, but they weren't much into computers.

>ObCBM: I remember two cool Archon like games from Compute's Gazette:
haven't seen that one. Only games I recall we being hooked
on from Gazette were LazerChess and Powerball.
--
gkomatsu@hawaii.edu
feynman lives!

2882. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <53ffvn$ie4@nntp.crl.com>
Source record: 79759

In article <53brb7$11c@charm.magnus.acs.ohio-state.edu>, Rob Funk wrote:
: In article <534tl8$sqk@nuke.csu.net>,
: William Kendrick <kendrick@sitka.sonoma.edu> wrote:
: >I feel that putting Mapping the Atari in Tex or LaTex format (or any other
: >non-hyper format) would be a mistake and a waste! The ability to
: >"hyperactively" search through a document and make active references within it
: >would be EXTREMELY useful to a "memory map" book like Mapping!

: OK, then how about Linuxdoc-SGML?

: It's a system closely related to both LaTeX and HTML (HTML is an

[cut]

ISTR TeX (or at least LaTeX) is one of the supported formats. :)
Sounds good to me, actually. Where can we find Linuxdoc-SGML tools,
though?

: >Besides, even an Atari (hooked up to a Unix machine) can use HTML! :)
: >Just get IceT or FT80 and run Lynx!

: I wonder if TeX and LaTeX could be ported to the Atari.... ;-)

If you installed Linux, then you could easily recompile both of them,
but having Linux is pretty difficult for an 8bit. :) Besides, all you
really need is the DVI and a DVI previewer. (XDvi! XDvi! XDvi! 8-)

-Kyle R. Hofmann

2883. Re: Star Raiders and Pinball Construction Set problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <53fj9c$s94@kensie.dorsai.org>
Source record: 79760

Thomas Main <tmain@appstate.campus.mci.net> wrote:

>I have been unsucessful in locating a working copy of Star Raiders in
>any of the Atari archives. I did find a version of Star Raiders with an
>.exe extension. At first I thought this was a self extracting archive
>that I could expand on my PC but I tried that and it didn't work. I
>also tried to put the .exe file into an Atari disc image and than run it
>from Atari DOS but that didn't work either. Does anyone know how I can

It's supposed to work like that, it's a binary file, unforutnatley, I
think it was just extracted from the archives so it doesn't work
either........(Yogi?)

>get this file to work or alternatley where I might find a .atr or .bin
>version of Star Raiders?

Please let me know, too, before I end up buying the cart.....

2884. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <53fgeq$ie4@nntp.crl.com>
Source record: 79761

In article <53bs9e$188@charm.magnus.acs.ohio-state.edu>, Rob Funk wrote:
: Cool. I don't quite see how the HTML stuff gets all the way to the
: DVI without modifying tex, but I'm definitely interested in this.

Whatsits, see chapter 21 of the TeXbook. You can use the \special
primitive to insert a token list straight into the DVI.

: BTW, I think it was Kyle who said LaTeX can't do books but TeX can,
: which is wrong; LaTeX has a class for books.

If I did, that's not what I meant. IMHO TeX is more appropriate, but
LaTeX is still perfectly capable of it.

: >We should get Rob Funk in on this discussion. He actually _likes_ using
: >TeX. <grin>

: I like using LaTeX, and I'll use raw TeX if I have a good macro
: package that hides most of the raw TeX.

I don't particularly care for systems like LaTeX; plain TeX works just
fine for me, and unless someone feels like sending me _The LaTeX Document
Preparation System_, I'm not going to bother to learn it.

-Kyle R. Hofmann

2885. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: rvanloo@cs.utwente.nl
Message-ID: <53ftul$d60@pandora.cs.utwente.nl>
Source record: 79762

Peter M. Cline (pmc7288@is.nyu.edu) wrote:
: I just picked up an Atari 600XL. I know nothing about Ataris, and was
: looking for some info. For example, is the 600xl compatible with other
: xls? Where can I find books, software etc?

: any info you can give me would be greatly appreciated. thanks

: -Peter Cline

The same thing happened to me... just a few weeks ago <magic sound>
a 600XL landed on my doorstep.
You might want to look for 8-bit atari web-pages. Lots of
info. Then about compatibility: With respect to catridges (my main
use at the moment) it's compatible with almost all the catridges
made for the atari. Except for the catridges made xplicitly for the XE game
system: To run them, you need to upgrade the 600XL's memory to 64K.
(Also look at web sites to find the info for this no-budget
upgrade)

---Reinard

2886. Re: GNU C-compiler port to 6502

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: alstrup@diku.dk
Message-ID: <53g0d9$i3v@vidar.diku.dk>
Source record: 79763
Cross-posted to: comp.sys.cbm,gnu.gcc.help,de.comp.gnu,comp.sys.atari.8bit

lwv26@cas.org (Larry W. Virden) writes:

>This again says that the compiler must know something special about printf()
>as a function, since otherwise, there would be no way that the compiler would
>know that for that particular function, something special need be done about
>it's arguments.

>And of course it should also know about vprintf, sprintf,
>fprintf, scanf, fscanf, sscanf, vscanf, ...

>And of course, the _compiler_ isn't the place where the bloat is occuring -
>but the linker instead. So this code really wouldn't go in the compiler but
>the linker.

>Which means now the compiler must embed the data types of each argument
>into the argument list of every subroutine, causing all object code to be quite
>a bit larger, so that an optimization for 10-12 functions can be performed.

In the very first comment I had on this subject, I referred to a recent
result in copmputer science: Structured programs have limited tree width,
and further (practically) all program analysis can be done in linear time,
and specifically eliminating of most dead code.

With this result in hand, it is not unfeasible to look at your program
including libraries as one big program, and perform global optimizations
on that, including the vprintf, sprintf, fprintf, etc.
In other words, when we say "#include stdio.h", we do that, and bring in
"stdio.c" at the same time.

Advances in algorithms has outplayed the common structure on compiler/linker,
when we are talking static programs. However, in real life, dynamic linking
is still the answer, but as argued, dynamic linking is a no go for the c64.

I still argue that this is feasible. Especially with a target like the c64,
which has bounded size of programs: 64k.

Greets,

Asger Alstrup

2887. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53g394$d6d@sjx-ixn6.ix.netcom.com>
Source record: 79764

In <53e0vb$8cn@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>E-mail would still require translation to text.
>I didn't think Gopher could upload.

Right, gopher is only for download.

>Remember to do a "binary" once you connect with FTP.
>
>: hate UUE/UUD files. They tend do be so messy, but if that's what it
>: takes, then use whatever does the job.
>
>What's a "UUD" file?Do you mean XXE?

Actually I meant to UUEncode/UUDecode files.

>: I'd really like an explanation on why you can't use MIME base64
>: file transfers in news.
>
>If you're going to post it on the USENET,it'd have to be UUencoded for
>Atarians to use it.

You are probably correct as I don't think any of the 8-bit browsers can
do MIME. But is you are using a PC or other higher platform to read the
news, MIME is much easier. I would suspect that most of us reading this
newsgroup also have PC's, Amiga's, Mac's or ST's to work with, along
with using the 8-bit.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2888. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <53g482$nae@newsbf02.news.aol.com>
Source record: 79765

Hey, guys, I have all four emulators, and I can state that not all work with all programs. But it gets more complicated. I see specific complaints here about some emulators not running some programs, and the same emulators do on my machine. I also see raves about how some programs run on some emulators and I can't get the combination to run on my system.

This emulator stuff is turning out to be as "iffy" as anything can get.

But, I continue to applaud the efforts. You never know what somebody who's developing one might run into that would take him/her away from the task. You also never know what kinds of things somebody can run into that prevent or slow down further development.

Have patience. We should have much better emulators from all four sources (and who knows who else?) by the end of this year. Or next year. Or ...

Or, try using a real 8-bit!

2889. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0910960314040001@metricom13.ucsc.edu>
Source record: 79766
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

In article <53f9va$5g2@news.Hawaii.Edu>, gkomatsu@Hawaii.Edu (Galen Tatsuo Komatsu) wrote:

> The Gorgon had a unique missile attack, the first one or two
>hits did minimal damage, the next caused instant death no matter how
>much strength the victim had. My ArchonII demon of choice. >=^)

Actually, the Gorgon's shots did no damage at all. Instead, they caused the opponent to move progressively slower (the Gorgon, in classical mythology, turns its victims to stone). After a certain number of shots the enemy becomes a statue and dies instantly. If I recall correctly the slowness persists across combats, and can only be removed by casting Heal on the affected piece.

Gorgons are really evil because each hit makes it harder and harder for the opponent to fight. The gorgon's shots move very quickly and are hard enough to dodge in the first place. Gorgon vs. a slow piece is almost like a guaranteed win for the gorgon. A pair of gorgon attacks on an enemy Adept, if the Adept doesn't get healed after the first, will take the Adept down and leave you with a gorgon.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

2890. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0910961146120001@194.125.100.1>
Source record: 79767

In article <53ekqq$jcf@newshound.csrv.uidaho.edu>,
buesc911@raven.csrv.uidaho.edu (Brent Buescher) wrote:

> Maury, the reason books are still being printed, and will be for quite some
> time, is that they really are a pretty good format for delivering
> information. This topic has been hashed to death by others elsewhere, and
> I don't really want to get into it, because I do agree with your premise,
> just not with your overstatement of it. (I.e. I think hypertext is a good
> thing too)
>
> If you really think TIFF images would be a reasonable format for
> distributing copies of books, you shouldn't even be trying to argue these
> points. The result would look absolutely awful, would be huge, and would
> probably have to be stored as 1-file-per-page...

But they would be accurate representations of the original work.
Replace TIFF with GIF, MPEG or PICT etc. you end up at the same point,
replace it with TeX and you do to.

The question, and my premise, is do you want to simply duplicate the
book exactly in electronic form? If so I'll argue Quark over TeX any
day. If you, like myself, agree that this is not the point of electronic
distribution, then let's not even try.

> All the standard tools for working with TeX and LaTeX are free.

And on many machines unavailable, expensive or poor quality.

> is needed to edit TeX or LaTeX is a text editor, just like HTML.

And it's suitable only for a professional. Sorry, did someone miss the
GUI Revolution?

> PDF cannot be easily edited natively without expensive commercial software
> (Adobe Acrobat), as far as I know.

Whereas TeX can only be edited by expensive commertial users. We're
talking read-only here.

> I agree in essence here. Hypertext is cool and sometimes even useful.
> It's just that HTML as such does not usually produce really nice hard copy.

So? Is that what we even WANT? If you want the book, buy it, I see it
advertized all the time here.

Maury

2891. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-09 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn55n8ec.7di.asmolar@nscs.fast.net>
Source record: 79768

On 8 Oct 1996 23:26:06 GMT, BlacKat <blackat@direct.ca> wrote:

>> *I* know and *you* know but do Microsoft know?
>
>Micro$oft??? how did they enter into this one??? you lost me! =-)

Darek Mihocka (author of Xformer) works for Microsoft as his day job.
These emulators are his own work from his own company and are not Microsoft
products.

2892. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <53hokp$m0t@nexp.crl.com>
Source record: 79619

In article <maury-0910961146120001@194.125.100.1>, Maury Markowitz wrote:
: In article <53ekqq$jcf@newshound.csrv.uidaho.edu>,
: > All the standard tools for working with TeX and LaTeX are free.

: And on many machines unavailable, expensive or poor quality.

If it's unavailable, install it.
If it's expensive, get a free distribution.
If it's of pook quality, it's probably been modified.

: > is needed to edit TeX or LaTeX is a text editor, just like HTML.

: And it's suitable only for a professional. Sorry, did someone miss the
: GUI Revolution?

GUIs can be nice for some things, I'll admit that. _Short_ document
preparation is one of them. For example, before I learned TeX, I used M$
Word for preparing papers. It was nice. Not great, but it worked. TeX
is great in general. Nothing's perfect (Except Atari 8bits! :) but TeX
comes close.

: > PDF cannot be easily edited natively without expensive commercial software
: > (Adobe Acrobat), as far as I know.

: Whereas TeX can only be edited by expensive commertial users.

You mean you have to buy expensive programs like EDIT.COM to edit TeX?
This is news.

: We're talking read-only here.

Not at all. .tex files are purely ASCII.

: > I agree in essence here. Hypertext is cool and sometimes even useful.
: > It's just that HTML as such does not usually produce really nice hard copy.

: So? Is that what we even WANT? If you want the book, buy it, I see it
: advertized all the time here.

But this lets us print it out for free, and free is good. And
actually, I'd like to see it available to be printed, because that's much
easier to use than a remote HTTP server when you're writing a program and
need to find out some address.

-Kyle R. Hofmann

2893. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Dr Jest <robp@owl.co.uk>
Message-ID: <325CC0EA.24C4@owl.co.uk>
Source record: 79620

```
BlacKat wrote:
>
> Ok, you all claim that XL-It will boot ATR disk images... my version (0.15)
> will NOT under any circumstances boot ATR disk images at all... if i strip
> off the 16-byte header it works just fine... what gives????
>
> --
> William J. Fisher
> =^..^=
> BKproductions
> blackat@direct.ca

I don't know what the problem is, I have never had any trouble with
XL-it (0.15) and .ATR files e.g.
atari -nobasic mule.atr
works fine for me.

--
"I never forget a face, but in your case I'll be
glad to make an exception."
-- Groucho Marx
```

2894. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: gkomatsu@Hawaii.Edu
Message-ID: <53ib1b$cfp@news.Hawaii.Edu>
Source record: 79621
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

In article <53hrt0$d72@kensie.dorsai.org>, Janice in NYC <Sapphire@innonyc.com> wrote:
>gkomatsu@Hawaii.Edu (Galen Tatsuo Komatsu) wrote:
>> The Gorgon had a unique missile attack, the first one or two
>>hits did minimal damage, the next caused instant death no matter how
>>much strength the victim had. My ArchonII demon of choice. >=^)
>Didn't the Gorgon's hits progressively reduce the speed of the
>opponent, or is that a different creature?

Yup, apparently so by all the responses I've seen. I never
knew about the slowing down (because, uh, the dog ate my manual...)
But regardless, instant death in 2-3 hits was just too cool.

>> Also the obstacles in the air zone would deflect projectiles
>>fired into them, creating a pinball effect.
>As I recall (at least in Archon I), certain obstacles would deflect
>projectiles, but some would only slow them down (having the same
>effect on the players also if you came into contact with them).....is
>there a way to distinguish between the different obstacles?

The original Archon obstacles didn't do that to my memory.
There was basically one type of obstacle with three states of existence,
there, kinda there, and not there. =^) When there, it stopped anything
(projectiles stopped, creatures were bounced back, or if you hit it
just right, bounced "around" it) When kinda there, it slowed anything
passing through it. When not there... you figure it out. =^)

--
gkomatsu@hawaii.edu
feynman lives!

2895. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1010961107500001@194.125.100.1>
Source record: 79622

In article <53h4hd$brm@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

> Star Raiders 2 was such a rip-off.

I for one loved it. I liked the idea of flying from system to system
vial the "warp" points and the different kinds of fighters and such. But
remember, it's not Star Raiders II, it's The Last Starfighter with the
name changed for some mysterious reason.

Maury

2896. Re: Get Rich on fhe Interner!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1010961110120001@194.125.100.1>
Source record: 79623

In article <325C9358.33D9@tcd.net>, bobkla19@tcd.net wrote:

> I am sure each of you have read all the good stuff!..Make A
> $1,000.000.00 FROM A SINGLE CALL!
>
> Well dumb we all are but Stupid we are not!

Well you're stupid enough not to buy a spell checker and spam the net.
This is your warning, spam again and I'll contact your sysadmin.

Maury

2897. Re: Atari 2600 Paddle

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: zmerch@northernway.net
Message-ID: <MPLANET.325ce6d0zmerch989683@news.northernway.net>
Source record: 79624

In article <53hl5j$lpc@triglav.iwaynet.net>, dmaxwell@greenapple.com
says...

[snip]

> What is the value of the pots used in an IBM joystick?

I'm not sure what the ohm value is of an Atari paddle (can tear one apart
when I get home) but I can answer the question above.

The IBM analog joystick was compatible with the Tandy Color Computer
joystick with the exception of the plug itself, and both pots in the
joysticks were 100K ohm. I can provide the pin-outs to the Tandy Color
Computer Joysticks if necessary (regular or Deluxe... the regular
joysticks were kinda cheezy, but the Deluxe is a very nice joystick...
still use mine!)

Any other questions? Feel free to ask!

Roger "Merch" Merchberger
zmerch@northernway.net

2898. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb66e$e38dcf00$12f7aecc@blackat.direct.ca>
Source record: 79625

Yogi <scharles@superlink.net> wrote in article
<325c309d.824404@news.superlink.net>...
> -The emulator coders could write a simple routine to check the flag on
> a
> -sector.. if it matches the emulator's code for `bad` then the
> emulator
> -could just return the error to the program... copy-protection
> bypassed for
> -a majority of 8-bit games =)
> -
> Uhh....... obviously you havent done much cracking on the 8 bit
> After 1981 everything for the most part used custom formats.
> Not bad sectors at all.
>

Never said i was a whizz on the 8-Bit... it's been over 10 years since i've even OWNED one myself... =(... but that was just some of the stuff i remember doing when i was copying disks (that's what the docs said i was doing anyways)...

But if *YOU* can crack an 8-bit game now (take the original uncracked version and re-crack it) using TODAYS techniques then we should be able to get 100% 8-Bit games that work 100% on the emulators! =) right?

Will

2899. XFormer / Promise incompatible ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: bfollow924@aol.com
Message-ID: <53it7e$lpp@newsbf02.news.aol.com>
Source record: 79626

I am no longer able to run any version of the PC XFormer since I installed my new controller card. After about 2-5 minutes my system locks up and the screen either turns black or black with vertical colored stripes which are the same color as whatever the main color on the emulator screen at that time was. The only thing I've changed in my system is that I've added a new Promise 2300+ EIDE controller card which has it's own bios. Does this sound familiar to anyone? Has anyone else run into this problem or think it may be caused by something else? Any fixes. Any help would be greatly appreciated.

Sincerely,
- Byron Followell

P.S. - I'm running from win95 dos mode but I used to have no problem there either. Also, I'm running ver.3.5, but other versions lock up too.

2900. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn55ptso.ffu.asmolar@nscs.fast.net>
Source record: 79627

>Well I think Billionare Bill must have been impressed with COBOL
>considering it's such a stone-age language to use. Hey, I took that
>course in college one and it was a real pig.

He must've been impressed with the way that COBOL forces you to write tons of code, inspiring him to put tons and tons of code into his own products.

2901. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Radioactive Warrior <radwar@orl.mindspring.com>
Message-ID: <325CC981.373C@orl.mindspring.com>
Source record: 79628
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Janice in NYC wrote:
>
> gkomatsu@Hawaii.Edu (Galen Tatsuo Komatsu) wrote:
>
> > Juggernaut. I don't remmeber if it could be hit while
> >in attack (but I wouldn't be surprised if it could)
>
> I dont remember either, but I do remember that once it's in the charge
> mode, it can't change direction unless you abort the attack by
> releasing the button.

While attacking, nothing can hurt the juggernaut- I use this to jump
across fire without getting hurt and making a lunge for your opponent
out of nowhere. by the same respect, the juggernaut is least effecient
fighting on the earth plane because you cannot pass through the stones
and usually don't have a straight shot... use the siren here.

> > The Gorgon had a unique missile attack, the first one or two
> >hits did minimal damage, the next caused instant death no matter how
> >much strength the victim had. My ArchonII demon of choice. >=^)
>
> Didn't the Gorgon's hits progressively reduce the speed of the
> opponent, or is that a different creature?

I like gorgon-vs-gorgon fighting in the void... Better have a quallity
joystick or two cause that takes some manual dexterity...

> > Also the obstacles in the air zone would deflect projectiles
> >fired into them, creating a pinball effect.

Does anyone play by making a "wedge" that is starting by moving your
Adepts on a corner of each element (so you are always on a power-dot)
then summoning a creature to the adjacent corner in each elemant (so
they are always on a power-dot...) Remember, the more power-dots you
occupy the faster your energy grows... After setting up my wedge I
would always go for one element (usually fire) and lastly take the
voids... Won many a game like that.

> As I recall (at least in Archon I), certain obstacles would deflect
> projectiles, but some would only slow them down (having the same
> effect on the players also if you came into contact with them).....is
> there a way to distinguish between the different obstacles?
>
> >>ObAtari: Anyone remember an Archon-like game from Antic magazine? I
> > umm, no I grew up on a Apple //e. =^) My friends had C64s. At

> >best, my cousins had a 1200xl, but they weren't much into computers.
>
> I seem to remember talk of an Archon III (amongst people with C64s, at
> least), was that a real game or just a hack?

Yes. ARCHON III [EXCITER] was a real game release from free fall- the guys
who programmed I & II and as far as I know it was only released on the c64.
If anyone wants it (the c64 version) to play on an emulator or maybe you
have a c64.?. Email me and I will send it... I would also like to get
ahold of I & II for the IBM.
Btw, don't expect too much of archon iii, as memory serves, it sucked...

I always wanted to hack I and II and put a modem driver in it so two
players could compete over the phone but I fear on the c64 modem speeds
are too slow for proper reaction and I don't know how to program any
other platforms... Besides, I couldn't figure out how to keep the sides
synchronised and if one was even slightly off timing or placement the
whole game play would be useless... Still, nice dream...

Late,
RadWar

2902. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <325D2AF0.383@total.net>
Source record: 79629

David A. Maxwell wrote:
>
>
> Which brings up the following interesting question:
>
> Since the 5200 was basically a stripped down 8-bit computer, how big a
> deal is it to get the 5200 OS running on an 8-bit and what would one
> have to do to make a 5200 cart (the PROM anyway) work on an 800/XL/XE?

The custom chips are mapped differently into memory on the 5200; you
have to get a dump of the program, disassemble, and re-ssemble having
swapped the labels around.

2903. Re: Atari 2600 Paddle

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <325D2B74.1198@total.net>
Source record: 79630

David A. Maxwell wrote:
>
> Has anyone ever figured out how to read the keypad that comes with
> the 2600 Star Raiders game on the 8-bit?
>

Yeah, it's a pain! Strobe the four PIA lines and monitor the STRIG and
POT lines. It's gotta be done slowly to get accurate reads.

2904. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Radioactive Warrior <radwar@orl.mindspring.com>
Message-ID: <325CCCE5.38C7@orl.mindspring.com>
Source record: 79631
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Larry Scott Ii wrote:
>
> : Unlimited range. Unicorn/Basilisk(sp?) ruled!
>
> Yep.. I once played the computer on the C64 and took out the entire light
> side with a basilisk without even getting HIT once.. No wonder my
> friends didn't want to play me at that game.. (that, and we tore up soooo
> many joysticks with it.. Most sticks just couldn't take the frantic
> directional changes that game required.. Wico ones did, but that's it)
>
> : Juggernaut. I don't remmeber if it could be hit while
> : in attack (but I wouldn't be surprised if it could)
>
> I don't think so.. but it was a sitting duck when it stopped at the edge
> of thew screen (or obstacle)
>
> : >Invisible: How did this work? Am I remembering it right?
>
> : One of the demons had this, I don't recall what it was called
> : (looked like an old bearded guy). You'd reappear whenever you fired a
> : shot or tried to run through a penetrable obstacle.
>
> That was the siren.. Invisible till you screamed, which did damage no
> matter where your opponent was.. I also believe it healed itself that way
> also.. Nasty critter

no, no.. You are thinking of the Wrath... The siren "screamed" but the wrath
was invisable untill attack and had to be close to opponents to "drain" energy-
cool cause all the energy drained from your opponent is added to yours!
This was hands down, my favorite in two-player... But against the computer
the wrath is useless...

> The first two hits actually did *no* damage.. instead each one slowed the
> opponent down.. I guess to simulate him "turning to stone" .. the third
> one finished the job. Problem was it was an all-or-nothing affair.. if
> you got two shots in then your gorgon got whacked, the other guy was good
> as new in the next fight..

I thought the gorgon hits were cumulative, that is two hits with one gorgon
then just one remaining hit with another gorgon and that's all she wrote...
Now, if you follow up with some other character, then the opponent had full
strenght but I thing was slower than normal- still one hit won't do it here...

2905. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: "Richard L. Johnson" <rmjohn@avana.net>
Message-ID: <325CFB6A.60B@avana.net>
Source record: 79632

Reinard R.J. van Loo wrote:
>
> Peter M. Cline (pmc7288@is.nyu.edu) wrote:
> : I just picked up an Atari 600XL. I know nothing about Ataris, and was
> : looking for some info. For example, is the 600xl compatible with other
> : xls? Where can I find books, software etc?
>
> : any info you can give me would be greatly appreciated. thanks
>
> : -Peter Cline
>
<edited>
> system: To run them, you need to upgrade the 600XL's memory to 64K. <-----
> (Also look at web sites to find the info for this no-budget
> upgrade)
>
> ---Reinard

My first computer was an 800XL. I later picked up a 600XL. If I remember correctly the only difference that really mattered between the two was the larger RAM on my 800XL.

That being said, IMHO the 600XL's were fitted with much better keyboards. In fact, I knew a lot of people in my old user group that picked up second hand 600XL's just to fit their 800XL's with the 600XL's keyboard

Richard

2906. Y-Adapter?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <53j130$2ip8@useneta1.news.prodigy.com>
Source record: 79633

Funny you should ask! I just bought one a couple of weeks ago at B&C Computervisions at 408-986-9960. It's a board with 3 SIO sockets. Use one to connect to the computer, another for the modem or printer interface, then the 3rd for your first disk drive or whatever you want first in your chain. The remaining printer interface or modem can go on the end. The board is actually built with points on the 4th side that could be used to connect half an SIO cable so then the board could be placed in a little box and directly connected to the computer with 3 outlets.
CSS had a box they caused the "Quintopus" or something like that with multiple outlets.
Both have an option for extra money that applies extra power to the line. This is good for 1200XL owners who haven't modified their computers. The stock 1200XL doesn't provide power to printer interfaces and modems and anything else that depends on getting its power from the computer.
Hope this helps...

2907. Re: XFormer / Promise incompatible ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <325D2138.6F8@ncweb.com>
Source record: 79634

PC Xformer is incompatible with Atari Software .. why wouldn't
it be incompatible with a Promise 2300+ Eide card. FYI, I'm
running the same I/O card under both Win 3.1 and Win95 (mostly 95).
The card is fantastic! Wish I could say the same for the software!

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

2908. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <53j86q$7no@stratus.skypoint.net>
Source record: 79635

David A. Paterson (davepat@total.net) wrote:

: The custom chips are mapped differently into memory on the 5200; you
: have to get a dump of the program, disassemble, and re-ssemble having
: swapped the labels around.

Some guy calling himself "Glenn the 5200 Man" converted *many* 5200 carts
to 8-bit executables....

2909. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <53j9cq$n3t@kensie.dorsai.org>
Source record: 79636

jx91@cityscape.co.uk (Chris Lam) wrote:

>It's a big deal. The 5200 has some of its paged IO at different
>locations. Also the 5200 never had proper joysticks but analogue ones
>(essentially 2 paddles at 90 degress). So quite a lot of technical
>know-how is needed.

I have a few games on disk that are ports from 5200 carts, like
Gremlins, Space Dungeons, and Centipede (which actually looks and
plays a lot better than the regular 8-bit Centipede).....so maybe the
conversion isn't that difficult.......

2910. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Space42@ix.netcom.com
Message-ID: <325d2e50.1629651@nntp.ix.netcom.com>
Source record: 79637

On 10 Oct 1996 16:28:10 GMT, sydtech@skypoint.com (Scott Butler)
wrote:

>David A. Paterson (davepat@total.net) wrote:
>
>: The custom chips are mapped differently into memory on the 5200; you
>: have to get a dump of the program, disassemble, and re-ssemble having
>: swapped the labels around.
>
>Some guy calling himself "Glenn the 5200 Man" converted *many* 5200 carts
>to 8-bit executables....
>
Ya know thats real funny.. I was just thinking that reading this
thread.... Back in the days I had quite a few 5200 games running on my
800xl... Glenn the 5200 man... Yes!!! Moon Patrol, one of my favorites
was a 5200 cart.. So I guess it cant be that different.. Plus a few of
the emulators also emulate a 5200..

2911. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Christopher Brett Strong <strong@labhp27.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961010103124.6430D-100000@labhp27.cs.utah.edu>
Source record: 79638

> I feel that putting Mapping the Atari in Tex or LaTex format (or any other
> non-hyper format) would be a mistake and a waste! The ability to
> "hyperactively" search through a document and make active references within it
> would be EXTREMELY useful to a "memory map" book like Mapping!

But a TeX or LaTeX format manual would be easy to print out, and look
pretty. I HATE printing HTML docs. They look lousy on paper. And
my copy of Mapping the Atari was lost in 1990 (along with all my copies
of Compute!), so I want a copy!

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

2912. Re: mem upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Dz2KD1.70r@cix.compulink.co.uk>
Source record: 79639

```
> I want to know how I can upgrade my memory of my 1040STf
> Does anybody know that??
>
Ask in comp.sys.atari.st. You have *loads* of options.
```


```
+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

2913. Wanted: Working CTIA chip

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Christopher Brett Strong <strong@labhp27.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961010105027.6430G-100000@labhp27.cs.utah.edu>
Source record: 79640

I am looking for a working CTIA chip. I have a perfectly restored first-version 800, with everything mint. But the CTIA chip does not work properly, I can only get B&W.

If you have a CTIA for sale please let me know. (I am more than willing to trade one of my GTIAs, and I am open to any offer.)

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm (801) 582-6301 CI$: 71777,2331
//_//\ _\ decRAD: CSTRONG CADE: strong@eng.utah.edu
/K-9/ \/_/
/___/_____\

"If the mean don't get you, the variance will." -- James 1. Rieger

2914. Wanted: Atari 822 Priter

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Christopher Brett Strong <strong@labhp27.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961010104815.6430F-100000@labhp27.cs.utah.edu>
Source record: 79641

I am (still) looking to purchase an Atari 822 Printer. If you have one
for sale (or know of someone who has), please let me know.

(This is the little one, not the 820 (that many companies seem to have a
truckload of).

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

2915. Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <53jtq1$adg@gap.cco.caltech.edu>
Source record: 79642

dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>Artefacting occurs because the computer is using a partial TV pixel.
>(that is,a "colour clock")

>Any computer that uses 320x200 will artefact.This includes computers that
>do 40 columns and that let you re-define the character set.
>(and of course,the same applies to 640x200/80-columns,but with more
> colours to choose from)

I'm pretty sure that NTSC composite video has 320 color clocks per line (or more with overscan). My understanding of the cause of artifacting is interference between the chroma and luma (color and intensity) portions of the video signal. This is born out by my experience with split NTSC video (chroma/luma, not RGB)--- I really don't get any artifacting on my system, which has been set up for split video. This is also why you don't see artifacting on RGB displays.

Brent

2916. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <325DB0C5.3D9D@total.net>
Source record: 79643

Space42 wrote:
>
> On 10 Oct 1996 16:28:10 GMT, sydtech@skypoint.com (Scott Butler)
> wrote:
>
> >David A. Paterson (davepat@total.net) wrote:
> >
> >: The custom chips are mapped differently into memory on the 5200; you
> >: have to get a dump of the program, disassemble, and re-ssemble having
> >: swapped the labels around.
> >
> >Some guy calling himself "Glenn the 5200 Man" converted *many* 5200 carts
> >to 8-bit executables....
> >
> Ya know thats real funny.. I was just thinking that reading this
> thread.... Back in the days I had quite a few 5200 games running on my
> 800xl... Glenn the 5200 man... Yes!!! Moon Patrol, one of my favorites
> was a 5200 cart.. So I guess it cant be that different.. Plus a few of
> the emulators also emulate a 5200..

It'd be easier to run 5200 soft on an emulator than on a real 8-bit.
You can't remap GTIA, POKEY and ANTIC inside a real 8-bit; you've got to
fix the software.

My hunch is that "Glenn the 5200 man" worked at Atari, "borrowed" source
code and changed the OS equates. Rip out the joystick handler and
you're set.

2917. Atari 8-bit stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <325D7AB5.53D8@osu.edu>
Source record: 79644

I'm emptying out my closet and have some Atari 8-bit items
for sale and/or trade:

Atari 800XL, unmodified, with power supply $25

Atari 1050 disk drive, unmodified, w/power supply & SIO cable $30

Star SG-10 dot matrix printer, no cover but like new $45

OSS MAC/65 cartridge, with manual $15

ICD R-Time 8 clock cartridge, with software disk & manual $10

ICD P: R: Connection, dead, with printer and modem cables $10

Stuff I'm looking for in trade:

one of those cables with a chip inside that connects the 8-bit
directly to an RS-232 modem

a set of Atari wireless remote control joysticks

All prices are negotiable but do not include shipping.

-Tony

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

2918. WANTED: Ultima II

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Cary Guy <cguy@fix.net>
Message-ID: <325DB9CA.15FD@fix.net>
Source record: 79645

hi,

i'm looking for a copy of ultima II...
if anyone wishes to sell, please e-mail me.

thanks,
-Cary

2919. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Space42@ix.netcom.com
Message-ID: <325c4981.7731823@nntp.ix.netcom.com>
Source record: 79705

On Wed, 09 Oct 1996 02:45:01 GMT, scharles@superlink.net (Yogi) wrote:

>On 8 Oct 1996 19:43:01 GMT, "Medman" <medman@northnet.org> wrote:
>
>-> I can not get the Lucasfilm games to work either... and if i
>remember
>-> correctly it's cause they are disk-based copy protected... i has
>both
>-> "koronis rift" and "the edilon" on floppy and rught after the title
>-screen
>-> the drive would chunk/whirr/buzz for a few seconds before
>loading...
>-
>-Same Problem here, I love alot of the Lucasfilm games, and Karateka,
>but I
>-am having the same problems. also the same with the SPY Vs Spy
>series.. if
>
>The games are not the problem, the DISK copy protection has BEEN
>removed already. It's the timing of the emulation that's the problem.
>The only thing to do is look for binary versions of the games, I
>believe Spy Vs Spy is already in the archive, but the other games its
>not feasable to convert to binary load as they have disk access. (It's
>not impossible, just not feasable).
>BTW, the probably reason the Eidolon doesnt run is that it requires
>64K which the emulators I understand don't emulate correctly.

Wow, I guess I'm not the only one.. But I did learn something here..
Yogi is right.. it is a timing problem.. If you are using a pc ..
check out rainbow for win 95... This seems to emulate the disk i/o
timing.. Programs take just as long to load as they used to...
Karateka works!!!!! and some other programs seem to work better
(better colors.. ect).. I hope they include sound support with the
full pc release.. It looks like this could be the best emulator yet!!

Thanks for all your responses.

Jerry

2920. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: doc@megalink.net
Message-ID: <53hid2$phr@news.megalink.net>
Source record: 79706

sclover@ix.netcom.com (Steve Clover) wrote:

>In article <01bbaf6d$5f902980$9df7aecc@blackat.direct.ca>,
> "BlacKat" <blackat@direct.ca> wrote:
>>>
>>> My favorite game is BallBlazer. The whole package, the animation
>>> the joystick-busting gameplay makes it, IMHO, the best ever.
>>> Unfortunately, it seems there are many out there who absolutely
>>> hate it. I even have a used copy of it where someone scrawled
>>> "Stupid scrolling 2-player game". Their loss.
>>> --
>>> ==
>>> John Collins - NWPAC Atari 8-Bit User Group
>>> ==

Dear John,

I'm an old fart, but I sure enjoyed "MONTEZUMA'S REVENGE". I lost that
disk over the years and would love to buy it again.

Sincerely,

Dr. David F. Lemire
Livermore Falls, Maine

2921. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <53hjri$kuj@triglav.iwaynet.net>
Source record: 79707

irata@aztec.asu.edu (JOHN COLLINS) wrote:

>My favorite game is BallBlazer. The whole package, the animation
>the joystick-busting gameplay makes it, IMHO, the best ever.
>Unfortunately, it seems there are many out there who absolutely
>hate it. I even have a used copy of it where someone scrawled
>"Stupid scrolling 2-player game". Their loss.
>--
>==
>John Collins - NWPAC Atari 8-Bit User Group
>==

The first time a friend of mine saw Ballblazer, he said "Get your other joystick Dave. I'm going to kick your ass!" Needless to say, the guy recognizes a fun game instantly. He was a Commodore fan in his youth and he also had this to say :"The sound kinda sucks and the resolution is really strange (the game runs in a GTIA mode) but everything moves and animates so much better on this games. It's so smooth!"

2922. Re: Atari 2600 Paddle

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <53hl5j$lpc@triglav.iwaynet.net>
Source record: 79708

andy@hdscorp.com wrote:

>I am looking for the pinout of an atari 2600 paddle. I have the
>pinout for a computer game port and I just want the pinout for the
>paddle to hook up to my CPU P166.

>I bought the activision game pack, and the greatest game of alltime is
>KABOOM!

>A paddle would greatly increase my score on the game.

>thanks

Here is the pinout of the ports on an 800/XL/XE. The 2600 controllers
are compatible with the computer line so this information should be
valid for the 2600 as well. Remember, I am giving the pinout of the
PORT so the pinout on the controller plug will be reversed right to
left.

1 2 3 4 5
6 7 8 9

1. Stick Forward
2. Stick Back
3. Stick Left
4. Stick Right
5. Potentiometer B input
6. Trigger
7. +5V
8. GND
9. Potentiometer A input

I have some questions of my own:

What are the value of the pots used in the paddle controllers?

Do the axes of a 5200 analog stick map to the potentiometer inputs of
the standard 8-bit jack? How would one read a 5200 keypad on the
8-bit computer?

Has anyone ever figured out how to read the keypad that comes with
the 2600 Star Raiders game on the 8-bit?

What is the value of the pots used in an IBM joystick?

2923. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <53hjku$kuj@triglav.iwaynet.net>
Source record: 79709

Barry Hom <bfhom@delphi.com> wrote:

>Well, the 8-bit Atari games were exact clones of the Atari 5200 games.
>
>I did see Toad Computers sell some for $7 each in one of their catalogs.
>
>
>Barry Hom

Which brings up the following interesting question:

Since the 5200 was basically a stripped down 8-bit computer, how big a
deal is it to get the 5200 OS running on an 8-bit and what would one
have to do to make a 5200 cart (the PROM anyway) work on an 800/XL/XE?

2924. FS: Commodore 1702 color monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <53hrob$qn0@amdint2.amd.com>
Source record: 79710

```
Well, it's time to let this one go...
Commodore 1702 Color Monitor

$65 or best offer (+shipping if needed)

[I can't imagine what it would cost to ship though...]

Located in Northern Virginia.

Please reply via EMAIL
----------------------------------------
Cyrus

cyrus.malek@amd.com
```

2925. Re: Star Raiders and Pinball Construction Set problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <53hrpf$d72@kensie.dorsai.org>
Source record: 79711

Thomas Main <tmain@appstate.campus.mci.net> wrote:

>I have been unsucessful in locating a working copy of Star Raiders in
>any of the Atari archives. I did find a version of Star Raiders with an
>.exe extension. At first I thought this was a self extracting archive
>that I could expand on my PC but I tried that and it didn't work. I
>also tried to put the .exe file into an Atari disc image and than run it
>from Atari DOS but that didn't work either. Does anyone know how I can

It's supposed to work like that, it's a binary file, unforutnatley, I
think it was just extracted from the archives so it doesn't work
either........(Yogi?)

>get this file to work or alternatley where I might find a .atr or .bin
>version of Star Raiders?

Please let me know, too, before I end up buying the cart.....

2926. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <53hrt0$d72@kensie.dorsai.org>
Source record: 79712
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

gkomatsu@Hawaii.Edu (Galen Tatsuo Komatsu) wrote:

> Juggernaut. I don't remmeber if it could be hit while
>in attack (but I wouldn't be surprised if it could)

I dont remember either, but I do remember that once it's in the charge mode, it can't change direction unless you abort the attack by releasing the button.

> The Gorgon had a unique missile attack, the first one or two
>hits did minimal damage, the next caused instant death no matter how
>much strength the victim had. My ArchonII demon of choice. >=^)

Didn't the Gorgon's hits progressively reduce the speed of the opponent, or is that a different creature?

> Also the obstacles in the air zone would deflect projectiles
>fired into them, creating a pinball effect.

As I recall (at least in Archon I), certain obstacles would deflect projectiles, but some would only slow them down (having the same effect on the players also if you came into contact with them).....is there a way to distinguish between the different obstacles?

>>ObAtari: Anyone remember an Archon-like game from Antic magazine? I
> umm, no I grew up on a Apple //e. =^) My friends had C64s. At
>best, my cousins had a 1200xl, but they weren't much into computers.

I seem to remember talk of an Archon III (amongst people with C64s, at least), was that a real game or just a hack?

2927. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1010960510440001@cisjx91.demon.co.uk>
Source record: 79713

In article <53hjku$kuj@triglav.iwaynet.net>, dmaxwell@greenapple.com
(David A. Maxwell) wrote:

> Barry Hom <bfhom@delphi.com> wrote:
>
> >Well, the 8-bit Atari games were exact clones of the Atari 5200 games.
> >
> >I did see Toad Computers sell some for $7 each in one of their catalogs.
> >
> >
> >Barry Hom
>
> Which brings up the following interesting question:
>
> Since the 5200 was basically a stripped down 8-bit computer, how big a
> deal is it to get the 5200 OS running on an 8-bit and what would one
> have to do to make a 5200 cart (the PROM anyway) work on an 800/XL/XE?

It's a big deal. The 5200 has some of its paged IO at different
locations. Also the 5200 never had proper joysticks but analogue ones
(essentially 2 paddles at 90 degress). So quite a lot of technical
know-how is needed.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

2928. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <Dz1KtE.KwD@iglou.com>
Source record: 79714
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

: Unlimited range. Unicorn/Basilisk(sp?) ruled!

Yep.. I once played the computer on the C64 and took out the entire light side with a basilisk without even getting HIT once.. No wonder my friends didn't want to play me at that game.. (that, and we tore up soooo many joysticks with it.. Most sticks just couldn't take the frantic directional changes that game required.. Wico ones did, but that's it)

: Juggernaut. I don't remmeber if it could be hit while
: in attack (but I wouldn't be surprised if it could)

I don't think so.. but it was a sitting duck when it stopped at the edge of thew screen (or obstacle)

: >Invisible: How did this work? Am I remembering it right?

: One of the demons had this, I don't recall what it was called
: (looked like an old bearded guy). You'd reappear whenever you fired a
: shot or tried to run through a penetrable obstacle.

That was the siren.. Invisible till you screamed, which did damage no matter where your opponent was.. I also believe it healed itself that way also.. Nasty critter

: >Cruise Missler: (I might be making this up) Was there one that fired
: > a missle that the player then controlled, with the
: > player frozen til the missle exploded?

: The Adepts had these. While you could control your attack, it
: was a bit of a challenge. slight turns weren't a problem, but any

The computer was damn good with 'em though.. The only way I could wipe the cpu's adepts out was to get them on the earth level and ambush them around obstacles..

: The Gorgon had a unique missile attack, the first one or two
: hits did minimal damage, the next caused instant death no matter how
: much strength the victim had. My ArchonII demon of choice. >=^)

The first two hits actually did *no* damage.. instead each one slowed the opponent down.. I guess to simulate him "turning to stone" .. the third one finished the job. Problem was it was an all-or-nothing affair.. if you got two shots in then your gorgon got whacked, the other guy was good as new in the next fight..

: The Chimera(?) had three attacks, fire(?)bolt, fireball, and
: tail sting. the first two were projectiles, the third was a melee

: strike (like the knight/goblin). Your attacks cycled through the
: three. (so often I'd use the first two, then waste the sting =^)

Neat idea (the chimera's 3 weapons) but I never found much use for this guy.. He wasn't nearly worth the magic needed to summon and maintain him.

Archon definitly ruled.. too bad PC Archon Ultra was a waste...

2929. U.S Doublers

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <53hsmd$189@news.calweb.com>
Source record: 79715

Anyone know a place I might still be able to fins a U.S. Doubler chip
for a 1050 disk drive?

Joe Blenkle
jblenkle@calweb.com

2930. HIP graphics display mode

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <53i6gi$4af@nuke.csu.net>
Source record: 79716

Has anyone else seen the "HIP" 30-shade high resolution (160x192) graphics mode? It's pretty incredible! It seems to blend a 16-shade (80x192) mode with higher res. "on top of it" (using interlaced page-flipping, just like the ColorView modes do to get 8, 64 and 4096 RGB colors).

There's a demo at some FTP site (Taquarts?) called "HIP16TRO.COM" which shows an example with some Giger painting.

Cool cool cool!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2931. Re: Atari Revolution

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <53i7gk$4af@nuke.csu.net>
Source record: 79717

Jeff Colbert (jcolbert@earthlink.net) wrote:
: From Don Thomas this weekend.
: Did you hear anyone say "Goodbye"?
: ==================================
: by Donald A. Thomas, Jr. (10/4/96)

WOW! Excellent posting! I was planning on e-mailing it to a few friends
even before I read the last few paragraphs (which asked us to :)).

As for who still makes software. Well, Tube Baddies is (c) 1995, isn't it?
And that T-something tank game. That came out last year or the year before.
I wrote CoolTris (freeware) in 1993. There are still tons of excellent
demos being released. What about the Sweet-16 CPU upgrade? (Actually,
what about it indeed. I've got one sitting in my XL and it's doing
nothing useful! :( )

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2932. Re: Co-Op!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-10 00:00:00 UTC
From: kendrick@sitka.sonoma.edu
Message-ID: <53i8tb$4af@nuke.csu.net>
Source record: 79718

What do you need help for??

(Re: "anyone want to help?" message)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

2933. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <325EC14F.7EA2@nh.ultranet.com>
Source record: 79569

Roger Stoklas wrote:
>
> scharles@superlink.net (Yogi) wrote:
>
> >-
> >-That's what I say.But that damn APE cable is $60!
> >-(So is the ProSystem one)
> >-I'd end up spending $100 just to play games,never mind the ProSystem
> >cable
> >-to back up my boot disks.
>
> >Hello people! With a minimum of soldering you can build an APE cable
> >(not prosys) for LESS THAN $10.00!! (Assuming you can scrounge the sio
> >and serial port end)
>
> I'd love to build one if I knew how. Unfortunately, my skills at
> reading schematics are minimal, at best. If I could get my hands on
> some easy to understand instructions......
If someone gave me the schematics, I could build them @ work. I'm an
Elec. Eng Tech.

2934. XFormer '96

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <53mh6t$t6k@newsbf02.news.aol.com>
Source record: 79570

Well, not really, but XFormer 4.0 is now available as a free upgrade to registered users of 3.x. You have to send back your original disk (or the CD-ROM liner if you bought 3.5 on the Gemulator Gold disk) together with a self-addressed disk mailer. There are also new versions of Gemulator, including one that runs with, and optionally may include, MagiC. Also, Emulators, Inc. states that they are working on a Mac emulator for the ST that they will call Recycle. I got the flyers today. I haven't checked their web page to see if it was also updated with this info. But I wonder if having already downloaded an upgrade to a purchased 3.x takes you out of the free 4.0.

I guess I'm about to find out.

Lets keep the discussion going, hopefully without rancor. If this version of XFormer is significantly better than the 3.x's, it will offer something of a challenge to those who are developing their own emulators. Or, maybe it's the other way around, and the other guys' advances pushed Mihocka to bring this one out. At any rate, I hope development continues to come from all sides. And remember -- I'm not a gamer, so I look to see what the emulators do in the area of screen displays in applications, how well the OS, BASIC and other languages are supported, printer and modem support, etc. You guys can fill in about which games specific emulators will or won't run.

2935. Re: Glenn the 5200 man

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32618638.2634445@news.demon.co.uk>
Source record: 79571

On Fri, 11 Oct 1996 00:34:22 +0000, Tony Ramos <ramos.15@osu.edu>
wrote:

Snip..

>I don't think he worked at Atari, but he must have been in contact
>with someone there. My disk copy of Jr. Pac-Man (an unreleased prototype
>game)

Tony you would be surprised from where a lot of the 8bit software came
from. In the UK when Atari had a Head office in Slough, a certain
person in there was not against passing on multiboots to people he
knew....And this person was not low down on the company ladder!!

As for Glenn, well I expect you are 100% right. I think ROB C had
similar connections in the UK.....

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
Nice bloke too!!!

2936. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <325EFC97.2673@total.net>
Source record: 79572

maciej grzeszczuk wrote:
>
> what is Atari Classics?
>

It's a semi-regular 8-bit magazine. Check out the vendors list for the address. No idea of European rates.

2937. Xformer Sound - Major Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: "Tronix Inc. (Joe)" <tronix2@worldnet.att.net>
Message-ID: <325EE32D.7693@worldnet.att.net>
Source record: 79573

Since I know I won't get any fast enough feedback from "Branch not-Always Software", I'm hoping someone who's experiencing similar problems can many answer this:

I purchased the commercial emulator of Xformer 3.5 the other day, since I was dabbling with all the emulators and finally figured I can get both Joystick and sound support with the Xformer. All the other emulators are still missing at least one of those components (though they all are good in their own way).

Anyway, joystick support works, but the sound-support is absolutely a disaster. I'm using a SoundBlaster Awe-32, and once I launch any game, it shoots all kinds of weird sounds that don't even come close to emulating Atari sound effects. I didn't expect any pokey-perfect sound, but this is the equivilent of a grade-school class let loose on a bunch of instruments on the first day of music class. Problems include: tones that are all completely off, ear-killing hi-pitch sounds, and when exiting any game, the last sound effect hangs. I actually have to shut down the PC to clear out the screwy sound that's retained in the sound card. I haven't had one game work correctly with sound yet. All my Sound Blaster settings are correct - and I never had any sound problems with any PC games of course. I just expected some decent sound effects, nothing like the original, but at least a bit close. This is horrifying. If anyone has any answers, I'd highly appreciate it (either e-mail or here) - being a major Atari 800 fan from way back when. :-)

Joe

--
(T)R O N I(X) (212) 447-5980
Import & Domestic Video Games
http://www.tronixweb.com

2938. SIO2PC cable and software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: paez@nevada.edu
Message-ID: <53m7en$e2b@pioneer.nevada.edu>
Source record: 79574

```
hello. i am looking for the SIO2PC cable and software so i can save atari
8bit stuff on my pc's hard drive by connecting the two computers
together. please reply!! thanks
```

2939. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: kickaha@adnc.net
Message-ID: <53m365$hgp@taurus.adnc.com>
Source record: 79575

scharles@superlink.net (Yogi) wrote:

>-
>-That's what I say.But that damn APE cable is $60!
>-(So is the ProSystem one)
>-I'd end up spending $100 just to play games,never mind the ProSystem
>cable
>-to back up my boot disks.

>Hello people! With a minimum of soldering you can build an APE cable
>(not prosys) for LESS THAN $10.00!! (Assuming you can scrounge the sio
>and serial port end)

I'd love to build one if I knew how. Unfortunately, my skills at
reading schematics are minimal, at best. If I could get my hands on
some easy to understand instructions......

2940. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <325EE766.3092@Asymetrix.com>
Source record: 79576

Robert Smith Ely wrote:
>
> My current view on this, after reading all of the discussion, is, why
> limit our selves to only one format? Produce it in as many formats as
> possible.

Excepting, of course, that Ian Chadwick still owns the
copyright and has explicitly stated he does NOT want
someone else converting it to ANYTHING.

He DOES own "Mapping" and there is little point in anyone
wasting time on anything he could legally shut down.

2941. An oddity for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <325EEC3C.5E9C@Asymetrix.com>
Source record: 79577

Is anyone interested in the original artwork that we at
O.S.S. used to produce our last major 8-bit ad campaign?
In our ads for BASIC XE, we had a "turbo-charged" 130XE
pictured. That is, the 130XE has "hot-rod" exhaust pipes
and the intake ports of a souped up carbouretor.

The 130XE is beautifully depicted, though there are no
labels on the keys. The painting appears to be partly
hand painted acrylics and partly airbrush.

There is a scratch on the paper surface that is visible
close up but not from normal viewing distance.

This isn't the same kind of "history" as a 1450XLD or
the like, but I thought I would see if there is any
interest out there in something like this.

The ads using this painting appeared in several magazines;
I think in late 1985 through 1986.

The original artwork cost us about $700 when we had it
done. It is now matted and framed (although in an
inexpensive frame).

If you have any interest in this and want to make a
serious offer for it (yes, you would have right of
inspection and/or I can send a color xerox of it before
sale), please email me. What's a "serious" offer?
I dunno. More than $20, for sure. But I sure don't
expect thousands for it. Surprise me.

--
"Don't take life so seriously, son.
It ain't nohow permanent."
Porky Pine [Walt Kelly]

2942. Another sort of oddity...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <325EEE89.30CA@Asymetrix.com>
Source record: 79578

And while we're looking at selling things...

How about the plexiglass "logo" from a BattleZone game? (Arcade game, pre-the breakup of Atari.)

The plexiglass is about 5" by 15" and has the word "BATTLEZONE" in red letters, the front of the tank with its gun firing, some background mountains, stars et al. in the sky, and a grey (small) Atari logo. The actual painted area is about 1/2 " smaller all the way around to allow for mounting. (The painting is on the back, of course.)

There are six mounting holes in the plexiglass.

It's in very good, but not perfect, condition. A few small scratches in the paint. A minor roughness on the front of the plexiglass (that could be smoothed by a plastics polisher).

I always meant to mount this in a box with a light behind the painting. I haven't yet got around to it.

For the right price, you can do the mounting and save me the effort. What's the right price? I don't really know, so surprise me with an offer.

--
"Don't take life so seriously, son.
It ain't nohow permanent."
Porky Pine [Walt Kelly]

2943. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <53murg$j8r@nnrp1.news.primenet.com>
Source record: 79579

In article <325DB0C5.3D9D@total.net>,
David A. Paterson <davepat@total.net> wrote:
>Space42 wrote:
>>
>> On 10 Oct 1996 16:28:10 GMT, sydtech@skypoint.com (Scott Butler)
>> wrote:
>>
>> Ya know thats real funny.. I was just thinking that reading this
>> thread.... Back in the days I had quite a few 5200 games running on my
>> 800xl... Glenn the 5200 man... Yes!!! Moon Patrol, one of my favorites
>> was a 5200 cart.. So I guess it cant be that different.. Plus a few of
>> the emulators also emulate a 5200..
>
>It'd be easier to run 5200 soft on an emulator than on a real 8-bit.
>You can't remap GTIA, POKEY and ANTIC inside a real 8-bit; you've got to
>fix the software.
>
>My hunch is that "Glenn the 5200 man" worked at Atari, "borrowed" source
>code and changed the OS equates. Rip out the joystick handler and
>you're set.

It might very well be worth out while to create new 5200 games just by
porting 8-bit games. If we have the source code, as we do in many ANTIC
and ANALOG games, we're set, though the authors would have to be either
contacted or pissed.

What differences between 5200 Moon Patrol and 8-bit Moon Patrol exist? I
have 8-bit Moon Patrol. In fact, what other differences exist between
8-bit and 5200 games other than joystick control?

And where is the alleged 5200 Tempest?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Perot for President, and then, the BORDER! QUICK! Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2944. Re: NWPAC Meeting 10/12/96

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <53mui3$iol@nnrp1.news.primenet.com>
Source record: 79580

In article <53khsm$1mj@news.asu.edu>, JOHN COLLINS <irata@aztec.asu.edu> wrote:
>
>To all in the Phoenix Metro area. NWPAC will be meeting on Sat.
>10/12/96 at: The DeVry Institute of Technology, 2149 W Dunlap,
>Phoenix, AZ 85021 - Room 112. Either look for us or a sign
>directing you to us. We may need to hole up with the ST gang for
>a while since the use of a room by us 8-bit people is up in the
>air for now. *** 9:30 AM *** !!!
>
>Thank you for your support!

Oh cool, you ARE still meeting. I might have something to show everyone.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Perot for President, and then, the BORDER! QUICK! Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2945. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961011203629450151@vanc01m02-65.bctel.ca>
Source record: 79581

> > >Some guy calling himself "Glenn the 5200 Man" converted *many* 5200 carts
> > >to 8-bit executables....
>
> My hunch is that "Glenn the 5200 man" worked at Atari, "borrowed" source
> code and changed the OS equates. Rip out the joystick handler and
> you're set.

Yes he did convert MANY 5200 carts, and NO he did not work for atari!
In fact, I was good friends with him many years ago, and he lives here
in British Columbia, Canada! It's been years since I've seen him, and
the last time I did, he long out of the computing feild..

He worked exclusively on a hacked 130XE with millions of wires, boxes,
and stuff hanging out of every port on his computer, and he NEVER had a
case on his computer :) Man those were the days!

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
604-460-1195

2946. Re: Percom Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961011205814528605@vanc01m02-65.bctel.ca>
Source record: 79582

Yogi <scharles@superlink.net> wrote:

> On Sat, 05 Oct 1996 11:23:57 -0600, Barbara <barbara@aros.net> wrote:
>
> -I found a PercomData Disk drive at a bargain store and it has some
> odd
> -interface on the bck of it. Somewhere I read that's it's supposed to
> be
> -a parallel port. It's Model # is AT88-S1PD if that helps at all. It
> -looks as if it's the same kind of parallel port that's on the back of
> an
> -800xl, but it also has a 34 pin connector, that almost looks like I
> -could hook a 3.5" floppy up to it. Any info on this drive would be
> -greatly appreciated, thanks..
> -
> -Leech!@#$
>
> That port is there to hook up more percom drives. They sold slave
> drives w/o controllers to save money.
> Have you gotten your first shock off this beast yet?

I have just picked one of these up, and I can control a second 360K DSDD drive mech with the 34pin connector as a second drive! The beast reminds me of those old apple II drive too much :)

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html
Sysop of the Last Hope BBS; Node_#244 Maple Ridge, BC Canada
604-460-1195

2947. Re: SIO2PC cable and software wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: Cybrchld <Cybrchld@hackerz.com>
Message-ID: <325EFAD7.8A1@hackerz.com>
Source record: 79583

CHERYL D PAEZ wrote:
>
> hello. i am looking for the SIO2PC cable and software so i can save atari
> 8bit stuff on my pc's hard drive by connecting the two computers
> together. please reply!! thanks

Check out my page it will show you what you need to build one or you can
buy one already built

http://www.hackerz.com/atari/atari8.html

:)-:)-:)-

2948. HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <325eb3f0@pianosa.demon.co.uk>
Source record: 79584

Whilst reading the usual rubbish I find here, Rob Funk wrote something
interesting to All about HTML version: Mapping the Atari:

Hello Rob,

RF> probably even includes STs and Amigas. It's not expensive, it's free.

Certainly TeX is available on the Amiga. In fact, there's PasTeX, LaTeX, and
TeX.

RF> And it's higher-quality than almost anything out there.

It certianly makes for some damn fine printouts on *my* printer. Far superior
to anything else I've seen.

_
Regards, /_) 2:251/50.75 39:139/50.70
/ _)rad brad@pianosa.demon.co.uk

... Don't be surprised at the way it is. - Full Moon, Dirty Hearts; INXS

2949. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <325E58C4.505B@erols.com>
Source record: 79585

Yogi wrote:
>
> - I'd love to build one if I knew how. Unfortunately, my skills at
> -reading schematics are minimal, at best. If I could get my hands on
> -some easy to understand instructions......
> -
> -
> The ape homepage has perfect instructions.
> I am incredibly lazy and I built on that I didnt even bother to mount
> in anything (it works great) and I also added one into one of my
> 800's.
> My more electronic-minded friends call me "Scott, king of the cold
> solder joint" so if I can do it, so can you!
> P.s I built the one chip 1489 version.

One chip 1489 version?? I was wondering if you are talking about an equivalent to the SIO2PC. I have built a two chip version with the ICL-232 and 74LS368 chips in it. I have also have plans for a one chip version which uses only the ICL-232 or MAX-232 and a few misc parts. I believe there were several variations on both of these.

My real question is which is the best one and will one version work reliably with all the different types and versions of software (i.e. SIO2PS, APE, etc...). Soldering or locating parts is not a problem for me, just would hate to need 2 or 3 separate versions for different software!

Take care, Jon

2950. Re: XFormer '96

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <325E5CFD.11AF@erols.com>
Source record: 79586

Making a list of whick games work and don't work with each emulator may not be a big help here. Most of the noted games are hacks. Many of the games do illegal hardware calls or use areas of memory which were considered reserved by Atari.

Since there are many hacks of individual games, each hack may or may not work on a particular emulator. There may also be some difference with the PC you are using and how it is configured. As you said, this emulation thing is really "iffy". I know that PCXformer was "originally" designed to conform to Atari's programming standards. This means if you wanted to run DOS 2.0s or 2.5, and program in Atari Basic, it is great. Hopefully, version 4.0 is more compatible.

2951. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <53mijh$20m@newshound.csrv.uidaho.edu>
Source record: 79587

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: OK, then how about Linuxdoc-SGML?

: It's a system closely related to both LaTeX and HTML (HTML is an
: "instance" of SGML, or something like that -- SGML terminology is
: weird), originally intended for the Linux Documentation Project. From
: a single source file that looks like HTML, you can create HTML,
: postscript, plain text, and other formats. It would be perfect for
: this sort of thing.
: And yes, it handles hyperlinks.

Looked at it, and even printed out the qwertz (the basis for Linuxdoc-SGML)
manual. Looks nice, but I don't know if it would really be perfect---
my impression (correct me if I'm wrong) is that it's a little too
high-level to do a reasonable facsimile of the layout of MTA.

On the other hand, I am really impressed with the hyperTeX macro package.
I think doing a TeX markup of MTA simultaneously with an HTML markup would
be the approach most likely to produce excellent results. That way, we're
not bound to the formatting limitations of Linuxdoc-SGML but can still
incorporate the "hyperstructure" that the HTML guys implement as hyperTeX
commands, so the typeset document can be made available as pdf as well as
dvi, postscript, and TeX source.

: I wonder if TeX and LaTeX could be ported to the Atari.... ;-)

Well, start working on web26502... heheh :)

Brent

2952. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <325EFC41.338B@total.net>
Source record: 79588
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

Kirk Israel wrote:
>
> I downloaded C-64s and an Archon pack just for this. I really can't
> believe this is a "real game release" from freefall-- it's gotta either be
> some wannabe who ripped off their title screen, or a joke from freefall- i
> didn't play it much but it definately felt like a parody of Archon II,
> with a pseudo-appocolypse thng at the end. As a game it's just too lame,
> with every character having a goofy banshee-like attack. The main game
> board has the pieces moving in tiny increments instead of squares, and the
> characters are obviously jokes, looking like boozy demons.
>
> I'd like to know more about its history though...
>
> i have an interview with the creators of archon + archon ii on my
> homepage, http://www.tiac.net/users/kisrael in the video games
> section.... (my URL will soon be "www.alienbill.com" as soon as I
> secure the name and get the virtual webhosting up :-)
>

I was in a store today and saw an Archon title from Freefall, published
by SSI. Didn't pick it up (at full retail, $50 for VGA and Adlib
sound!)
but it seemed almost like a revamped Archon. I'll see if I can't get
more info.

2953. 130 XE writing problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <53k0ro$ffl@triglav.iwaynet.net>
Source record: 79646

I'm having a little trouble with my 130XE. I am using a one-chip SIO2PC box and my 486 machine to fileserve the 8-bit. I can load DOS, demos, and games just fine. I can't format disk images or save files to already formatted disk images. Anytime I attempt to write to a disk image I get ERROR 163. I used to be able to do writes and the interface box appears to be wired correctly (I am an electronics tech and did a fair amount of troubleshooting on it. However I may have missed something and will appreciate good suggestions regarding the hardware of the interface). Is my PIA or POKEY chip fried? Hellllllpppp!!!!

2954. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: gkomatsu@Hawaii.Edu
Message-ID: <53kdvp$sqc@news.Hawaii.Edu>
Source record: 79647
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <325CC981.373C@orl.mindspring.com>,
Radioactive Warrior <radwar@orl.mindspring.com> wrote:
>Does anyone play by making a "wedge" that is starting by moving your
>Adepts on a corner of each element (so you are always on a power-dot)
>then summoning a creature to the adjacent corner in each elemant (so
>they are always on a power-dot...) Remember, the more power-dots you
>occupy the faster your energy grows... After setting up my wedge I
>would always go for one element (usually fire) and lastly take the
>voids... Won many a game like that.

Pretty much the same thing I did. Usually I sent the Earth
Adept into the Void or summoned a Gorgon and let it step in there.
(somehow I always thought of the Earth zone as useless. *shrug*)
Filled the rest of the corners of my side with adepts and Gorgons,
or some lesser elemental if I didn't have the power yet.
When the CPU summoned anything, I sent the Gorgon over to
un-summon it. =^) Especially if it moved a piece into the Void.
Let my power skyrocket through the roof then cast Apocalypse. At
this point my power was so high (and the CPU so low) you could walk
away from the fight to grab a drink, come back, then slaughter the
CPU.

Then there's something I'm sure we've always tried, Sent
your adepts over and win the game in four moves. =^)
--
gkomatsu@hawaii.edu
feynman lives!

2955. NWPAC Meeting 10/12/96

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <53khsm$1mj@news.asu.edu>
Source record: 79648

To all in the Phoenix Metro area. NWPAC will be meeting on Sat. 10/12/96 at: The DeVry Institute of Technology, 2149 W Dunlap, Phoenix, AZ 85021 - Room 112. Either look for us or a sign directing you to us. We may need to hole up with the ST gang for a while since the use of a room by us 8-bit people is up in the air for now. *** 9:30 AM *** !!!

Thank you for your support!
--
++
+ John H Collins The Northwest Phoenix +
+ coolzip@host.yab.com Atari Connection +
+ irata@aztec.asu.edu P.O. Box 67511 +

2956. Mass Storage

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: "Mark N. Stine" <mstine@ionet.net>
Message-ID: <01bbb727$ff25de60$34a41cce@main-system>
Source record: 79649

I have a lot of stuff I want to archive for my Atari. I need a way to connect it to a hard drive or direct connect it to a host system. Any suggestions? Any hardware for sale?
--

Mark N. Stine
mstine@ionet.net
http://www.ionet.net/~mstine

2957. Re: Mass Storage

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <325DF6DE.2273@total.net>
Source record: 79650

Mark N. Stine wrote:
>
> I have a lot of stuff I want to archive for my Atari. I need a way to
> connect it to a hard drive or direct connect it to a host system. Any
> suggestions? Any hardware for sale?

Try SIO-2-PC or its later sibling APE. Hook a PC into the SIO chain.
Much cheaper than an 8-bit hard drive system.

2958. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325dcc44.857543@news.superlink.net>
Source record: 79651

-
-That's what I say.But that damn APE cable is $60!
-(So is the ProSystem one)
-I'd end up spending $100 just to play games,never mind the ProSystem
cable
-to back up my boot disks.

Hello people! With a minimum of soldering you can build an APE cable
(not prosys) for LESS THAN $10.00!! (Assuming you can scrounge the sio
and serial port end)

2959. Re: 130 XE writing problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325dce8b.1440171@news.superlink.net>
Source record: 79652

On Fri, 11 Oct 1996 05:25:27 GMT, dmaxwell@greenapple.com (David A. Maxwell) wrote:

-I'm having a little trouble with my 130XE. I am using a one-chip
-SIO2PC box and my 486 machine to fileserve the 8-bit. I can load
DOS,
-demos, and games just fine. I can't format disk images or save files
-to already formatted disk images. Anytime I attempt to write to a
-disk image I get ERROR 163. I used to be able to do writes and the
-interface box appears to be wired correctly (I am an electronics tech
-and did a fair amount of troubleshooting on it. However I may have
-missed something and will appreciate good suggestions regarding the
-hardware of the interface). Is my PIA or POKEY chip fried?
-Hellllllpppp!!!!
-
What SIO2PC program are you using? If you are using APE, you need to register it for all the proper SIO write commands to work.

2960. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325dccdd.1010452@news.superlink.net>
Source record: 79653

-> Uhh..... obviously you havent done much cracking on the 8 bit
-> After 1981 everything for the most part used custom formats.
-> Not bad sectors at all.
->
-
-Never said i was a whizz on the 8-Bit... it's been over 10 years
since i've
-even OWNED one myself... =(... but that was just some of the stuff i
-remember doing when i was copying disks (that's what the docs said i
was
-doing anyways)...
-
-But if *YOU* can crack an 8-bit game now (take the original uncracked
-version and re-crack it) using TODAYS techniques then we should be
able to
-get 100% 8-Bit games that work 100% on the emulators! =) right?
-
-Will

Todays techniques=same as yesterdays techniques

At least for me. Since I lost ALL my software, and had to restart the archive, I've had to re-crack at least 200 titles.

They still don't work right. Its the way the game was programmed, they squeezed every ounce out of the machines, and the tricks/shortcuts they used arent emulated properly. (Mainly timing/interaction of the custom chips.)

I dont think you could rewrite the non working ones without cheating and "stepping outside" the normal 8 bit parameters. They certainly would have done so when the game was originally written, as writing things that depend on timing like that are *HELL* to debug

2961. Re:Glenn the 5200 man

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <325D9609.228@osu.edu>
Source record: 79654

David A. Paterson wrote:
>
> My hunch is that "Glenn the 5200 man" worked at Atari, "borrowed" source
> code and changed the OS equates. Rip out the joystick handler and
> you're set.

I don't think he worked at Atari, but he must have been in contact
with someone there. My disk copy of Jr. Pac-Man (an unreleased prototype
game) has the caption

"Glenn the 5200 man presents Jr. Pac-Man. Another buried cartridge due
to the mismanagement of Atari!". It then adds "This treasure dug up by
Gary, Mickey Mouse thanks for info".

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd. #15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

2962. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb72f$391a6e40$9af7aecc@blackat.direct.ca>
Source record: 79655

> Todays techniques=same as yesterdays techniques
>
> At least for me. Since I lost ALL my software, and had to restart the
> archive, I've had to re-crack at least 200 titles.
>
> They still don't work right. Its the way the game was programmed, they
> squeezed every ounce out of the machines, and the tricks/shortcuts
> they used arent emulated properly. (Mainly timing/interaction of the
> custom chips.)
>
> I dont think you could rewrite the non working ones without cheating
> and "stepping outside" the normal 8 bit parameters. They certainly
> would have done so when the game was originally written, as writing
> things that depend on timing like that are *HELL* to debug
>
Is it possible to "step outside" the parameters of the 8-bit for the
purposes of cracking the games to work on the emulators?

I wonder if Lucasarts (then Lucasfilm Games) still even has the source
for their games? and if they would release any un-cracked full versions?

Will

2963. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-1110961028150001@194.125.100.1>
Source record: 79656

In article <53hokp$m0t@nexp.crl.com>, Kyle R. Hofmann <rhofmann@crl.com> wrote:

Sorry, I'm ignoring all posts on this topic.

Maury

2964. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53la76$itg@sjx-ixn6.ix.netcom.com>
Source record: 79657

My current view on this, after reading all of the discussion, is, why limit our selves to only one format? Produce it in as many formats as possible. HTML for hyperviewing, TeX for book republishing, Winword or similar for those that want to simply print it out and ATASCII for those that have only 8-bit systems. Personnally, I probably use all but the TeX version, but that's just me. Any way you look at it, it should be scanned in and made available. That goes with all Atari 8-bit texts. Well, there's my $0.02.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

2965. ATARI 8-BIT SYSTEM FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: Gary Chisholm <gac@easynet.on.ca>
Message-ID: <325DF6EC.9C6@easynet.on.ca>
Source record: 79658

I am and Atari 8-bit freek, now this is hard for me to let go, but I
have to do it...
So I have the following for sale...

An Atari 800XL w/256k, MIO 256k with 43meg drive, Zoom 14.4k modem, BBS
Express Professional Node... Two Atari 1050 Disk Drive (One has DD),
Lots of books/mags, Set up now for a BBS. An Atari SMM804 printer,
Atari 1010 recorder.

Make a good offer....

Lots of software....

email - gac@easynet.on.ca

2966. Want to Buy 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: Medman <medman@northnet.org>
Message-ID: <01bbb708$3b895d20$188ce8cd@medman>
Source record: 79659

I have received several responses to my previous post, stating that I am interested in purchasing an ATARI130xe computer or game system, with all attachments, and either an xf551 or 1050 drive, however I did not receive any prices. it is unfair to expect me to tell you what your stuff is worth, please when responding include price, that you feel it is worth. If it's fair I'll pay it..

Thank You

2967. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn55sg1r.nkv.asmolar@nscs.fast.net>
Source record: 79660

>Is it possible to "step outside" the parameters of the 8-bit for the
>purposes of cracking the games to work on the emulators?
>
>I wonder if Lucasarts (then Lucasfilm Games) still even has the source
>for their games? and if they would release any un-cracked full versions?

With the way Lucasfilm aggressivly protects their copyrights, I doubt
this will ever happen.

2968. Re: XFormer / Promise incompatible ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn55sgdr.nkv.asmolar@nscs.fast.net>
Source record: 79661

On 10 Oct 1996 09:20:46 -0400, BFollow924 <bfollow924@aol.com> wrote:
>
> I am no longer able to run any version of the PC XFormer since I
>installed my new controller card. After about 2-5 minutes my system locks
>up and the screen either turns black or black with vertical colored
>stripes which are the same color as whatever the main color on the
>emulator screen at that time was. The only thing I've changed in my system
>is that I've added a new Promise 2300+ EIDE controller card which has it's
>own bios. Does this sound familiar to anyone? Has anyone else run into
>this problem or think it may be caused by something else? Any fixes. Any
>help would be greatly appreciated.

I also have a Promise 2300+ EIDE installed on my system. I never had
a problem running Xformer.
If I were you, I'd check to see if all the cards are tight in the slot.
Is your CPU overclocked by chance?
Also make sure that there are no I/O or IRQ conflicts between your cards.

2969. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: kisrael@diamond.tufts.edu
Message-ID: <53lg3i$6v0@d2.tufts.edu>
Source record: 79662
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

Radioactive Warrior (radwar@orl.mindspring.com) wrote:
: Janice in NYC wrote:
: >
: > I seem to remember talk of an Archon III (amongst people with C64s, at
: > least), was that a real game or just a hack?

: Yes. ARCHON III [EXCITER] was a real game release from free fall- the guys
: who programmed I & II and as far as I know it was only released on the c64.
: If anyone wants it (the c64 version) to play on an emulator or maybe you
: have a c64.?. Email me and I will send it... I would also like to get
: ahold of I & II for the IBM.
: Btw, don't expect too much of archon iii, as memory serves, it sucked...

I downloaded C-64s and an Archon pack just for this. I really can't
believe this is a "real game release" from freefall-- it's gotta either be
some wannabe who ripped off their title screen, or a joke from freefall- i
didn't play it much but it definately felt like a parody of Archon II,
with a pseudo-appocolypse thng at the end. As a game it's just too lame,
with every character having a goofy banshee-like attack. The main game
board has the pieces moving in tiny increments instead of squares, and the
characters are obviously jokes, looking like boozy demons.

I'd like to know more about its history though...

i have an interview with the creators of archon + archon ii on my
homepage, http://www.tiac.net/users/kisrael in the video games
section.... (my URL will soon be "www.alienbill.com" as soon as I
secure the name and get the virtual webhosting up :-)

--

_____
-O\O Kirk Is Romance dead? Nah. Visit the BLENDER OF LOVE
(=) kisrael@tufts.edu http://www.cs.tufts.edu/~kisrael/bol
"The desires of the heart are as crooked as corkscrews." --Auden

2970. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <53lj2i$hq7@newsbf02.news.aol.com>
Source record: 79663

In article <01bbb601$21cfa720$a6f7aecc@blackat.direct.ca>, "BlacKat"
<blackat@direct.ca> writes:

>Ok, you all claim that XL-It will boot ATR disk images... my version
(0.15)
>will NOT under any circumstances boot ATR disk images at all... if i
strip
>off the 16-byte header it works just fine... what gives????

Dunno. They work fine on mine. In fact, I prefer .ATRs for the sake of
uniformity since I use SIO2PC to do a lot of disk duplicating for a user
group newsletter.

2971. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: krap@queer.psych.uw.edu.pl
Message-ID: <53lkga$13h@yahozna.psych.uw.edu.pl>
Source record: 79664

Yogi (scharles@superlink.net) wrote:

> Unfortunately, I have yet to get any of those games to work with any
> of the emulators. They were very heavily copy protected, and it was a
> lot of work (for someone, not me!) to just crack them to run on non
> copy protected disks. (Especially Alley Cat). It has something to do

i've got koronis rift on unprotected disk. also alley cat - a file version...

--
= KrAp = = krap@queer.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://queer.psych.uw.edu.pl/~krap = = phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

2972. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: krap@queer.psych.uw.edu.pl
Message-ID: <53lk65$13h@yahozna.psych.uw.edu.pl>
Source record: 79665

rwoolley@pacbell.net wrote:

> > Does anyone have the schematic/information for the 8-bit IDE interface?
> It will be in the next Atari Classics issue - along with the driver code
> and other hacks.

what is Atari Classics?

--
= KrAp = = krap@queer.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://queer.psych.uw.edu.pl/~krap = = phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

2973. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <53m58l$g0i@nadine.teleport.com>
Source record: 79666
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking. At BSC's Web Page you'll View, and
DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Have problems connecting with BSC's web page? Why not DownLoad
FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to
Request catalogs through E-Mail. Really, it's no inconvenience. All I
ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send
them to you by E-Mail Only. I'll get back to you after the weekend.
Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please
Direct any and all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2974. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <53m5lf$g5c@nadine.teleport.com>
Source record: 79667
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him.
We were in the middle of a Trade and after I received my part of the
Trade, I lost touch with him. And I still need to complete the Trade.
If anyone can help... An E-Mail Address, a Phone Number. Direct any and
all Replies through E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

2975. 130 XE writing problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-11 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <53mep6$1hhu@useneta1.news.prodigy.com>
Source record: 79668

I've heard of problems with writing with version 3.18 of SIO2PC. If you're using a newer version, I've also heard of timing problems with fast 486 and Pentium systems with some versions of the SIO2PC software. Anyone else with an Idea?

2976. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <Dz4z35.5rt@iglou.com>
Source record: 79589
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

```
: Does anyone play by making a "wedge" that is starting by moving your
: Adepts on a corner of each element (so you are always on a power-dot)
: then summoning a creature to the adjacent corner in each elemant (so
: they are always on a power-dot...) Remember, the more power-dots you
: occupy the faster your energy grows... After setting up my wedge I
: would always go for one element (usually fire) and lastly take the
: voids... Won many a game like that.

That's how I play.. copied the idea from the computer :) Only problem is
summoning so many critters that even all the power points you have can't
support 'em..

: ahold of I & II for the IBM.
: Btw, don't expect too much of archon iii, as memory serves, it sucked...

..sucked bad enough that until now, I thought it was a hack also.. Can't
believe Free-Fall actually made that.. yecch
```

2977. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <Dz4zBt.5vM@iglou.com>
Source record: 79590
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

: no, no.. You are thinking of the Wrath... The siren "screamed" but the wrath
: was invisable untill attack and had to be close to opponents to "drain" energy-

Yep... my bad.. Just think if they would've made the siren invisible..
tuff to beat fer sure!

: I thought the gorgon hits were cumulative, that is two hits with one gorgon
: then just one remaining hit with another gorgon and that's all she wrote...
: Now, if you follow up with some other character, then the opponent had full
: strenght but I thing was slower than normal- still one hit won't do it here...

That could be.. I never noticed because I almost always finished the job
the first time :)

There was one slight problem with Gorgons though.. their shots seemed to
be a bit faster than the basilisk shots from Archon 1, and sometimes a
properly aimed shot would go right thru the enemy.. if they were moving
towards the bullet, sometimes they'd slip right past the shot sprite
between screen refreshes... Not often, but occasionally...

2978. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325ee91a.971586@news.superlink.net>
Source record: 79591

- I'd love to build one if I knew how. Unfortunately, my skills at
-reading schematics are minimal, at best. If I could get my hands on
-some easy to understand instructions......
-
-
The ape homepage has perfect instructions.
I am incredibly lazy and I built on that I didnt even bother to mount
in anything (it works great) and I also added one into one of my
800's.
My more electronic-minded friends call me "Scott, king of the cold
solder joint" so if I can do it, so can you!
P.s I built the one chip 1489 version.

2979. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325ee8da.907451@news.superlink.net>
Source record: 79592

```
-
-It'd be easier to run 5200 soft on an emulator than on a real 8-bit.
-You can't remap GTIA, POKEY and ANTIC inside a real 8-bit; you've got
to
-fix the software.
-
-My hunch is that "Glenn the 5200 man" worked at Atari, "borrowed"
source
-code and changed the OS equates. Rip out the joystick handler and
-you're set.
```

No, Glenn did not work at atari.

2980. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325ee888.825531@news.superlink.net>
Source record: 79593

```
-
-I have a few games on disk that are ports from 5200 carts, like
-Gremlins, Space Dungeons, and Centipede (which actually looks and
-plays a lot better than the regular 8-bit Centipede).....so maybe the
-conversion isn't that difficult.......
-
-
Glenn the 5200 Man was (is) a genius!
He did have to recode a lot of those games.....
Not as easy as you would think. It's a lot easier to remove copy
protection from disks.....
```

2981. Re: Glenn the 5200 man

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <325ee9e7.1176022@news.superlink.net>
Source record: 79594

-I don't think he worked at Atari, but he must have been in contact
-with someone there. My disk copy of Jr. Pac-Man (an unreleased
prototype
-game) has the caption
-
-"Glenn the 5200 man presents Jr. Pac-Man. Another buried cartridge
due
-to the mismanagement of Atari!". It then adds "This treasure dug up
by
-Gary, Mickey Mouse thanks for info".
-
No, he didnt, I believe he worked for a branch of the government in
the DoD.
Since there has long persisted a rumor that parts of the Tempest
arcade code are used by the DoD in some kind of training thing (the AI
routines) its entirely possible that certain programmers at Atari and
certain programmer at the DoD made contacts.
The other thing to recall is that people that got prototype 5200 games
could very well have sent them to glenn for the conversions.
A lot of protos went home with employee's for their kids to test. If
the kid was unscrupulous (I sure was!) its very probable this is the
most likely way.

2982. Printer Interface Special

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <53ms2q$rnt@dfw-ixnews10.ix.netcom.com>
Source record: 79595

Special - Special - Special -

American Techna-Vision has a large number of Supra MicroPrint Interfaces for sale, Internet Price: $9.95. These Parallel Printer Interfaces will allow you to connect you 8-bit Atari to any standard printer. We also have the following items: 13 Pin Serial I/O Cables $1.50 ea. or (10) for $10.00. XL/XE Power Supplies $9.95. 1050/810/XF551/850/800/400/1200XL Power Supplies $5.00. Shipping $6.00. Phone 510-352-3787 or Reply to EMAIL

2983. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: kisrael@diamond.tufts.edu
Message-ID: <53mv3t$iep@d2.tufts.edu>
Source record: 79596
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

David A. Paterson (davepat@total.net) wrote:

: I was in a store today and saw an Archon title from Freefall, published
: by SSI. Didn't pick it up (at full retail, $50 for VGA and Adlib
: sound!)
: but it seemed almost like a revamped Archon. I'll see if I can't get
: more info.

Probably Archon Ultra. *Not* worth $50, maybe $15-- look around it's old
and I don't that much of a hit. Do a websearch on it for some reviews.

It was actually not a terrible idea-- give Archon a battlechess look,
and add lots of yummy details to the battle scenes, add some depth to
the cycles of light/dark, and give each warrior two weapons instead
of one. My main problem was that the combat was *way* too slow,
losing that critical fast action seat-of-your-pants feel. Plus, it's
a pain trying to find PCs with two joystick ports, and most PC joystics
are bad for that kind of game...

Hopefully this weekend I'm going to get started on the multijoy adapter,
six atari or genesis style controllers on one pc. See my homepage
for more information, I downloaded the plans and games from Germany...

--

_____
-O\O Kirk Is Romance dead? Nah. Visit the BLENDER OF LOVE
(=) kisrael@tufts.edu http://www.tiac.net/users/kisrael
"The desires of the heart are as crooked as corkscrews." --Auden

2984. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb7f6$bad6d5a0$28f7aecc@blackat.direct.ca>
Source record: 79597

> >Is it possible to "step outside" the parameters of the 8-bit for the
> >purposes of cracking the games to work on the emulators?
> >
> >I wonder if Lucasarts (then Lucasfilm Games) still even has the source
> >for their games? and if they would release any un-cracked full versions?
>
> With the way Lucasfilm aggressivly protects their copyrights, I doubt
> this will ever happen.
>
I wrote them some e-mail about it... the guy who answered told me that they
don't even have the source anymore, nor any binaries for the game, and he
would have *NO* idea where to even look... =(
--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

2985. Looking for software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: wiseguy@webzone.net
Message-ID: <53n8ul$mu6@news2.cais.com>
Source record: 79598

I use my 130XE for a video titler and for VCR effects.

some of my favorite programs to do this with are:

Video Easel
ColorSpace
Video Title Shop

any other suggetstions?

Also there was a program from GEnie's Atari 8bit BBS for an
announcement posting thing for cable tv anyone have it?
The \/\/iseguy
wiseguy@webzone.net
Black Kettle Recordings

2986. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <53nb3i$gvu@nexp.crl.com>
Source record: 79599

In article <325EE766.3092@Asymetrix.com>, Bill Wilkinson wrote:
: Robert Smith Ely wrote:
: >
: > My current view on this, after reading all of the discussion, is, why
: > limit our selves to only one format? Produce it in as many formats as
: > possible.

: Excepting, of course, that Ian Chadwick still owns the
: copyright and has explicitly stated he does NOT want
: someone else converting it to ANYTHING.

Where? I haven't seen this, and restricting MTA to HTML would be a Bad Thing. Unless he says otherwise, I'll convert it to TeX when or if I get it.

: He DOES own "Mapping" and there is little point in anyone
: wasting time on anything he could legally shut down.

That's true, which is why I'd like to get a clear statement.

-Kyle R. Hofmann

2987. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <53noo3$p0c@kensie.dorsai.org>
Source record: 79600

nickb@primenet.com (Nick S Bensema) wrote:

>What differences between 5200 Moon Patrol and 8-bit Moon Patrol exist? I
>have 8-bit Moon Patrol. In fact, what other differences exist between
>8-bit and 5200 games other than joystick control?

Well, the 5200 version of Centipede looks a lot better (truer to the arcade version) than the regular 8-bit, for example it doesn't use the regular 8-bit character set for the scores up top (I'm assuming that that's because the 5200 didn't have a standard character set, did it?), the mushrooms and centipede are bigger and slightly more detailed in the 52 version, the spider doesn't look like a box with whiskers like the 8-bit, and the controls seem slightly smoother. Subtle differences, to be sure, but the overall effect is that it looks and plays better than the 8-bit Centipede.

On a similar note, has anybody played 8-bit Millipede? It's in Yogi's archives, but unforutnately the file is corrupted......

>And where is the alleged 5200 Tempest?

Did Atari ever produce the 8-bit Battlezone? I remember them demonstrating it at some show a couple of years back, but I haven't seen it in the archives or even for sale at the places I've seen......

2988. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <53npb0$1di@nnrp1.news.primenet.com>
Source record: 79601

In article <53noo3$p0c@kensie.dorsai.org>,
Janice in NYC <Sapphire@innonyc.com> wrote:
>nickb@primenet.com (Nick S Bensema) wrote:
>
>>What differences between 5200 Moon Patrol and 8-bit Moon Patrol exist? I
>>have 8-bit Moon Patrol. In fact, what other differences exist between
>>8-bit and 5200 games other than joystick control?
>
>Well, the 5200 version of Centipede looks a lot better (truer to the
>arcade version) than the regular 8-bit, for example it doesn't use the
...

Cool... I suspect this stuff could fill a homa page.

I found a "5200 Space Invaders" on one disk image. What are the diffs
there?

>On a similar note, has anybody played 8-bit Millipede? It's in Yogi's
>archives, but unforutnately the file is corrupted......
>
>>And where is the alleged 5200 Tempest?
>
>Did Atari ever produce the 8-bit Battlezone? I remember them
>demonstrating it at some show a couple of years back, but I haven't
>seen it in the archives or even for sale at the places I've seen......

Wasn't this created for the 5200? Hasn't anyone tried to port it to the
8-bit?

I remember seeing it on the C64. It was on disk, with Frogger.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Perot for President, and then, the BORDER! QUICK! Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

2989. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: guenther@cabal.shnet.org
Message-ID: <GJMHEFAVUP@cabal.shnet.org>
Source record: 79602
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In <325CCCE5.38C7@orl.mindspring.com> Radioactive Warrior wrote:
>no, no.. You are thinking of the Wrath... The siren "screamed" but the wrath
>was invisable untill attack and had to be close to opponents to "drain" energy-
>cool cause all the energy drained from your opponent is added to yours!
>This was hands down, my favorite in two-player... But against the computer
>the wrath is useless...

Wrong-o. It can be used against a computer-controlled wraith (I guess it
was "Wraith", not "wrath", and against the slow "earth" characters. One
can totally avoid hits and collect _lots_ of energy. And with lots of
energy, a Wraith easily beats a computer-controlled Adept.

Thorsten

--
- guenther@cabal.shnet.org (Thorsten Gï¿½nther) - _O
----ï¿½=ae--ï¿½=oe--ï¿½=ue--ï¿½=Ae--ï¿½=Oe--ï¿½=Ue--ï¿½=sz---- /
\
)

2990. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <jH8XyMezGmRV092yn@kenton.com>
Source record: 79603

In article <53noo3$p0c@kensie.dorsai.org>,
Sapphire@innonyc.com (Janice in NYC) wrote:
>Did Atari ever produce the 8-bit Battlezone? I remember them
>demonstrating it at some show a couple of years back, but I haven't
>seen it in the archives or even for sale at the places I've seen......

Yes, I have it. It's the Atari XE cartridge style, copyright 1987,
RX8077

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

2991. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <325FFFAD.3F1C@total.net>
Source record: 79604

Nick S Bensema wrote:
>
> >Did Atari ever produce the 8-bit Battlezone? I remember them
> >demonstrating it at some show a couple of years back, but I haven't
> >seen it in the archives or even for sale at the places I've seen......
>
> Wasn't this created for the 5200? Hasn't anyone tried to port it to the
> 8-bit?
>

Atari did release a Battlezone 8-bit cart; at least, it made it as far
as magazine reviews. Don't know how scare the real carts are. Andrew
Krieg, what can ya tell us?

2992. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <53ok7k$msj@dfw-ixnews8.ix.netcom.com>
Source record: 79605

In <53lk65$13h@yahozna.psych.uw.edu.pl> krap@queer.psych.uw.edu.pl (maciej grzeszczuk) writes:
>
>rwoolley@pacbell.net wrote:
>
>> > Does anyone have the schematic/information for the 8-bit IDE interface?
>> It will be in the next Atari Classics issue - along with the driver code
>> and other hacks.
>
>what is Atari Classics?
>

Atari Classics is an 8-bit magazine started by Ben Poehland and picked up by a couple of 8-bit guys in California. It comes out every 3 or 4 months, whenever the publishers feel it is "ready". It has been around 32-36 pages and shows moments of greatness. If anyone out there has a yen to write an article for the Atari 8-bit community, give that rwoolley@pbell.net a holler. Otherwise, it will degenerate into a bunch of techie-hardware hacks.....

2993. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <53olsb$v7p@kensie.dorsai.org>
Source record: 79606

nickb@primenet.com (Nick S Bensema) wrote:

>Cool... I suspect this stuff could fill a homa page.

>I found a "5200 Space Invaders" on one disk image. What are the diffs
>there?

Yes, that's another game that differs noticeably from the 8-bit
version, I only took a quick glance at the Space Invaders, but as I
remember, the invaders in the 5200 version look bigger and more
detailed, and plus there are 4 shields between the invaders and your
ship (the shields get worn out as it gets shot), which I think the
8-bit version doesn't have......

>>Did Atari ever produce the 8-bit Battlezone? I remember them
>>demonstrating it at some show a couple of years back, but I haven't
>>seen it in the archives or even for sale at the places I've seen......

>Wasn't this created for the 5200? Hasn't anyone tried to port it to the
>8-bit?

Atari had been planning to release it for a long time but for some
reason it took them years to finally get it on (bank-switched?)
cartridge. Other than the very long delay, I haven't heard much about
the game except that it played very well (but those were just reports
from the show where it was demonstrated). At the very least I'd
expect it to use Gr. 8 mode for higher resolution......

2994. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: Earl <ecwjr@pacbell.net>
Message-ID: <325FEF74.6E98@pacbell.net>
Source record: 79607

Is that they same Bob Woolley that's a member of the SLCC? That guy who likes to put Hard Drives into perfectly good 1200s? Talk about destroying a good computer <g>

See ya at next months meeting with any luck

2995. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: jasonbar@rose.ucsb.edu
Message-ID: <53oomb$cct@rose.ucsb.edu>
Source record: 79608

Sapphire@innonyc.com (Janice in NYC) writes:

>Did Atari ever produce the 8-bit Battlezone? I remember them
>demonstrating it at some show a couple of years back, but I haven't
>seen it in the archives or even for sale at the places I've seen......

Yup I've got the XEGS Battlezone cart. Pretty good. Yogi's got possession
of it at the moment, trying to dump it to a file.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling..PWEI.LEGO.Tit Wrench.Battle of the Planets.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

2996. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32603971.3804@total.net>
Source record: 79609

Robert Woolley wrote:
>
> Atari Classics is an 8-bit magazine started by Ben Poehland and picked
> up by a couple of 8-bit guys in California. It comes out every 3 or 4
> months, whenever the publishers feel it is "ready". It has been around
> 32-36 pages and shows moments of greatness. If anyone out there has a
> yen to write an article for the Atari 8-bit community, give that
> rwoolley@pbell.net a holler. Otherwise, it will degenerate into a bunch
> of techie-hardware hacks.....

And what's wrong with a bunch of techie-hardware hacks?

2997. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-12 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <53p0ju$pa0@cyber1.servtech.com>
Source record: 79610

Forgive this late entry, but I've been "out of the loop" for a while due to having to finally, completely, forcibly migrate off Portal (which went out of the ISP business altogether on 9/30/96) and relearn new-and-unfamiliar newsreading tools on this new account. But I'm Back Now. :-)

I just want to say that it disturbs me to see Atari 8-bit folks seriously discussing making an electronic version of an Atari-8-bit-specific book -- in formats that the Atari 8-bit can't be used to READ. Did I miss a philosophical/logical disconnection here somewhere in the last couple of weeks?

Chris Chiesa
lvt-cfc@servtech.com (formerly Chris_F_Chiesa@cup.portal.com)

2998. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <53po6e$557@news.asu.edu>
Source record: 79519

That would be fun! Atari enthusiasts (i.e., emulator users) who
can't read/decode/use an Atari format!

They are sooooo cheap! There's no excuse to NOT own a real
8-bit.
--
++
+ John H Collins The Northwest Phoenix +
+ coolzip@host.yab.com Atari Connection +
+ irata@aztec.asu.edu P.O. Box 67511 +

2999. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32607b12.2112506@news.superlink.net>
Source record: 79520

-It might very well be worth out while to create new 5200 games just
by
-porting 8-bit games. If we have the source code, as we do in many
ANTIC
-and ANALOG games, we're set, though the authors would have to be
either
-contacted or pissed.
-
Here's an answer to this question: All ANALOG games (at least for the magazines I have) say right at the beginning of the article "Here is the lastest PUBLIC DOMAIN machine language commercial quality game" Maybe Public Domain is a poor choice of words, but that means we can do whatever we want to them - modify them, change one byte of code, and call it a derivative work. (I.e. (C)1983 Tom Hudson (c)1996 Yogi) If they didnt intend for them to be PD, they should not have said that. Plus, they published all the source code.

3000. BASIC XE For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: pab@cnx.com
Message-ID: <4ad_9610130209@cnx.com>
Source record: 79521

For sale:

BASIC XE cart, including manual.

Best offer takes it. Include address and phone in your response.

-!-
• RM 1.31 3233 • ... Be careful or I'll include you in my plans.

+--+
|Pab Sungenis, Vineland, New Jersey My opinions, not WOND's.|
+--+
| Senders of unsolicited commercial E-Mail to this user agree to pay |
| a storage fee of $150.00/kb. Sending of mail implies consent. |
+--+
We need four more of Clinton/Gore!

3001. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32609108.1C1E@htw.uni-sb.de>
Source record: 79522

BlacKat wrote:

> Ok, you all claim that XL-It will boot ATR disk images... my version (0.15)
> will NOT under any circumstances boot ATR disk images at all... if i strip
> off the 16-byte header it works just fine... what gives????

To make it clear: .atr files work !! Most of my images are in .atr
format.
But your problem could be that you like writting in BIG letters
and 0.15 only recognizes ".atr" but not ".ATR".
That's fixed in 0.16.

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis Emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3002. Re: Mass Storage

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <3260E11B.3F3C@mi.com.pl>
Source record: 79523

David A. Paterson wrote:
>
> Mark N. Stine wrote:
> >
> > I have a lot of stuff I want to archive for my Atari. I need a way to
> > connect it to a hard drive or direct connect it to a host system. Any
> > suggestions? Any hardware for sale?
>
> Try SIO-2-PC or its later sibling APE. Hook a PC into the SIO chain.
> Much cheaper than an 8-bit hard drive system.

Did you ever try to build a directory tree (with SpartaDOS MENU
for example) for a SIO disk (19200 baud), where you had stored
about 10000 files?

I have tried it. And nobody can tell me, that the SIO2PC-like
connections are better than a hard drive (although it is really a bit
more expensive).

KMK

3003. Re: Another sort of oddity...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Konrad Kokoszkiewicz <draco@mi.com.pl>
Message-ID: <3260E2DD.585F@mi.com.pl>
Source record: 79524

Bill Wilkinson wrote:
>
> And while we're looking at selling things...
>

Bill,

are you a guy, who has written the XL OS? If so, please answer
my question: where is the device which many XL OS routines have
been written for (LINK, UNLINK, LOADER, LINKSOM etc.)?

KMK

3004. "Graphix AT" - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Tim Johnson <tbyte@juno.com>
Message-ID: <32611F7F.2F3C@juno.com>
Source record: 79525

I bought a full XEGS setup at a thrift store for about $5. Gun, system, 1050 disk drive, and 1030 modem (which I have no power supply for). I also bought Blue Max, Flight Simulator, and Galaxian for it. But that's off the subject. With it was a strange box called the "Graphix AT". It is a black box manufactured by a company called "xetec". It has a cable coming out of it that ends in a standard Atari 8-bit connector. At the bottom of the box (the box is sized/shaped like a cartridge of some sort) is a male parallel port connector (that's what it looks like). On the box itself is a set of 8 switches.

What in the world is this? Is it of any use to anyone?

3005. Atari 850 printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: progster@erols.com
Message-ID: <progster-1310961119040001@news.erols.com>
Source record: 79526
Cross-posted to: dc.forsale.computers,comp.sys.atari.8bit

Atari 850 printer interface. For old Atari 8-bit computer.
Free to a good home - just come and get it.

Washington, DC area. If interested, please call on the telephone
301-927-0912. (nights and weekends) Or, 301-441-4325 (weekdays)

3006. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-1310961147360001@ts3-5.homenet.ohio-state.edu>
Source record: 79527

> irata@aztec.asu.edu (JOHN COLLINS) wrote:
>
>
> >My favorite game is BallBlazer. The whole package, the animation
> >the joystick-busting gameplay makes it, IMHO, the best ever.
> >Unfortunately, it seems there are many out there who absolutely
> >hate it. I even have a used copy of it where someone scrawled
> >"Stupid scrolling 2-player game". Their loss.
> >--

A new 9o's version of Ballblazer is scheduled to be released soon for the
Sony Playstation.

Based on the screenshots, it appeared very similar to the old Atari 8-bit
version -- rotofoils, goals, and the ball were all in the field of view,
but the graphics were spectacular compared to the 8-bit classic.

As far as two-player games go, I rank Ballblazer in the same league as
Mule, Archon 1 and Archon 2, and Dandy (the precursor to Gauntlet,
released by APX -- you could even play four player Dandy on an Atari 8oo).

Well, that's enough reminiscing for one day....

--
Frank Seipel
fseipel@freenet.columbus.oh.us

3007. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <326111AF.562A@nh.ultranet.com>
Source record: 79528

Steven J. Tucker wrote:
>
> Yogi (scharles@superlink.net) writes:
> > -
> > -That's what I say.But that damn APE cable is $60!
> > -(So is the ProSystem one)
> > -I'd end up spending $100 just to play games,never mind the ProSystem
> > cable
> > -to back up my boot disks.
> >
> > Hello people! With a minimum of soldering you can build an APE cable
> > (not prosys) for LESS THAN $10.00!! (Assuming you can scrounge the sio
> > and serial port end)
> >
>
> Yes, and its always a great idea to learn to solder :)
>
> You can freely get complete plans for both the
> APE 1489 and ProSystem 1489 interface at http://www.nacs.net/~classics
>
> Steve
I just downloaded XL-IT 0.16 and the sound has improved!

3008. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <53r4s7$qs6@triglav.iwaynet.net>
Source record: 79529

"Jonathan C. Mordosky" <mordosky@erols.com> wrote:

>My real question is which is the best one and will one version work
>reliably with all the different types and versions of software (i.e.
>SIO2PS, APE, etc...). Soldering or locating parts is not a problem for
>me, just would hate to need 2 or 3 separate versions for different
>software!

>Take care, Jon

I use a one chip 7400 SIO2PC interface with my 486 machine. The one
chip version is supposed to be somewhat inferior to the other versions
but the one I built for 10 bucks in Shack parts works great with NO
software hassles. Most software has a menu option for one or two chip
sio2pc cable operation. I just built the one chip inverter version
and selected the appropriate menu and I was in business. Once the
cable is built and you have APE or SIO2PC software running the 8 bit
cannot distinguish it from a regular floppy drive. It is seamless,
fun and convienient. I wouldn't worry. Build the one chip version
and have some happy 8 bit computing!

3009. Re: "Graphix AT" - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <53rvvm$6hi@nnrp1.news.primenet.com>
Source record: 79530

In article <32611F7F.2F3C@juno.com>, Tim Johnson <tbyte@juno.com> wrote:
>I bought a full XEGS setup at a thrift store for about $5. Gun, system,
>1050 disk drive, and 1030 modem (which I have no power supply for). I
>also bought Blue Max, Flight Simulator, and Galaxian for it. But that's
>off the subject. With it was a strange box called the "Graphix AT". It
>is a black box manufactured by a company called "xetec". It has a cable
>coming out of it that ends in a standard Atari 8-bit connector. At the
>bottom of the box (the box is sized/shaped like a cartridge of some
>sort) is a male parallel port connector (that's what it looks like). On
>the box itself is a set of 8 switches.
>
>What in the world is this? Is it of any use to anyone?

It's a printer interface, looks like.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3010. Re: "Graphix AT" - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <326174A8.780F@total.net>
Source record: 79531

Tim Johnson wrote:
>
> I bought a full XEGS setup at a thrift store for about $5. Gun, system,
> 1050 disk drive, and 1030 modem (which I have no power supply for). I
> also bought Blue Max, Flight Simulator, and Galaxian for it. But that's
> off the subject. With it was a strange box called the "Graphix AT". It
> is a black box manufactured by a company called "xetec". It has a cable
> coming out of it that ends in a standard Atari 8-bit connector. At the
> bottom of the box (the box is sized/shaped like a cartridge of some
> sort) is a male parallel port connector (that's what it looks like). On
> the box itself is a set of 8 switches.
>
> What in the world is this? Is it of any use to anyone?

It's a parallel printer interface for the 8-bit. The DIP switches let
you set the
type of printer and a variety of options (like line feeds, graphics
dumps, etc)

I've had one for about a decade of intermittent use, and never any
problems. I may still have the docs lying around as well, if you need a
copy.

3011. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: vazquezr@physics.ucla.edu
Message-ID: <53ries$4hg@uni.library.ucla.edu>
Source record: 79532
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

In article <32603791.7DD@htw.uni-sb.de>, iig05-1@htw.uni-sb.de says...
>
>I'd like to announce that XL-it! 0.16 Atari 8-bit emulator
>is available at:
>
> http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
>
>New features:
>
> o Better sound
> o PC-Joystick support
> o User Interface
> o Speed-lock
> o better modex-support
>
>Bye,
> Markus
>
>--
>Markus Gietzen Author of XL-it! Atari XL/XE-emulator
> GenEm Sega Genesis Emulator
>E-Mail: iig05-1@htw.uni-sb.de
>WWW: http://www.htw.uni-sb.de/people/mgietzen.html
>

Hello everyone. I haev downloaded the new ver. of Xl-it, but I have a small
problem.

1) It runs through windows fine, a bit slow though. When I load it through dos
it just hangs. Does anyone else have this problem???

Rick

UCLA Physics

3012. WTB Classic Adventure Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: "C.E. Forman" <ceforman@postoffice.worldnet.att.net>
Message-ID: <53rm5b$ru4@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 79533

Looking to buy classic adventure games (Infocom, Scott Adams, etc.).
Will pay top dollar. Original boxes optional for carts, a must for
disks. Send me your lists, please!

TIA.

--
C.E. Forman ceforman@worldnet.att.net
Classic I-F FS/T in Ye Olde Infocomme Shoppe! (Mail for current stock.)
Read XYZZYnews at http://www.interport.net/~eileen/design/xyzzynews.html
Vote I-F in 96! Visit http://www.xs4all.nl/~jojo/pcgames.html for info!
"Circle of Armageddon", Vol. 2 of "The Windhall Chronicles" -- Feb 1997!

3013. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Glenn Saunders <krishna@primenet.com>
Message-ID: <53s4v3$e9l@nnrp1.news.primenet.com>
Source record: 79534

```
: : It all makes perfect sense. Several folks are working on 2600 emulators
: : for the PC, and this guy was wondering if it's possible to copy the Super-
: : Charger tapes to a file and plug them into one of these emulators
: : (doubtful).

I met with someone today who is planning on adding Supercharger support to
his own emulator. If he gets the sound working, it sounds like it will be
the best 2600 emulator yet, for MAC and PC.
```

3014. For Sale, Only for the Dedicated!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <53ro3c$k21@kirin.wwa.com>
Source record: 79535

```
The following items are for sale.
I will not separarte. You must buy
everything. Sorry, I just don't have
the time to sell it off piece by piece.
And if I can't get rid of everything at
once, I'll have stuff laying around
and I'll regret selling anything at all.
He he

2 48k 800's with power supplies, one dust cover
1 600xl no power supply
1 800xl with power supply and video cord
1 1200xl with power supply
2 850 Interfaces with power supplies and SIO's
2 810 Disk Drives with power supplies and SIO's
1 Percom Disk Drive (SD) with SIO,manual,dust cover.
1 Broken 1050 (It turns on, but won't spin), ps
1 Atari SX212 1200 Baud Modem w/ps,box,SIO,manual
1 MPP 300 Baud Modem (joystick port),ps,Term Cart
1 Universal Data Systems Modem(Baud? Dunno,never tried)
1 Magnavox 80 Monochrome monitor w/cord. Green
1 NEC Color Monitor w/cord.
2 Joysticks
1 Axlon 128k Memory Module
1 Axlon 32k Memory Module
1 Broken (I think) 1010 Program Recorder

Carts:

2 Atari Basic
1 Pacman
1 Centipede
1 Defender
1 Star Raiders

Manuals:(all original,no copies)

Atari 400/800 Technical Reference Notes,with complete
os Listing
Atari 400/800 Hardware Manual
850 Interface operators Manual
Atari DOS II Reference Guide
Atari Basic Reference Guide
Atari Microsoft Basic Instruction Manual
Atari 1050 Owner's Guide
Atari Home Computers, The Next Generation.
```

Atari 800xl Owner's Guide
Mapping The Atari
COMPUTE!'s First AND Second Books of Atari
Computes First AND Second Books of Machine Language
Atari Basic
Roklan Software,TELCOM Users Manual (NO software)
Basic Fun, for kids
Letter Perfect Manuals (2) no software

Software: Well over 150 disks
Some Highlights
The titles listed below are all original, not copies.

Sublogic Flight Simulator, in box w/manual, everything!
The Home Accountant w/manual
Atari 810/1060 master diskette
Atari Dos 2.5
(I know the dos's are a big deal,but these are original)
Sublogic Pinball
OS/A+ (Version 2) with manual
Atariwriter with Atari Proofreader (XL Version)
Microprose F-15 Strike Eagle
Microprose Soloflight

Antic Disks (In Antic Sleeve w/Antic Label)
Volume Number
5 5
4 3
6 10
4 10
7 9
6 8
Going Online
4 12
7 8
3 11
5 3
7 9
5 7
APX Classics from Antic:Disk Scanner
4 9
5 6
4 8
4 2
5 1
VT100 Terminal Emulator(PD, VT-10 Squared)
Antic 1030 Communications Disk
Apx Classics, Back talk
3 5
4 4

Analog Disks w/Analog sleeve and Label
Issues: 43,41,42,40,67
Micro Painter.

Lots more, but I'm boring you already, I know (sigh)

4 Antic magazines

I know there is some stuff I am forgetting to include, but
if buy, believe me, you will get everything. Everything is
working except for that dead 1050 drive.

I am asking for $550 and that includes shipping.
Email any responses to:
ericcron@wwa.com

If you want to be answered quickly, copy that message to:

Eric_Cron@addus.com

I think that $550 is a fair price. Actually, I think that if
I were to sell piece by piece, I could get more.
(Bravo Sierra(While doing a great job supplying the Atari
community with hardware), wants close to $100 just for 1
810!,and I think he wants something like $80 for 1 850!)

I guess what I'm trying to say is that I don't want anybody
to ask me to lower my price. If nobody buys in a month or
so, I will put it all up for sale individually. Feel free to
email me and reserve something(with an offer). I will keep
a list and I will contact you if nobody buys everything.

cul8r,
Eric Cron
(A guy who is selling everything 8 bit so he can buy his
girlfriend a color scanner for use with Photoshop)
Oh well, I am just going to have to emulate.

3015. Fs: Atari 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Barry Hom <bfhom@delphi.com>
Message-ID: <pJHxeIH.bfhom@delphi.com>
Source record: 79536

I have an Atari 1050 disk drive for sale. It includes the power supply,
cable, the manual, and the DOS 2.5 disk. I'm selling it for $30 + shipping.
If you're interested, please e-mail me at: bfhom@delphi.com.

Thanks for looking!

Barry hom
bfhom@delphi.com

3016. ANTIC magazines for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <53rgq9$1ld@ucsbuxa.ucsb.edu>
Source record: 79537

I have July 83, Sept 83, Oct 83, April 86, June 87.

Anybody want these?

Will sell or trade for something Atari or classic video game related
(even some common 2600 carts might do)
--

6500dtpt@ucsbuxa.ucsb.edu David Tipton

3017. Atari 800 & 1040ST systems for Sale !!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Kevin Burkhardt <kb-1@ix.netcom.com>
Message-ID: <01bbb95e$fcd989c0$6dc5b8cd@p5-133>
Source record: 79538

These systems are still available. Below is a list of everything I have.
I will consider selling some components seperatly.
But would rather keep systems complete to sell as whole.
Both systems have been been kept in their original boxes.
Both were in good working order the last time I had them set up.

If interested, submit your offer or questions to:
Contact - Kevin at kb-1@ix.netcom.com

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

****
ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ******

HARDWARE: Original boxes and documentation.

ATARI 1040 ST
ATARI SC-1224 COLOR MONITOR
ATARI SH-204 HARD DRIVE
ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
WIRELESS REMOTE CONTROL JOYSTICKS - (2 on 1 base)
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS
* All hardware purchased in 1990. (except for 2 original style
joysticks)
* Original cost new in 1990 was $2,000+-

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

BOOT DISK ST LANGUAGE DISK
LANGUAGE DISK 1st - WORD
PROCOPY COPY II ST - Disk backup utility
PC/InterComm
SUPERCHARGER (images) ST Informer disks -
1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE
ADDITIONAL PROGRAMS LOADED ON HARD DRIVE, HOWEVER NOT CATALOGED.

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ARKNOID (instructions, no box)
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of
maps and story)
MISSILE COMMAND (instructions, no box)
OBLITERATOR (instructions, no box)
(2 disks)
SUPER CYCLE (instructions, no box)
TIME AND MAGIK (instructions, no box)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
WARLOCK (instructions, no box)
PRINCES IN AMBER (box, no instructions)
TIME BANDIT (box, no instructions)
XEVIOUS (no box, no instructions)
TEMPLE OF APSHAI TRILOGY (no box, no instructions)
ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)
(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
BARBARIAN S.D.I | The BLACK CALDRON
(2 disks)
BLOOD MONEY | CHRONO QUEST (4 disks)
CRYSTAL CASTLES | DEATH BRINGER (3 disks)
DRAGON LORD | FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks) | GAUNTLET (2 disks)
GHOSTBUSTERS 2 | The GUILD OF THIEVES
IRON LORD (3 disks) | JINXTER
KNIGHT ORC (2 disks) | The KRISTAL
OOZE (2 disks) | OUT RUN
QUESTRON II (2 disks) | NINE RINGS OF ZILFIN (3 disks)
ROAD RAIDER (2 disks) | ROBO COP
ROGUE | SPACE HARRIER (2 disks)
WANDERER ROAD | WILLOW (2 disks)

****
ATARI 800 - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ******

HARDWARE:
ATARI 800 COMPUTER SYSTEM
ATARI 1050 5.25" DUAL DENSITY FLOPPY DRIVE WITH HAPPY BOARD
RANA SYSTEMS 1000 ATARI COMPATIBLE 5.25" FLOPPY DRIVE
ATARI LIGHT PEN
MPP-1000C MODEM

SOFTWARE: MEDIA:
ATARI MASTER DISKETTE 3 5.25" FLOPPY
MICROSOFT BASIC II 5.25" FLOPPY
HAPPY COMPUTERS WARP SPEED SOFTWARE 5.25" FLOPPY
M.U.L.E. 5.25" FLOPPY

ALTERNATE REALITY 5.25" FLOPPY
SUPER BUNNY 5.25" FLOPPY
ASYLUM 5.25" FLOPPY
FREETRADER 5.25" FLOPPY
NEW YORK TIMES CROSSWORD 5.25" FLOPPY
DR. C. WACKO'S MIRACLE GUIDE TO DESIGNING & PROGRAMMING
YOUR OWN ATARI COMPUTER ARCADE GAMES 5.25" FLOPPY
ENCOUNTER 5.25" FLOPPY
ULYSSES AND THE GOLDEN FLEECE 5.25" FLOPPY
60 5.25" FLOPPY DISKS WITH ASSORTED BACKUP COPIES OF VARIOUS SOFTWARE
(These 60 disks are considered free with purchase of system and will not be sold separately.)
ZAXXON TAPE PLAYER
CASSETTE TAPE

BASIC CARTRIDGE
MICROSOFT BASIC II CARTRIDGE
ALANTIS CARTRIDGE
RIVER RAID CARTRIDGE
MISSILE COMMAND CARTRIDGE
K-STAR PATROL CARTRIDGE
K-STAR SHOOTOUT CARTRIDGE

If interested:
Contact - Kevin at kb-1@ix.netcom.com

3018. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <53sh37$3nm@nnrp1.news.primenet.com>
Source record: 79539

In article <jH8XyMezGmRV092yn@kenton.com>,
Ryan 'Gozar' Collins <gozar@kenton.com> wrote:
>In article <53noo3$p0c@kensie.dorsai.org>,
>Sapphire@innonyc.com (Janice in NYC) wrote:
>>Did Atari ever produce the 8-bit Battlezone? I remember them
>>demonstrating it at some show a couple of years back, but I haven't
>>seen it in the archives or even for sale at the places I've seen......
>
>Yes, I have it. It's the Atari XE cartridge style, copyright 1987,
>RX8077

Hmm. Why haven't I spotted it on any of the archives?

Looks like you have some copying to do, eh?
--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3019. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32610C87.44B3@erols.com>
Source record: 79540

David A. Paterson wrote:
>
> Go with the 232 or 1489 versions. The 232 is the original, designed by
> the creator of SIO2PC. The 1489 design is based on the tolerances
> within manufacturing standards, and within the RS232 standard. I've
> heard of no great problems either way.

Thank you for the information. I would "assume" the MAX/ICL-232 is more tolerant because of the chip design. That is the way I was planning to go until seeing the APE interface design. Being short on time, I was hoping someone else has routed through the variations.

3020. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3261BCF5.657A@total.net>
Source record: 79541

Jonathan C. Mordosky wrote:
> I was hoping that there was one design which was "best" for both SIO2PC
> and APE. I was going to order parts about a month ago but found out
> there many different designs of cables based on the 7400, MAX-232 or
> ICL-232, and on the LM1489 chip. The more I look, the more variations
> are found. There are even variations for each of the individual chips!
> Parts will only run about $10 or so, reguardless of which design I
> build.
> So, I was hoping for the best and most compatible design, would hate to
> have to redo
> 6 or more of them!

Go with the 232 or 1489 versions. The 232 is the original, designed by
the creator of SIO2PC. The 1489 design is based on the tolerances
within manufacturing standards, and within the RS232 standard. I've
heard of no great problems either way.

3021. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32606ABA.2600@erols.com>
Source record: 79542

David A. Maxwell wrote:
>
> I use a one chip 7400 SIO2PC interface with my 486 machine. The one
> chip version is supposed to be somewhat inferior to the other versions
> but the one I built for 10 bucks in Shack parts works great with NO
> software hassles. Most software has a menu option for one or two chip
> sio2pc cable operation. I just built the one chip inverter version
> and selected the appropriate menu and I was in business. Once the
> cable is built and you have APE or SIO2PC software running the 8 bit
> cannot distinguish it from a regular floppy drive. It is seamless,
> fun and convienient. I wouldn't worry. Build the one chip version
> and have some happy 8 bit computing!

Thank you for the reply. I built a 2 chip version of the SIO2PC cable some time
ago but never did too much with it. I was told that the 2 chip version had
some type of problem with certain versions of software. So, I decided to build a new
one chip version to avoid possible problems. Well, after mentioning it to a few friends, I now need to build a half dozen them.

I was hoping that there was one design which was "best" for both SIO2PC and APE. I was going to order parts about a month ago but found out there many different designs of cables based on the 7400, MAX-232 or ICL-232, and on the LM1489 chip. The more I look, the more variations are found. There are even variations for each of the individual chips! Parts will only run about $10 or so, reguardless of which design I build.
So, I was hoping for the best and most compatible design, would hate to have to redo
6 or more of them!

3022. 65C02 code

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: ricortes@netmagic.net
Message-ID: <53rmt5$n0i@news.netmagic.net>
Source record: 79543

```
: sources for chips couldn't find an 65802 either. I never checked the
: 400 schematics, but it's possible they all have a 6502B.
: What I've noticed with the 65C02 is it allows you to write much
: shorter code, maybe 30% tighter, relative speed does not readily
: drop by 30% though because of addressing modes for things like
: block moves.
;Uhh, 65C02code is NOT 30% tighter.
;It's more like 5%. The only new instructions I can remember are:
Well, shouldn't be wasting the time, but what the hey!
STZ ADR => replaces LDA #0:STA ADR so depending on whether ADR is page
zero or not, it is 2 or 3 bytes respectively while the 6502 sequence is 4
or 5 bytes. In a real programming situation, you may even have to add
PHA/PLA to the 6502 to save the acumulator where as STZ doesn't affect the
registers=>2/6 or 3/7. BRA => replaces sequences like SEC BCS or 1 byte
vs 2 and once again, you don't have to worry about pushing/pulling
registers, even the status register if it happens you need it So for at
least the two instructions you can remember, they save up to 60%. Just
exactly what point was it you are trying to make???
;The Rockwell 65C02 has a few other ones like BBR and BBS, but those
;aren't in the Western Design Center 65C02.
The Rockwell chip is the only one my local store,
JDR, stocks. It has about 30 new op codes to the existing ~160, all of
which were designed to save code space. For instance, let's say you want
to use a page zero pointer, normally you'd do something like:
LDA VALUE
LDY #$00
STA (PZEROPTR),Y
With a 65C02 it becomes:
LDA VALUE
STA (PZEROPTR)
Ditto for just about everything else you do on an
Atari at least. For instance, you have to save any registers you use
during a DLI. With a 65C02 you have the PHX, PHY, PLX, PLY so everything
you do that uses the stack is shorter since:
PHA
PHX
PHY
<CODE SNIPPETS>
PLY
PLX
PLA
Replaces
PHA
TXA
```

```
PHA
TYA
PHA
<CODE SNIPPETS>
PLA
TAY
PLA
TAX
PLA
```
The Atari OS even uses jumps through the stack i.e.
```
<code to determine what>
<you want to do/branching>
LDA ADR+1
PHA
LDA ADR
RTS
```
On a 65C02, it can be as simple as
```
LDA TOKEN ;This is the token decoding
ASL A
TAX
JMP(JTABLE,X) ;This replaces the stack jump
```
;Toshi

Rigged demos for sure, but I think it illustrates my point.

What products/platforms did you code for?

Rick

3023. Re: FS: Commodore 1702 color monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <53opt2$48l@triglav.iwaynet.net>
Source record: 79611

cyrus@dvorak.amd.com (Cyrus Malek) wrote:

>Well, it's time to let this one go...
>Commodore 1702 Color Monitor

>$65 or best offer (+shipping if needed)

>[I can't imagine what it would cost to ship though...]

>Located in Northern Virginia.

>Please reply via EMAIL
>--
>Cyrus

>cyrus.malek@amd.com

I paid $55 for my first 1702. To my great dismay, I found one for sale at a thrift shop for $13.00 a week and a half later. I bought it as well and it had a better picture and was in better condition than the first. Do those monitors really rate $65?

The most dismaying/amusing things of all are to be found at flea markets where people try to sell atari 400's for $35 and $800s (sometimes with a drive) for as much as $100!

3024. Re: 130 XE writing problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: dmaxwell@greenapple.com
Message-ID: <53oq1a$48l@triglav.iwaynet.net>
Source record: 79612

dmaxwell@greenapple.com (David A. Maxwell) wrote:

>I'm having a little trouble with my 130XE. I am using a one-chip
>SIO2PC box and my 486 machine to fileserve the 8-bit. I can load DOS,
>demos, and games just fine. I can't format disk images or save files
>to already formatted disk images. Anytime I attempt to write to a
>disk image I get ERROR 163. I used to be able to do writes and the
>interface box appears to be wired correctly (I am an electronics tech
>and did a fair amount of troubleshooting on it. However I may have
>missed something and will appreciate good suggestions regarding the
>hardware of the interface). Is my PIA or POKEY chip fried?
>Hellllllpppp!!!!

The problem with my system was totally me. When I tried to do disk
writes with sio2pc and was very careful about my menu choices, I was
then able to do writes just fine. I failed to read some documentation
carefully is all.

3025. XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32603791.7DD@htw.uni-sb.de>
Source record: 79613
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

I'd like to announce that XL-it! 0.16 Atari 8-bit emulator
is available at:

http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

New features:

o Better sound
o PC-Joystick support
o User Interface
o Speed-lock
o better modex-support

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis Emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3026. Re: Xformer Sound - Major Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: Alan Sharkis <ASharkis@worldnet.att.net>
Message-ID: <53phjt$eoa@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 79614

I, too, have an AWE-32 and get the same thing with XFormer. When I told Darek about it, he said that the emulator was designed for the old 8-bit Sound Blasters. I guess we're in the minority as far as sound cards go, so I don't really expect any improvement soon. (Shucks, I'm about to upgrade my AWE-32 with 8 megs of ram and a ton of new sounds, drivers, and a new Vienna, too!)

With XL-It, the samples that everyone says are so great sound very rough to me. I wonder if sampling them with an AWE-32 will improve the situation?

Rainbow '95 doesn't have sound yet, so no comment here.

POKEY's author seems to have the best solution. He's designed a card with a Pokey chip on it that plugs into the parallel port on the PC. You run a cable from that card into the Line In jack on your sound card. I won't use it because my PC tower is in a cabinet with tons of wiring behind it.

I'm going to order the 4.0 and see if that makes any improvements.

3027. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dz6yEs.Cov@iglou.com>
Source record: 79615

In article <53p0ju$pa0@cyber1.servtech.com>, christopher f. chiesa wrote:
>Forgive this late entry, but I've been "out of the loop" for a while due
>to having to finally, completely, forcibly migrate off Portal (which went
>out of the ISP business altogether on 9/30/96) and relearn new-and-unfa-
>miliar newsreading tools on this new account. But I'm Back Now. :-)
>
>I just want to say that it disturbs me to see Atari 8-bit folks seriously
>discussing making an electronic version of an Atari-8-bit-specific book --
>in formats that the Atari 8-bit can't be used to READ. Did I miss a
>philosophical/logical disconnection here somewhere in the last couple of
>weeks?
>
I don't know about TeX, but HTML is a plain ascii file format, and anyone
with access to the Web has the tools to convert an HTML file to more
readable form (I've only used Lynx, but I think other browsers are capable
of printing the text of an HTML document).

>Chris Chiesa
> lvt-cfc@servtech.com (formerly Chris_F_Chiesa@cup.portal.com)

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

3028. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dz6yIx.CtJ@iglou.com>
Source record: 79616

... or maybe it should be converted into Daisy-Dot files! ;)

--
Bill Marcum bmarcum@iglou.com
"Outside of a dog, a book is man's best friend. Inside a dog, it's too
dark to read." -- Marx (or was it Twain?)

3029. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <53pih9$crf@freenet-news.carleton.ca>
Source record: 79617

Yogi (scharles@superlink.net) writes:
> -
> -That's what I say.But that damn APE cable is $60!
> -(So is the ProSystem one)
> -I'd end up spending $100 just to play games,never mind the ProSystem
> cable
> -to back up my boot disks.
>
> Hello people! With a minimum of soldering you can build an APE cable
> (not prosys) for LESS THAN $10.00!! (Assuming you can scrounge the sio
> and serial port end)
>

Yes, and its always a great idea to learn to solder :)

You can freely get complete plans for both the
APE 1489 and ProSystem 1489 interface at http://www.nacs.net/~classics

Steve

3030. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-13 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <53pnvq$1ou@news.asu.edu>
Source record: 79618

Actually, the 8-bit "purists" have given up on arguing over ho
how the emu-heads do things. Sure, it would be nice if
everything pertaining to the 8-bits was 8-bit read only (anyone
for an ATASCII web page?), but there are some "givens" that we
need to put up with. But now we're getting suggestions
about using non-PC formats as well (at least I think TeX and
LaTeX are non-PC, I could be wrong, and quite frankly, I don't
care). Hey people! Let's stick to Atari/IBM conventions here.
We don't need any "weird" formats mucking up the process.

I vote for straightforward HTML code or straight ASCII text.
Let's keep a standard that allows the most people to access the
information. TeX, LaTeX, ClarisWorks, Timex-Sinclair, .WRI,
etc. just isn't gonna cut it.

K.I.S.S.!
--
++
+ John H Collins The Northwest Phoenix +
+ coolzip@host.yab.com Atari Connection +
+ irata@aztec.asu.edu P.O. Box 67511 +

3031. Break message site

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Tom D'Ambrosio <ambrosia@flash.net>
Message-ID: <32629157.7DEC@flash.net>
Source record: 79469

I have dedicated my web site to those old Atascii movies, also known as "break messages", but I only have the few I made.

If anyone is interested in grabbing some, or has any to offer, feel free to drop by my web site at:

http://www.flash.net/~ambrosia/

-*- Tom -*-

PS: Netscape is the prefered browser, though any browser should do.

3032. Re: Another sort of oddity...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <53u53p$nr7@agate.berkeley.edu>
Source record: 79470

Bill Wilkinson <BillW@Asymetrix.com> wrote:

> How about the plexiglass "logo" from a BattleZone game?

Bill,

Try the following newsgroups:
alt.games.video.classic
rec.games.video.arcade
rec.games.video.arcade.collecting

You'll have better luck there. Battlezone stuff comes up now
and then.

- Anthony

3033. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: ronhl@sprynet.com
Message-ID: <53u4ok$dck@lal.interserv.com>
Source record: 79471
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

In article <Pine.LNX.3.95.961014092254.13864A-100000@moose.erie.net>, Dennis McGuire
<mcguired@moose.erie.net> wrote:
>On Sun, 13 Oct 1996, Markus Gietzen wrote:
>
>> I'd like to announce that XL-it! 0.16 Atari 8-bit emulator
>> is available at:
>>
>> http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
>>
>
>
> Why do I always get "Document has no data" when I try this URL???
>
>
>

It came up fine for me. But then I use newsreadrs that have "live" URLs that I
just click on, MS INews and NewsXpress. It's possible it is a typing problem.
It'ss up on my browser now.

3034. Re: Break message site

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <53u6mr$k4e@nnrp1.news.primenet.com>
Source record: 79472

In article <32629157.7DEC@flash.net>,
Tom D'Ambrosio <ambrosia@flash.net> wrote:
>I have dedicated my web site to those old Atascii movies, also known as
>"break messages", but I only have the few I made.
>
>If anyone is interested in grabbing some, or has any to offer, feel
>free to drop by my web site at:
>
>http://www.flash.net/~ambrosia/

ABOUT BLOODY TIME!

I'll be sure to check it out. I used to do Atascii movies too, but I was about ten years old at the time and as such mine were very ripped-off and very infantile, though I have it on good authority that the graphics at least were decent.

I don't have them anymore, and I would be reluctant to release them if I did. To be honest, the only thing I still have for the 8-bit from before I was thirteen years old is an old broken 400 with no cartridge door, in my closet next to the Vic-20 with the joystick port removed.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3035. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <53u6f9$jou@nnrp1.news.primenet.com>
Source record: 79473

In article <53u3n2$neq@agate.berkeley.edu>,
Anthony Maffia <maffia@fox.CS.Berkeley.EDU> wrote:
[on Battlezone]
>
>I picked this up at B&C Computervisions in May for $10. Not bad, but I
>need the periscope interface to really enjoy the game. B&C has, if I
>remember, quite a few XE-series carts.

Do they still have this, or are they out of business?

I suppose I'll be the first to venture to ask, also, what is the frame
rate, approximately? (You can probably get an exact count with a good VCR
and frame advance)

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3036. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961014182441.24590F-100000@ns1.ptd.net>
Source record: 79474

On Sat, 12 Oct 1996, Yogi wrote:

> -
> -It'd be easier to run 5200 soft on an emulator than on a real 8-bit.
> -You can't remap GTIA, POKEY and ANTIC inside a real 8-bit; you've got
> to
> -fix the software.

I'm sure in order to play those games on the 8-bit computers, Glenn would have to have fix it himself. Is this not the case? :)

Now that I'm interested, where's a good place to get them and which 5200 games are *better* than the 8-bit counterparts?

Eric Noss
a.k.a
Mr. Maddog

3037. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961014183037.24590G-100000@ns1.ptd.net>
Source record: 79475

On Thu, 10 Oct 1996, David A. Maxwell wrote:

> Since the 5200 was basically a stripped down 8-bit computer, how big a
> deal is it to get the 5200 OS running on an 8-bit and what would one
> have to do to make a 5200 cart (the PROM anyway) work on an 800/XL/XE?

Assuming that such a project would be possible to make and give sell by
some means...

It would require a way that not loads the 5200 OS somewhere in memory,
but also a program running on interupts that can translate the 5200
address calls to the native 8-bit computer's as well. You would also have
to be also to remap joystick and keyboard readings into the proper signals
of the 5200 controler that the game is expecting.

And unless you only want to use just disk images, have an interface plug
in between the 8-bit cart port and the 5200 cart itself.

Say, why not put all the programming and that in the thing as one single
cart thing? Heck, I bet with the VCS adapter you can play 2600 games as
well! :)

Eric Noss
a.k.a
Mr. Maddog

3038. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <53uk13$km9@kensie.dorsai.org>
Source record: 79476

nickb@primenet.com (Nick S Bensema) wrote:

>>Yes, I have it. It's the Atari XE cartridge style, copyright 1987,
>>RX8077

>Hmm. Why haven't I spotted it on any of the archives?

>Looks like you have some copying to do, eh?

Has anybody here personally ever had any success copying carts? I tried it a couple of times with a Missile Command cart and using a cart copying program (forgot the name of it), but I've never gotten a successful copy, inserting the cart either locks up the computer or I end up with a file that doens't run (and that's with a regular 8K cart, I can imagine that trying to copy a bankswitched cart would be close to futile)......

3039. CTIA vs GTIA

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bbb9a3$8afc02c0$259072ce@forester>
Source record: 79477

Does anyone know how to determine if an Atari 800 has a CTIA or GTIA chip?

Thanks,
Richard

3040. utility for maintaining .atr files for linux

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: krap@queer.psych.uw.edu.pl
Message-ID: <53tihc$7mn@yahozna.psych.uw.edu.pl>
Source record: 79478

i'm looking for an utility for maintainig .atr (of .xfd) files for linux... do you know any?

--
= KrAp = = krap@queer.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://queer.psych.uw.edu.pl/~krap = = phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

3041. Help.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <53v8tu$lb8@nnrp1.news.primenet.com>
Source record: 79479

I missed the NWPAC meeting.

Considering how few people were there last time I was there, I figured that maybe my not showing up could have caused NWPAC to disband, which would royally suck because I wouldn't get to show off that neat thing I did in ML.

Are my fears warranted?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3042. ATARI EQUIPMENT MUST SELL!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: admiral.nuguru@fantasy.com
Message-ID: <c5.5575.42@fantasy.com>
Source record: 79480

ATARI Equipment, MUST SELL!!!

ATARI 400 Computer, 16K, with power supply, manual, and 2 joysticks, TV connector, original cost $599.00, Joysticks $19.95 each, asking $100.00 or best offer. These SELL AT Video 61 for $49.95 used.

ATR8000 64K CP/M computer, for use with Atari 8-bit computers or Dumb (IBM computer) terminals. Runs all CP/M 2.2 software, supports up to 4 disk drives, any size, any density, 8 inch, High Denisty 5.25 and 3.5 floppies, any IBM compatible printer, modem port for using any RS232C compatible external modem, includes Auto-Term Disk for Atari computers, CP/M 2.2 Master Diskette, several CP/M disks, ATR8000 Manual, MY-DOS master Disk, CP/M Supplement Manual, modem cable, printer cable, original cost $695.00 for the ATR8000 Basic system, printer cable $39.95, Modem cable $39.95, asking $100.00.

Dual Floppy Disk Drives in case with power supply and cooling fan, connecting cable, for above ATR8000 or any IBM compatible computer. Case can hold 4 half height 5.25 floppies, original cost $895.00, Case alone is worth $89.95 at most supply companies, asking $65.00.

Both ATR8000 and Dual Disk Drives, $135.00

ATARI 1027 Letter Quality Printer, New in Box, with ink rollers, manual, power supply, connecting cables, oil, original cost $399.95. Also have a non-working 1027, can be fixed at any Atari service center, both printers cost new $399.95 each, asking $100.00 for both of them. Again, these sell, each $49.95 at Video 61, you're getting 2 for the price of one.

ATARI 1050 Disk Drive, works with any Atari 8-bit computer, in very good condition, like new, supports single and dual density modes, includes power supply, original cost $179.95, asking $75.00. These sell at Video 61 for $74.95, same price.

Data-Que Turbo-816 upgrade for Atari 8-bit, XL or XE series computers. Upgrades and replaces the 6502C in the computer with the 16-bit 65C816 CPU, can use Atari OS, or the NEW Turbo-OS included. Speeds up programs as much as 350% faster. The 65C816 processes 4 instructions per clock cycle (Only the new P6, 80686 Intel chip does that, besides this), as compared to the 6502 which processes one instruction per clock cycle. Original cost $249.95. Includes T816 assembler $75.00, Cross Developer for IBM $75.00, sevreal other Turbo 816 specific disks, valued at $25.00 each. Asking $250.00 for the entire package. These are not currently available anywhere else that I know of.

ATARI 800XL upgraded to 256K memory, will run most 130XE specific programs, already wired for Turbo-816 installation, just need to re-solder 3 jumpers, and plug in the Turbo-816 kit above. Original cost $189.95 for the 800XL, $79.95 for the Upgrade kit, $65.00 for the 256K DRAMs, asking $125.00. Video 61 sells the USED 64K model for $59.95.

Supra External 2400 Baud Modem, includes powewr supply, no manual, Hayes Compatible, requires 850/P:R:/ATR8000, asking $50.00

ATARI RELATED MAGAZINES, Found this unopened box that I had boxed up for a person, but then he never sent the order in:

ATARI EXPLORER, February 1985, Cover Price $3.00
ATARI EXPLORER, April/May 1985, Cover Price $3.00
ATARI EXPLORER, Summer 1995, Cover Price $3.00, $3.95 Canadian
ATARI EXPLORER, Winter 1986, Cover Price $3/$3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Sept/Oct 1986, Cover Price $2.95 $3.95 Canadian

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Nov/Dec 1986, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Spring 1987, Cover Price $2.95 $3.95 In Canada

ATARI EXPLORER THE OFFICIAL ATARI JOURNAL, Summer 1986, Cover Price $2.95 $3.95 In Canada

The Above Magazines are in good/fair confition. They are from the same collection the above 1027, 1050, are from, the previous owner suffered a stroke and asked me to dispose of these for him, as he has moved, and I am asking FAIR MARKET VALUE, as can be seen from the prices sent to me by Video 61, who seem to use the Internet and stocks and sells Atari equipment, Video 61 may send me an offer on these then, as I need the cash.

Also have, but will NOT SELL, unless PREMIUM PRICES ARE OFFERED, these are MY PERSONAL COLLECTION in my ARCHIVES:

ATARI 400, 64K modified with the MOSAIC 64K Board, originally bought the 400 for $355.00, and spent $225.00 for the MOSAIC 64K Board, and had it installed at an authorized ATARI Service Center, in EXCELLENT Condition.

ATARI 800, ORIGINAL, not an XL, has expansion slots OPEN, and contains 48K max of memory onboard, can be upgraded to at least one 288K board, and several people advertised 1 Meg Upgrades for the 800 awhile back.

ATARI 800XL, 256K RAMBO Upgraded, 3 Onboard Operating Systems, Turbo-816 from DataQue installed, tested and used regularly to do my Word Processing on, but the IBM with Xformer emulator removes my need for this, only if offers are high enough.

ATARI 1200XL, in excellent condition, if the right offer comes in, I will also sacrifice this, as I need to pay medical bills, and if I have to sacrifice and lose my Atari computers to do so, then I MUST.

ATARI 1027 Printer, hardly used since replaced by Atari, in excelletn condition, paid $399.99 for it, then $75.00 for the replacement from Atari.

ATARI XMM801 Dot Matrix Printer, the VERY printer I used to create and successfully sell all the Atari XMM801 utiltiy disks, Atari-NLQ, etc., with, cover was destroyed by the Illinois State Police.

ATARI XM301 modem, in excellent condition, used to write and run all our XM301 Terminal and BBS software.

ATR8000 with Co-Power 88 installed, paid $350.00 for this, used, do not have a Co-Power 88 boot disk, so have never used it, and the person who sold it, said he would refund my money, but never has, and another person was going to send me a Boot Disk, but then never did. This has a Retail Value of over $895.00.

ATARI 1050, US Doubled Floppy Drive, excellent condition.

trak AT-D2 disk drive with Turbo Option installed, also have a non-working, supposedly fixed trak AT-D4, needs a new 360K drive according to the repair shop, and they didn't have one.

Copyrights to all my Atari 8-bit Software programs, original disks, backups, several commercial titles, all in excellent condition, will sell my entire package of over 800 ATARI 8-Bit disks, rights to our software, for a flat fee of $375,000.00. Buyer will have all Copyrights transferred over to them, and can probably make millions of dollars with these software items, since ATARI 8-bit users want them, but refuse to BUY from the owner of them at our ridiculously low prices. Why buy a BBS package from us for $19.95, when they bought a PIRATED COPY of it from a Retail Store in New York for $75.00, marked down from $150.00.....

Included in the above Package are all Atari Cartridges, too numerous to mention, everything from Monkey Wrench to BASIC XE, including MAC 65, BASCI XL, BASIC A+, Microsoft Basic, Action! including the Runtime Library, etc..

MUST SELL, will consider any reasonable offers on this equipment.

Send orders to:

STARFLEET SOFTWARE Company
1037 West Leafland Avenue
Decatur, Illinois 62522-1537

Will consider trading for a trak AT-D4 double sided disk drive NEED ONE BADLY someone has to have one, or a trak double-sided slave drive.
MAKE OFFERS!!

Internet Email: Starfleet@juno.com

Internet: admiral.nuguru@fantasy.com (Admiral Nuguru)
This message was processed by NetXpress from Merlin Systems Inc.

3043. Re: Atari 2600 Paddle

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: xdiablox@gnn.com
Message-ID: <53sv2s$lsk@news-e2d.gnn.com>
Source record: 79481

Anyone ever read (have?!) the Antic article and program list on how to modify a paddle into a lie detector/bio read out hack thingy? Would love to do this again! As I remember it only requires a couple of aligator clips, aluminum foil and the mangling of the Paddles (to make the skin reading potentator(sp?))!

TLK

3044. Re: "Graphix AT" - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: tech204@apk.net
Message-ID: <tech204-1310962115280001@pm1-12.elyria.apk.net>
Source record: 79544

In article <32611F7F.2F3C@juno.com>, tbyte@juno.com wrote:

>I bought a full XEGS setup at a thrift store for about $5. Gun, system,
>1050 disk drive, and 1030 modem (which I have no power supply for). I
>also bought Blue Max, Flight Simulator, and Galaxian for it. But that's
>off the subject. With it was a strange box called the "Graphix AT". It
>is a black box manufactured by a company called "xetec". It has a cable
>coming out of it that ends in a standard Atari 8-bit connector. At the
>bottom of the box (the box is sized/shaped like a cartridge of some
>sort) is a male parallel port connector (that's what it looks like). On
>the box itself is a set of 8 switches.
>
>What in the world is this? Is it of any use to anyone?

You'll be happy to know you have a SIO to Parallel port adapter that
allows you to connect standard centronic interface printers to you Atari
computer.
The DIP switches allow you to set options for the printer.

tech204@apk.net

--
Evil only exists in the hearts of men.

3045. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb98c$e83b9700$17f7aecc@blackat.direct.ca>
Source record: 79545

> To make it clear: .atr files work !! Most of my images are in .atr
> format.
> But your problem could be that you like writting in BIG letters
> and 0.15 only recognizes ".atr" but not ".ATR".
> That's fixed in 0.16.

That would explain it... =) i never actually even thought of that (and i am a programmer myself)... sorry Marcus! thanx for clairifying that one!!!

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

3046. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb98e$62d8f1a0$17f7aecc@blackat.direct.ca>
Source record: 79546
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

> I'd like to announce that XL-it! 0.16 Atari 8-bit emulator
> is available at:
> http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
> New features:
> o Better sound
> o PC-Joystick support
> o User Interface
> o Speed-lock
> o better modex-support
> Bye,
> Markus
> --
> Markus Gietzen Author of XL-it! Atari XL/XE-emulator
> GenEm Sega Genesis Emulator
> E-Mail: iig05-1@htw.uni-sb.de
> WWW: http://www.htw.uni-sb.de/people/mgietzen.html

Marcus,

I'd love to get your newest version of XL-It! but it seems your site is down... at least it's down for me, i've been unable to get to it for the last two weeks...

If you could possibly e-mail me a copy of XL-It! v0.16 at blackat@direct.ca i would greatly appriciate it!

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

3047. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: thor@thecore.com
Message-ID: <53sifs$l1t@wolfen.thecore.com>
Source record: 79547
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

```
: Probably Archon Ultra. *Not* worth $50, maybe $15-- look around it's old
: and I don't that much of a hit. Do a websearch on it for some reviews.
:
: It was actually not a terrible idea-- give Archon a battlechess look,
: and add lots of yummy details to the battle scenes, add some depth to
: the cycles of light/dark, and give each warrior two weapons instead
: of one. My main problem was that the combat was *way* too slow,

I didnt like Archon Ultra, i thought it was poor. The best Archon-Like
game ive seen for the pC is Dark Legions from SSI. It was released last
year, includes modem play and should be at around 15$-20$ in the stores
now. Its a great game, and well worth the money.
```

3048. Re: "Graphix AT" - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbb9a1$65d5bc40$1ff7aecc@blackat.direct.ca>
Source record: 79548

> I bought a full XEGS setup at a thrift store for about $5. Gun, system,
> 1050 disk drive, and 1030 modem (which I have no power supply for). I
> also bought Blue Max, Flight Simulator, and Galaxian for it. But that's
> off the subject. With it was a strange box called the "Graphix AT". It
> is a black box manufactured by a company called "xetec". It has a cable
> coming out of it that ends in a standard Atari 8-bit connector. At the
> bottom of the box (the box is sized/shaped like a cartridge of some
> sort) is a male parallel port connector (that's what it looks like). On
> the box itself is a set of 8 switches.
>
> What in the world is this? Is it of any use to anyone?

(from very hazy memories of old Antic/Analog ads:)

I do believe that it is a ATASCII parallel port conector... ie: you can
print the full atari character set on a printer, the cart takes atascii
values and outputs it as grafix on the printers end. thus no software was
needed.

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

3049. Atari 8-bit Items For Sale! ->Hukka! Hukka!<-

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: xdiablox@gnn.com
Message-ID: <53su6g$lq2@news-e2d.gnn.com>
Source record: 79549

I have a few Items I really need to get gone! Lugging these
compnents from 2 different homes in as many years is a pain! :^}
Well, here's the list:

****
Atari 1200XL no powersupply excellent condition. Lovely Black on
white color scheme $15 .... and it goes great with the
****
Atari 1050 A dual density disk drive in excellent working
condition (loaded Seven Cities of Gold to make sure -THAT has
continous disk to mem loading!). Includes the cable and PS $20
****
Atari 130XE powerful pinnacle of Atari 8 bitters. Excellent shape
includes 130XE manual (has basic tutorial for the blt-in basic).
With PS. $30
****
Atari XE Game System (XEGS) enjoy built-in Missle Command and full
compatability with the Atari 65XE/800XL computers. Sports a
detachable keyboard, blt-in basic. PS included. $25
****
Atari XE Carts:
Ms. PacMan $7
LodeRunner $8
Reg Carts:
Basic (useful for 1200XL) $4
Pole Position $5
AtariWriter(wordprocessor)$5
Telelink II (saves modem config info on cart!)$6
****
disk software

First Star's AstroChase
MicroProse F-15 Strike Eagle
Atrai Paint
Educational
Matchmaker Vocab word builder, grammer skills, biology facts

no manuals except for F-15 strike Eagle
Disk Software free with Computer and drive or $2 ea
****
Hey now, if you are interested in any of this drop me a e-mail!
Shippin and Handling is extra btw, so keep on mind I am located in
GA.

Adios

3050. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1410960511110001@metricom10.ucsc.edu>
Source record: 79550

In article <32610C87.44B3@erols.com>, mordosky@erols.com wrote:

>David A. Paterson wrote:
>>
>> Go with the 232 or 1489 versions. The 232 is the original, designed by
>> the creator of SIO2PC. The 1489 design is based on the tolerances
>> within manufacturing standards, and within the RS232 standard. I've
>> heard of no great problems either way.
>
>Thank you for the information. I would "assume" the MAX/ICL-232 is more
>tolerant because of the chip design. That is the way I was planning to
>go until seeing the APE interface design. Being short on time, I was
>hoping someone else has routed through the variations.

As I recall the 1489 is just an inverter; it doesn't create the full differential voltage needed for true RS-232 compliance. But, since most RS-232 implementations have so much tolerance, it usually works. Chips like the MAX-232 generate around +/- 8-10 V, which is inside of the 'official' RS-232 tolerance.

I have successfully built a cable using the MAX233. This is a chip almost identical to the MAX232, except that it does not require external capacitors for its charge pump. That makes it a good deal easier to work with, since you don't have to connect capacitors everywhere; instead you only have to connect a few jumpers across some of the pins. I was able to construct my circuit inside of the shell of the DB-25 hood used for the RS-232 connector. You can just superglue the chip upside down on the inside of half of the hood, and then make connections to it.

Also, there is no reason why a design using a MAX-23x chip cannot be single chip, by using the same diode hack to simulate a tristate line which the 1489 design uses. That's what I did with my MAX-233 cable, and it seems to work just fine with a 1050 and a PC via the cable sitting on the SIO bus.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3051. Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <326242EB.67C8@tcd.net>
Source record: 79551

I have 7 of these that came from A school..They have no power supply
were used only for printing..Will gurantee them to work..as is..No
cables no power supply...$15.00 ea shipping included..

3052. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32623c35.1841064@news.superlink.net>
Source record: 79552

```
->Yes, I have it. It's the Atari XE cartridge style, copyright 1987,
->RX8077
-
-Hmm. Why haven't I spotted it on any of the archives?
-
-Looks like you have some copying to do, eh?

It's bank select. Anyone have the definative info on how to dump it?
```

3053. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961014092254.13864A-100000@moose.erie.net>
Source record: 79553
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

On Sun, 13 Oct 1996, Markus Gietzen wrote:

> I'd like to announce that XL-it! 0.16 Atari 8-bit emulator
> is available at:
>
> http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
>

Why do I always get "Document has no data" when I try this URL???

3054. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53th43$sc@sjx-ixn2.ix.netcom.com>
Source record: 79554

In <325EE766.3092@Asymetrix.com> Bill Wilkinson <BillW@Asymetrix.com>
writes:
>
>Excepting, of course, that Ian Chadwick still owns the
>copyright and has explicitly stated he does NOT want
>someone else converting it to ANYTHING.
>
>He DOES own "Mapping" and there is little point in anyone
>wasting time on anything he could legally shut down.

Bill,
I knew that. I'm just saying that it could/should be made available
in more than one file format. This would make it more accessible to
more users. I doubt that I would use a TeX version, but HTML, Winword
or Adobe PDF file formats would be quite useable to me. They may not be
the "BEST" formats, but the access to the material is what counts. I'm
sure Ian could have included statements of acceptable use and
distribution within the document.
I've read the news here and know how Ian wants to handle the
redistribution. Now, I'd like to find out what other Compute! books can
be redistributed and what needs to be done to allow this. By the end of
this month I will own a scanner and would be willing to scan in and
forward to the appropriate person, any of the docs I have here. Of
course I will follow any rules set forth by the publisher/author.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3055. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: kickaha@adnc.net
Message-ID: <53tj80$a9b@taurus.adnc.com>
Source record: 79555

scharles@superlink.net (Yogi) wrote:

>- I'd love to build one if I knew how. Unfortunately, my skills at
>-reading schematics are minimal, at best. If I could get my hands on
>-some easy to understand instructions......
>-
>-
>The ape homepage has perfect instructions.
>I am incredibly lazy and I built on that I didnt even bother to mount
>in anything (it works great) and I also added one into one of my
>800's.
>My more electronic-minded friends call me "Scott, king of the cold
>solder joint" so if I can do it, so can you!
>P.s I built the one chip 1489 version.

Thanks for the encouragement, I'll give it a go.

Roger

3056. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53tiae$cg5@dfw-ixnews11.ix.netcom.com>
Source record: 79556

In <53p0ju$pa0@cyber1.servtech.com> lvt-cfc@cyber1.servtech.com
(christopher f. chiesa) writes:
>
>Forgive this late entry, but I've been "out of the loop" for a while
due
>to having to finally, completely, forcibly migrate off Portal (which
went
>out of the ISP business altogether on 9/30/96) and relearn
new-and-unfa-
>miliar newsreading tools on this new account. But I'm Back Now. :-)
>
>I just want to say that it disturbs me to see Atari 8-bit folks
seriously
>discussing making an electronic version of an Atari-8-bit-specific
book --
>in formats that the Atari 8-bit can't be used to READ. Did I miss a
>philosophical/logical disconnection here somewhere in the last couple
of
>weeks?
>
>Chris Chiesa
> lvt-cfc@servtech.com (formerly Chris_F_Chiesa@cup.portal.com)

Chris,
Actually, no. It's just that most, if not all of the users here
have PC/Macs that can deal with this. However, there is no reason not
to format these documents in AtariWriter or TextPro formats ro even
ATASCII. It could be that the hypertext formats are easier to implement
on the bigger systems. I suppose it wouldn't be too difficult to
implement a hyperreader for these documents. HTML was originally
suggested, because most of us happen to have HTML readers and the
hypertext system would make the MTA come to life.

Enjoy!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3057. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: kurt@csh.rit.edu
Message-ID: <MmJK3C.BeMA@csh-newsserver.csh.rit.edu>
Source record: 79557

In article <maury-0810961007230001@194.125.100.1> maury@softarc.com (Maury Markowitz) writes:
>In article <32592FE8.2E31@osu.edu>, ramos.15@osu.edu wrote:
>
>> We should get Rob Funk in on this discussion. He actually _likes_ using
>> TeX. <grin>
>
> Well I did not intend for this to turn into a discussion on TeX.
>Suffice it to say that I know no one that has a TeX viewer, whereas
>everyone I know has an HTML viewer. I know of no online TeX documents, I
>know of an entire web full of HTML documents.
>
>Maury

I think you are missing the point of the TeX/HTML debate... TeX was recommended because it is easy to go from TeX to other forms... someone mentioned that there was an HTML printing program or odule that would output HTML from TeX... which would make TeX a nicer choice provided:

1) We have enough people to code it in TeX (I don't know TeX)
2) Ian Chadwick wants the book available in other forms (he may not like the idea of a format that easily allows printing)

--Kurt

3058. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53thp3$hla@dfw-ixnews6.ix.netcom.com>
Source record: 79558

In <53nb3i$gvu@nexp.crl.com> Kyle R. Hofmann <rhofmann@crl.com> writes:

> Where? I haven't seen this, and restricting MTA to HTML would be a
Bad
>Thing. Unless he says otherwise, I'll convert it to TeX when or if I
get
>it.
>
>: He DOES own "Mapping" and there is little point in anyone
>: wasting time on anything he could legally shut down.
>
> That's true, which is why I'd like to get a clear statement.
>
> -Kyle R. Hofmann
Kyle,
Actually, Ian hasn't restricted it to HTML. The discussion started
by Ian suggested that it be done in HTMP then the TeX stuff started.
Ian has stated that he will accept scanned files to help him put the
project together, but the file must only be forwarded to him, not
distributed elsewhere. I suggested that Ian produce the final product
in multiple formats, including HTML, Winword (w/Word BASIC macros for
hypertext), Adobe .PDF, Tex, etc. This would make the book/info much
more accessible to more readers.
If you do scan in the book, and convert it to TeX, forward the
file(s) to Ian directly. Don't distribute it/them to anyone else.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3059. Re: Netscape Gold!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Don Mahurin <dmahurin@donet.com>
Message-ID: <32623D14.220646AE@donet.com>
Source record: 79559

Bob Klaas wrote:
>
> I recently purchased Netscape Gold Software for an asset to my server.
>
> I have recently run into problem with e-mail, not being received or sent
> due the nature of Netscape Gold.
>

I doubt it.

Ive used Netscape Gold for mail for a long time, It works fine.
Is your mailserver correctly set to your ISP's mailserver.

I posting and mailing this message

Don Mahurin
dmahurin@donet.com

3060. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Don Mahurin <dmahurin@donet.com>
Message-ID: <32623A9D.744470F3@donet.com>
Source record: 79560

>
> Rainbow was originally Mac and as such was always considered a Mac
> program. The Rainbow 95 name is just following the shining example of
> Microsoft which indicates it runs under Windows 95.

Shining example nothing. Microsofts dim[wit] example.

The only purpose of the '95 version scheme is to make the software be
automatically obsolete in a few years.

You will see this next year when MS comes out with WinDO*S 97 and
Office 97. Then everyone else has to repackage their software with 97
on. Who knows what version it is , but its got 97 on it. People will
upgrade everything just for that.

This method highlights the software RENTING practice of the market.
BUYING nothing. You are buying a licence to a peice of software that
WILL be obsolete in a couple years.(So effectively a temporary licence).
Every couple years you have to renew your LEASE by buying new software.
(Hey, heres a Word 9.0 Document, you can read it right?)

Oh well, In Linux land there is no such practice.

Have fun.

Don Mahurin
dmahurin@donet.com

3061. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Don Mahurin <dmahurin@donet.com>
Message-ID: <326236F8.360CFFBF@donet.com>
Source record: 79561

Sorry, I missed it. Where is the "NEW DISK IMAGE SOFTWARE"

Don Mahurin
dmahurin@donet.com

3062. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <32626DA0.5E60@pop.erols.com>
Source record: 79562

Janice in NYC wrote:
>
> nickb@primenet.com (Nick S Bensema) wrote:
>
> >Cool... I suspect this stuff could fill a homa page.
>
> >I found a "5200 Space Invaders" on one disk image. What are the diffs
> >there?
>
> Yes, that's another game that differs noticeably from the 8-bit
> version, I only took a quick glance at the Space Invaders, but as I
> remember, the invaders in the 5200 version look bigger and more
> detailed, and plus there are 4 shields between the invaders and your
> ship (the shields get worn out as it gets shot), which I think the
> 8-bit version doesn't have......
>
> >>Did Atari ever produce the 8-bit Battlezone? I remember them
> >>demonstrating it at some show a couple of years back, but I haven't
> >>seen it in the archives or even for sale at the places I've seen......
>
> >Wasn't this created for the 5200? Hasn't anyone tried to port it to the
> >8-bit?
>
> Atari had been planning to release it for a long time but for some
> reason it took them years to finally get it on (bank-switched?)
> cartridge. Other than the very long delay, I haven't heard much about
> the game except that it played very well (but those were just reports
> from the show where it was demonstrated). At the very least I'd
> expect it to use Gr. 8 mode for higher resolution......

Nope,

Uses the Gr.15 mode. I have the cart. Plays pretty well but looks a
little chunky.

3063. Re: mem upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <32627304.710B@anest4.anest.ufl.edu>
Source record: 79563

R.P. Gerritsen wrote:
>
> I want to know how I can upgrade my memory of my 1040STf
> Does anybody know that??

First, please note that your 1040ST is NOT an 8-bit Atari. It uses the sixteen/thirty-two bit MC68000.

That being said, the 1040ST can be upgraded using aftermarket RAM boards. The only reliable implementations of these board requires solding wires to the MMU chip. I have attempted to upgrade two 1040s, one didn't make it. Be extremely careful if you intend to attempt this operation.

On the other hand, the 1040STe uses standard 30-pin SIMMs, and is extremely easy to upgrade to 4MB.

Hope this helps...

-Michael Ellis

3064. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53tiee$1qt@sjx-ixn2.ix.netcom.com>
Source record: 79564

In <Dz6yIx.CtJ@iglou.com> bmarcum@iglou1.iglou.com (Bill Marcum)
writes:
>
>... or maybe it should be converted into Daisy-Dot files! ;)
>
>--
>Bill Marcum bmarcum@iglou.com
>"Outside of a dog, a book is man's best friend. Inside a dog, it's
too
>dark to read." -- Marx (or was it Twain?)
>
Bill,
Sure, that too.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3065. Re: CTIA vs GTIA

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <53tk4d$qra@dfw-ixnews7.ix.netcom.com>
Source record: 79565

In <01bbb9a3$8afc02c0$259072ce@forester> "Richard Forester"
<forester@blarg.net> writes:
>
>Does anyone know how to determine if an Atari 800 has a CTIA or GTIA
chip?
>
>Thanks,
>Richard
>
Richard,
This is easy. In BASIC (BASIC Cart installed) Type the following.:

```
10 GR.9
20 F.X=0 TO 79:C=INT(X/5)
30 C.C:PL.X,0:DR.X,159
40 N.X
50 GOTO 50
```

If you have the GTIA, It will plot 16 grey scale bars across the
screen. If not it won't do anything or give you an error. I think it
just goes black.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3066. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: Klaus Stock <101541.1022@compuserve.com>
Message-ID: <32628D1F.1537@compuserve.com>
Source record: 79566
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

Janice in NYC wrote:
>
> gkomatsu@Hawaii.Edu (Galen Tatsuo Komatsu) wrote:
> > Also the obstacles in the air zone would deflect projectiles
> >fired into them, creating a pinball effect.
>
> As I recall (at least in Archon I), certain obstacles would deflect
> projectiles, but some would only slow them down (having the same
> effect on the players also if you came into contact with them)......is
> there a way to distinguish between the different obstacles?Yes, in Archon II the obstacles are made of earth, water, air and fire.
Remember, there were 4 corresponding zones on the playfield (plus the void).
The material makes the difference (i.e. it blocks, slows or hurts the player).

> I seem to remember talk of an Archon III (amongst people with C64s, at
> least), was that a real game or just a hack?Seems to be a real game, but I think that I remember that it was quite lame.
Does anybody recall the rules?

Klaus

3067. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <53u3n2$neq@agate.berkeley.edu>
Source record: 79567

In article <325FFFAD.3F1C@total.net>,
David A. Paterson <davepat@total.net> wrote:
(snip snip snip snip)

>Atari did release a Battlezone 8-bit cart; at least, it made it as far
>as magazine reviews. Don't know how scare the real carts are. (snip snip)

I picked this up at B&C Computervisions in May for $10. Not bad, but I need the periscope interface to really enjoy the game. B&C has, if I remember, quite a few XE-series carts.

On another note, I remember that the 5200 PacMan was nicer than the equivalent 8-bit version. But now that Dave Spicer's arcade emulator runs the original arcade program, and there's PacPC out there I'm finally satisfied with the home PacMan situation.

- Anthony

3068. Re: An oddity for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-14 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DzA6o4.EvA@cix.compulink.co.uk>
Source record: 79568

```
> Is anyone interested in the original artwork that we at
> O.S.S. used to produce our last major 8-bit ad campaign?
Probably about 10,000 people!

+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

3069. Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ v0.3

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32635F8F.3637@total.net>
Source record: 79482

```
The Atari 8-bit Hardware Upgrade,
Modification and Add-On FAQ
==================================

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Version 0.3

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INTRODUCTION

This is a very basic version. I intend to add as
people give feedback to what they want to see, and how
they want to see it. Any info you have is more than
welcome!

PURPOSE

This FAQ exists to describe the various hardware
modifications available to the Atari 8-bit user. It does
not teach you how to do them. It definitely doesn't take
any responsibility for the results if you do try them.
But it will try to give you some information about where
to find more information, which upgrades (or "hacks") are
best, and who to consult if things go wrong. For
addresses and phone numbers of any of the companies
listed, consult the Vendors and Developers List, posted
to comp.sys.atari.8-bit at or about the 15th of each
month.

It also exists to describe the many wild and
wonderful products that have been produced for the Atari
8-bit. Many are unique, some may be apocryphal.
Mainstream items like printers, modems, disk drives and
cassette decks are all excluded, unless I feel otherwise.
Temperature gauges, combination printer buffer/RAMdisks
that run through the joystick port, and other such are
fair game.

POSTING FREQUENCY
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This FAQ is posted whenever I remember to post it.
It is posted to comp.sys.atari.8bit.

OTHER STUFF I THOUGHT I SHOULD INCLUDE SOMEWHERE

This FAQ owes a debt of gratitude to Michael
Current, Bill Kendrick, Glenn Saunders and Ben Corr for
their contributions. All errors, omissions, blatant
mistakes and attitude problems are mine. If you notice
any, tell me!

INDEX

Part I
RAM Upgrades
listed by computer

Part 2
Video
Upgrades
80 Column devices
Genlocks
Other video type things

Part 3
Operating Systems

Part 4
Sound - Stereo, digitizing...

Part 5
Other Neat Stuff

Key to abbreviations

ANL - Analog Magazine
AC - Atari Classics Magazine
ANT - Antic Magazine
AIM - Atari Interface Magazine

PART I - RAM Upgrades

General

The 6502 microprocessor at the heart of every Atari
8-bit has a sixteen bit wide address bus. What this
means is that it can access up to 2^16 memory locations.
That's 65536 bytes. Some people, wanting more memory,
came up with a variety of techniques to use more memory.
Most were built around the idea of bank switching. Bank
switching means that you swap chunks of memory around so
that the CPU can see them when necessary. Most schemes
use 16k banks, though 4k and 32k have also been tried.

Atari 400

The original Atari 400 had either 8k or 16k. Atari produced a board with 48k. Mosaic produced a 32k board, as well as a 64k board with 48k RAM plus 4 4k RAM banks. (ANL 13, IFC)

Atari 800

The Atari 800 came with three memory slots. Each slot could contain Atari 8k or 16k RAM boards. Mosaic produced 32k and 64k boards. Three 64k boards could be combined for 192k.

Axlon produced the 128k RAMdisk board. It banks 16k, using $CFFF as a control register. Banked memory appears from $4000 to $7FFF.

David Byrd created the "800 PLUS 288K UPGRADE" which rewired existing 16k RAM boards, but required additional work to become fully Axlon compatible. A nasty sort of flame war erupted between David Byrd and Jay Torres of the Windhover Project over who invented the upgrade.

Magna systems produced 256k, 512k and 1M boards which followed the Axlon standard. (ANL 65, 68)

Atari 1200xl

See 800xl.

Atari 600xl

As shipped, the Atari 600xl came with 16k RAM. Atari released the 1064 memory module which expanded the 600xl to 64k. MPP, now Supra, produced the Microram 64k Memory Board (ANL 19, 28)

RC Systems produced three expansion modules for the 600xl, raising memory to 32k, 48k or 64k (ANL 26, 12)

Richard Gore produced the Yorky, a 256k board which plugs in to the PBI. It provides full compatibility with 130xe type banking. It is for use on 600xls upgraded internally to 64k, or on 800xls. (AC 3/2, 10)

Atari 800xl

The Atari 800xl came with 64k RAM internal. To access RAM hidden under the OS ROMs, the PIA chip was used (PORTB, used for STICK(2) and (3) on the original 800). Claus Bucholtz published plans for a 256k upgrade which banked 32k at a time using PORTB for control in Byte magazine. (Byte Sept 85)

ICD released the RAMBO upgrade, providing 256k in 16k banks, using PORTB. Newell came out with the 256k

XL, which would work on a 1200xl or 800xl, providing 256k total memory, . The two upgrades used different sequences to access their banks. (ANL 44, 115)

Charles Bucholtz updated his upgrade to use 16k banks after the release of the 130xe. Most of the 800xl upgrades can be made compatible with Antic banking. The only possible problem would be when Antic and the CPU are supposed to be using different memory banks.

The Yorky will also provide 256 on an 800xl (see the entry under 600xl).

Newell released 1Meg and 4Meg upgrades for the 800xl. These banked 16k as well, and required disabling internal BASIC to properly access the memory.

Fine Tooned Engineering, having bought the rights to ICD and Newell's products, is bringing out a third method in the Mars 8. Though not yet released, it will use SIMMs for 256k, 1Meg or 4Meg RAM.

The 800xl is arguably the most popular Atari 8-bit for upgrades, since most 800xls have socketed chips.

Atari 130xe

The 130xe was the first "official" method of banking memory. It too used PORTB, but with an added twist: ANTIC and the CPU could access different banks. This provided headaches for some owners of "older" upgrades, but few programs took advantage of this feature (SpartaDos Wedge and VideoBlitz demo only). Upgrades for the 130xe include replacing one set of 64k chips with 256k chips, raising the RAM to 320k. Adding another 256k for 576k total has also been done. These were designed by Scott Peterson, as was a 1088k upgrade.

PART II - Video

Upgrades

The most common video upgrades are the SuperVideo series, described in AC 2/6. Plans were provided for the 600xl, 800xl, 1200xl and 130xe. The SuperVideo upgrade provides the forgotten chroma signal on the monitor port. It corrects a number of errors in the parts in the Atari video circuit, resulting in a clearer image, particularly on monitors.

Providing TTL output was also covered in AC 2/6. Bob Woolley provided plans for the circuit, as well as instructions for getting TTL output from an XEP80. Be warned that the output is not in the standard Atari

colours; on a CGA type screen, the sixteen possible shades are translated into eight colours.

80 column devices

Since the 400/800 were released in 1979, people have been clamouring for better text displays than the default 40x24. Two products were released for the 800: The Austin-Franklin 80 column board and the Bit 3 80 column board were both for use in the Atari 800. They replaced the third memory module. The Austin-Franklin board came with a "Right Cartridge" which provided the drivers. Removing the cartridge disabled the board. Some software would not run with an 80-column board installed.

Ace 80/80xl was a cartridge released which provided 80 columns by using bitmapped graphics on an 80 column screen. A similar technique was used in the Newell Omniview, an add-on for their Omnimon.

Atari's entry into the 80 column field was the much maligned XEP80. For maximum compatibility, the XEP80 attaches to the computer via a joystick port. It includes three character sets, 8k internally, and a parallel printer port. The software provided by Atari supports a 320x200 graphics mode. This mode only supports direct bit images. Hacks have been released which hook the XEP80 on via the parallel bus.

Recent terminal programs have added two other display techniques. ICE-T uses a graphics 8 screen and fine scrolling for its display. FlickerTerm uses two graphics 0 screens a half-character apart, each displayed during alternate vertical blanks.

In a series of articles in the SLCC newsletter, Bob Woolley gave hardware plans for installing an 80-column TTL output inside an XL.

Nir-PAL

With the decline of Atari in North America, more and more quality software was migrating across the Atlantic which was all but unusable. Why? European Ataris are built for the PAL broadcast standard; North American Ataris use NTSC. Not knowing it was impossible, Nir Dary upgraded an NTSC Atari to run PAL software properly. Swap out the NTSC Antic chip for a PAL Antic, do a minor modification to the OS, and voila! Your Atari is ready to join the EU. (Better stop before the abbreviation police arrive!)

Genlock

In October and November of 1991, Michael St Pierre published articles in the SLCC Journal describing plans for a monochrome Genlock. A genlock is a system to synchronize live video with a computer image. Graphics can be overlaid, faded in or out, or used for titling.

In 1994, Michael announced Prism Studio, a full colour genlock. It is sold by Mytek.

Computer Eyes

Computer Eyes was a video capture system which plugged into two joystick ports. It could render images in a variety of modes. It required a composite video source. (ANL 35, 53)

Easy Scan

Take a cartridge, add a fibre-optic cable, and hook it onto a printer, and you've got Easy-Scan, an image scanner for the Atari 8-bit. Innovative Concepts produced this item. (ANT 7/6, 43)

PART III - Operating Systems

Computer OS
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400/800 Rev A. No self test; Memo Pad mode.
Rev B. Fixes several bugs in Rev A.

1200xl XL OS. Some incompatibilities with 400/800 OS

600xl/800xl Revised XL OS. Includes parallel bus handlers. Internal BASIC.

65xe/130xe Revised XL OS. (as above)

xegs Modified XL OS. Self-test mode changed. Internal Missile Command and BASIC.

Operating System upgrades

UltraSpeed + OS : from CSS. Supports high speed disk communication. Drives 1 through 9. Any RAM upgrade. Includes three modes: standard XL/XE OS; 400/800 OS; UltraSpeed+ OS. For XL/XE systems.

Omnimon: from Newell. M/l monitor for 400/800. Installs into $C000 page of memory, otherwise unused.

RAMROD OS: from Newell. Replacement for 400/800. Includes accelerated floating point math package.

RAMROD XL: from Newell. OS speed-up routines, fast math, and Omnimon. Includes option for second OS.

XL Boss: from Allen Macroware. OS replacement for XL model computers. Includes m/l monitor. 400/800 OS compatible.

TurBoss: available from KP and Best. Fast math and fast screen routines. For XL/XE computers.

DP OS Version 4: my own effort (donï¿½t ask about versions 1 through 3!). Fast floating point math, fast screen display, graphics 0 screen dump, fast keyboard repeat. For XL/XE computers.

SmartOS: This is a hardware upgrade that installs a battery-backed RAM chip into your XL/XE. This lets you fool around with changing the OS and not have to burn new EPROMs constantly. Presented in AC 4/3.

PART IV - Sound

Voice Master

Covox sold the Voice Master and Voice Master junior. These would capture and record speech. Bundled software attempted recognition of commands, with limited success. (ANL 47, 44)

Parrot

The Parrot was a sound digitizer sold by Alpha Systems. Resembling a paddle, the device had phono jack for input. Antic provided plans for a similar project, called the Antic Sampling Processor. (ANT 8/8, 11)

SoundMouse

Among the more esoteric products ever released was the SoundMouse, which interpreted sound to provide a reading on a paddle register. It did not act as a digitizer, like the Voice Master and Parrot did. Bundled software made the lava lamp look mainstream in its appeal. No commercial applications taking advantage of this unique device were released.

Gumby

Chuck Steinman of DataQue created this set of plans for building stereo sound by installing a second Pokey chip (Pokey and Gumby, get it?). Once installed, the second channel has all its addresses 16 bytes higher in memory ($D210 - $D21F). A small number of demos have been released in stereo.

available at the umich atari archive

POPS

Lee Brilliant, ANALOGï¿½s resident hardware guru, came up with this system for stereo sound, running it off the clock line on the SIO bus. As with Gumby, it requires customized software to use. (ANL ???)

MIDIMATE

MIDI stands for Musical Instrument Digital Interface. It is a system for computers to record, replay and control musical instruments. MIDIMATE, when combined with MidiTrack software, permits an Atari 8-bit to take control. Why buy an ST? (ANL 33:26)

SIO-2-MIDI Interface

This is a set of plans to make your own MIDI interface. Limited software is included.

available at the umich atari archive

PART V - Other Neat Stuff

Zucchini

In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to turn a surplus Atari into a printer buffer for another Atari. He called it "The Atari Zucchini".

The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from B.L. Enterprises. They were cartridges and cables which worked in a similar fashion to the Zucchini. The PBR provided a buffer, while the DER emulated a disk drive on the remote computer. Stock XLs gave 403 free sectors; a 130xe would give 914. (ANL 65, 67)

PIA2

With the use of PORTB for RAM banking, hackers were looking for more parallel outputs. This plan, for adding one more PIA chip, includes notes for adding two more. It was intended as a means to control large RAM upgrades. (AIM 3/2, 16)

Critical Connection

A long time ago, in a galaxy far, far away, was a mystic operating system known as CPM. A company named USS Enterprises produced the Critical Connection, a device to permit a CPM computer to emulate disk drives for the Atari. It was a cable, plus software for the CPM end of the system. The CPM system could also act as a printer buffer, and the CPM keyboard could be used in the

place of the Atari keyboard. (ANL 39,103)

SIO2PC

With the demise of CPM and the rise of the IMI cartel (IBM-Microsoft-Intel) a new system similar to the Critical Connection arose. Nick Kennedy developed the SIO2PC hardware and software, which permits any PC with a serial port to act as up to four disk drives for an Atari. It can also act as a printer buffer.

APE

Stephen J. Tucker took SIO2PC one better and wrote new software. The Atari Peripheral Emulator (APE for short) lets your PC act as high-speed drives. It lets you print to your PC printer. And it lets you use your PC modem on the 8-bit. It also permits, with a special cable, the creation of backups of copy-protected disks.

available at the umich atari archive

WIMA Radio, Lima, Ohio

This radio station, when automating 6 broadcast hours daily, created a hardware and software package built around a 130xe for control. Control was via joystick ports and tone decoders. (ANT 8/7, 30)

Comp-U-Temp

This provided 8 or 16 channels and 2 or 4 sensors. It would monitor the temperature, with options to log results to disk or printer, or to sound an alarm if the temperature strayed out of set boundaries. The software was described as "cumbersome". (ANL 48, 35)

Atari Lab

During one of their periodic restructurings, Atari decided to sell their computers as educational. Thus, the Atari Lab series was produced. The two kits released provided experimenters with tools to measure light and temperature. Of course, the next restructuring left this an orphan product.

Turbo 816

Released by DataQue, this provided a replacement OS as well as a replacement for the 6502 CPU. A 65816 was substituted, providing new opcodes and a 24 bit address space (16Megs vs 64k with the 6502).

Sweet 16

Released by Fine Tooned Engineering, this provides a 65816 CPU to replace the 6502.

Bob Woolleyï¿½s 65816 Upgrade

Notice one name popping up again and again? In AC 3/3, Bob began explaining how to add a 14 mHz 65816 to your xl. Thatï¿½s right, parallel processing. Complete plans were never published.

MicroNet

Supra provided the Atari community with its first networking product. MicroNet provides nine SIO connectors. Eight are for computers. The ninth goes to whatever peripherals are to be connected. The system served to isolate the computers electrically. It did no software checking, meaning that two or more users attempting to print or save at the same time could trash each others output. (ANL 51, 76)

MultiPlexer

CSS provided a better way to network. The Multiplexer system requires one host system which has all the disk drives and printers for the network. The slaves are connected via the cartridge port to the host, and all their disk and printer i/o is rerouted to the host. All the systems involved require their OS replaced with a special multiplexer OS.

GameLink II

The most recent innovation in networking the 8-bit Atari, GameLink II permits up to 8 machines to share information for interactive games. Currently, only the Maze of Agdagon supports this system. DataQue sells cables and the game.

J-Net

Released to on-line services and possibly to the Umich archive as well, this set of programs was designed to interface computers by the joystick port, using 3 bi-directional data lines and two control lines.

MIO

ICD manufactured this wonderboard in 1987. Connected to the PBI or ECI, it provided either 256k or 1Meg of RAM, two RS232 ports, a parallel printer port and a SCSI hard drive port.

MIO II

Currently under development by Fine Tooned Engineering, this PBI/ECI board will provide an interface and power supply for an IDE hard disk. It may also include extended memory support for CPU upgraded computers, as well as a parallel port.

Black Box

CSS manufactures the Black Box, a PBI/ECI device that offers an optional 64k printer buffer. Its main attractions are its m/l monitor, 19200 baud RS232 port, parallel port, and hard disk interface. The parallel and serial ports do not use standard DB9 or DB25 connectors; custom cables are required.

Floppy Board

This is an add-on to the Black Box, also from CSS. It permits standard floppy drives, 360k, 720k, 1.2M and 1.44M, to be attached to the Black Box. Since they are connected to the PBI, these drives operate extremely quickly.

Supra/KP Hard Disk Interface

Supra released one of the first hard drives for the 800xl. It hooked up via the PBI. KP bought the rights to the interface from Supra.

Corvus Hard Disk System

The earliest hard disk interface, the Corvus system hooked up to a 400/800 via joystick ports 3 and 4. A custom DOS would be booted from a floppy disk to permit the computer to access the hard disk, which was divided into 720 sector partitions.

IDE Hard Drive Interface v1.0

New from Poland, this promises to let your XL/XE take control of new IDE hard disks. Its design will permit future systems to break the 16 megabyte boundary.

mailto: CONRADUS@plearn.edu.pl

Bob Woolleyï¿½s IDE Interface

Some guys are constantly hacking hardware. And then thereï¿½s Bob. Memory upgrades? PBIs for 1200xls? 80 column devices? Battery-backed RAM operating system? Somewhere, after all those, he found the time to interface the xl/xe parallel bus with an IDE hard drive. Plans to be published in the next Atari Classics magazine.

Amdek 3ï¿½ drive

Amdek released a new standard for disks: a rigid 3ï¿½ plastic disk that could store a whopping 360k (but youï¿½d have to flip the disk for that). It never caught on.

ATR-8000

SWP Computer Products made this original wonder-widget: Serial and parallel ports, standard floppy interface, optional hard disk interface and even CPM and MS-DOS add-ons.

512k ROMDisk

From Klaus Peters in Germany, this system provides a solid-state alternative to floppy and hard disks. Using up to 8 27512 EPROMs, this setup provides high-speed PBI access to commonly used software

R-Time 8

This is a clock cartridge for any Atari from Fine Tooned Engineering. It includes a pass-through connector so that any other cartridge can be plugged in as well. Though primarily intended for SpartaDos, software for other DOSes is included.

???? Clock Cartridge

Announced ï¿½way back in Atari Classics 1/1, this product was intended as a replacement for the R-Time 8. Software difficulties have kept it from being released.

Mars-8

This is still under development from Fine Tooned Engineering. For 800xls only. Memory expansion of 256k, 1M or 4M. Install internally Action, Basic XL/XE, MAC/65, SpartaDos X, R-Time 8.

Atari 850

This device hooks into the SIO line, and provides 4 9-pin RS232 ports and a 15-pin parallel port. The RS232 ports are NOT IBM PC standard. The MIO and PR Connection use the same pinout.

P:R: Connection

This device plugs into the SIO line, and provides 2 9-pin RS232 ports and a 15-pin parallel port. It is powered by the SIO line. The Atari 1200xl requires an internal modification to work with this device, or with the Atari XM301 300 baud modem.

Sidersï¿½ Serial Interface

With 850s and P:R: Connections becoming increasingly rare, Kenneth Siders released plans to build a high-speed serial interface using only 2 ICs.

Atari 1090XL Interface Box

Ever look in the back of an Apple II or an IBM PC, and envy the expansion cards? Atari was planning to release a similar expansion box. The full specs were written up, and prototypes were sent out to hardware developers. As usual, Atari took this great idea, buried it, and forgot about it. These are EXTREMELY rare; Iï¿½ve only ever seen two for sale. Definite collectors pieces.

MPP 1000 Modem

The joystick port is a parallel port. The SIO port is a serial port. So where would you hook up a serial modem? MPP (now Supra) plugged a 300 baud modem into the joystick port. Running at 300 baud, with software that couldnï¿½t d/l files longer than 32k (an Xmodem bug), this is what got me started in the on-line world, and what got Supra started in the modem business. Wonder if I could trade in my old 300AT for a new 33.6k?

Voice Box II

Manufactured by the ALIEN Group, this speech synthesizer even made it into TIME Magazine in their "Machine of the Year" issue in 1982. Plugging into the SIO line, this device would produce speech of the traditional computer variety.

R/128 RAMdisk Printer Buffer Spooler

Protronics of California announced this 128k RAMdisk/printer buffer which interfaced via the joystick ports, offering it as a replacement for the 850. A 512k upgrade was promised. (ANT 2/8, 106)

N1858-32

Newell Industries announced this 850 replacement in 1983. It offered two serial and one parallel port, along with an expandable 8k printer buffer. (ANT 2/8, 106)

Oscar Model 1

This bar-code scanner was from the Databar Corp. The intent was to permit the speedy entry of computer programs which would be encoded in magazines. (ANT 2/8, 107)

1200XL PBI

Hackers love the 1200xl for two reasons: because of
all the space available within the case, and because of
the great keyboard. Bob Woolley came up with this set of
plans for adding a parallel bus interface to the 1200xl.

available at the umich atari archive

Arm Your Atari

ANALOG magazine provided this unique information on
interfacing an 8-bit to a Radio Shack Armatron remote
controlled arm. Positioning was determined using the
paddle/potentiometers, and control was via the PIA
(joystick pins).

=== End ===

3070. Re: NEW DISK IMAGE SOFTWARE (ReadMe)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbba64$c06597c0$LocalHost@blackat.direct.ca>
Source record: 79483

> Sorry, I missed it. Where is the "NEW DISK IMAGE SOFTWARE"

It will be posted onto my web site soon... it was posted to this NG but
then some binary roving robot deleted it... i then posted it to
alt.binaries.atari but it dissapeared from there as well...

My web site will be online ASAP so when it is you will see a big message
posted here again with the URL! =)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

3071. FEUD

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: asal@bull.mimuw.edu.pl
Message-ID: <53vq05$a8b@parnas.mimuw.edu.pl>
Source record: 79484

I'm looking for a game called "Feud". Does anobody know where can I find it?

Adam Salamon (asal@bull.mimuw.edu.pl)

3072. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53vot3$9ni@login.freenet.columbus.oh.us>
Source record: 79485

Chris Lam (jx91@cityscape.co.uk) wrote:
: In article <325c4981.7731823@nntp.ix.netcom.com>, Space42@ix.netcom.com
: (Space42) wrote:

: > Wow, I guess I'm not the only one.. But I did learn something here..
: > Yogi is right.. it is a timing problem.. If you are using a pc ..
: > check out rainbow for win 95... This seems to emulate the disk i/o
: > timing..

: Yep, Rainbow emulates the SIO stuff at low level. AFAIK the other emulators
: intercept OS calls to do IO.

Hopefuly you can switch to full speed I/O for the multitude of games.

: > Programs take just as long to load as they used to...
: > Karateka works!!!!! and some other programs seem to work better
: > (better colors.. ect).. I hope they include sound support with the
: > full pc release.. It looks like this could be the best emulator yet!!
: >

: Thanks for the support! I hope to include sound eventually but I
: can seem to get that darn DirectSound to work!

This sounds like a Windows thing.That leaves me out!
(even if I would shell out $100 for Windows,it'd probably be too slow for
my 80486SX-33 <sneer>)

3073. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53vq45$bmb@login.freenet.columbus.oh.us>
Source record: 79486

Brent Buescher (buescher@ugcs.caltech.edu) wrote:
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: >Artefacting occurs because the computer is using a partial TV pixel.
: >(that is,a "colour clock")

: >Any computer that uses 320x200 will artefact.This includes computers that
: >do 40 columns and that let you re-define the character set.
: >(and of course,the same applies to 640x200/80-columns,but with more
: > colours to choose from)

: I'm pretty sure that NTSC composite video has 320 color clocks per
: line (or more with overscan). My understanding of the cause of
: artifacting is interference between the chroma and luma (color and
: intensity) portions of the video signal. This is born out by my
: experience with split NTSC video (chroma/luma, not RGB)--- I really
: don't get any artifacting on my system, which has been set up for
: split video. This is also why you don't see artifacting on RGB
: displays.

Televisions have 228 colour clocks.Most computers use the middle 160.
The Atari can also use 192 ("wide-playfield") and 128 ("narrow-playfield").

3074. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <53vra9$dv0@login.freenet.columbus.oh.us>
Source record: 79487
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

Kirk Israel (kisrael@diamond.tufts.edu) wrote:
: David A. Paterson (davepat@total.net) wrote:

: : I was in a store today and saw an Archon title from Freefall, published
: : by SSI. Didn't pick it up (at full retail, $50 for VGA and Adlib
: : sound!)
: : but it seemed almost like a revamped Archon. I'll see if I can't get
: : more info.

: Probably Archon Ultra. *Not* worth $50, maybe $15-- look around it's old
: and I don't that much of a hit. Do a websearch on it for some reviews.

: It was actually not a terrible idea-- give Archon a battlechess look,
: and add lots of yummy details to the battle scenes, add some depth to
: the cycles of light/dark, and give each warrior two weapons instead
: of one. My main problem was that the combat was *way* too slow,
: losing that critical fast action seat-of-your-pants feel. Plus, it's
: a pain trying to find PCs with two joystick ports, and most PC joystics
: are bad for that kind of game...

Two joystick ports?
Why would you need two?
Just use a two-joystick adapter cable.
You want to use a one port PC for use with 4-button joysticks.

3075. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: kisrael@diamond.tufts.edu
Message-ID: <5400do$upr@d2.tufts.edu>
Source record: 79488
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: Kirk Israel (kisrael@diamond.tufts.edu) wrote:
[Archon Ultra]
: : It was actually not a terrible idea-- give Archon a battlechess look,
: : and add lots of yummy details to the battle scenes, add some depth to
: : the cycles of light/dark, and give each warrior two weapons instead
: : of one. My main problem was that the combat was *way* too slow,
: : losing that critical fast action seat-of-your-pants feel. Plus, it's
: : a pain trying to find PCs with two joystick ports, and most PC joystics
: : are bad for that kind of game...

: Two joystick ports?
: Why would you need two?
: Just use a two-joystick adapter cable.

Oh- I never got the Y-cable thing to work right :-/
And still most PC sticks are more flight simulatory then archony--

--

_____
-O\O Kirk Is Alien Bill Temporary Home (with the Love Blender!)
(=) kisrael@tufts.edu http://www.tiac.net/users/kisrael
"The desires of the heart are as crooked as corkscrews." --Auden

3076. Re: Artifacting

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: rdell@unix3.netaxs.com
Message-ID: <5406rm$nrj@netaxs.com>
Source record: 79489

In article <53vq45$bmb@login.freenet.columbus.oh.us> dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>Televisions have 228 colour clocks.Most computers use the middle 160.
>The Atari can also use 192 ("wide-playfield") and 128 ("narrow-playfield").
>

A--
Richard Dell
ctually, 455/2 or 227.5.

3077. Want to Buy 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5407g8$d88@useneta1.news.prodigy.com>
Source record: 79490

Just so you can compare to other offers, B&C Computervisions sells their
new 130XEs for $175. Oh yes, supply and demand....
BTW, they sell a lot of other stuff too. 408-986-9960.

3078. Re: ATARI EQUIPMENT MUST SELL!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <3263D345.2E68@total.net>
Source record: 79491

Admiral Nuguru wrote:
>
> ATARI Equipment, MUST SELL!!!
>
> Copyrights to all my Atari 8-bit Software programs, original disks,
> backups, several commercial titles, all in excellent condition, will
> sell my entire package of over 800 ATARI 8-Bit disks, rights to our
> software, for a flat fee of $375,000.00. Buyer will have all Copyrights
> transferred over to them, and can probably make millions of dollars with
> these software items, since ATARI 8-bit users want them, but refuse to
> BUY from the owner of them at our ridiculously low prices. Why buy a
> BBS package from us for $19.95, when they bought a PIRATED COPY of it
> from a Retail Store in New York for $75.00, marked down from
> $150.00.....
>
> Send orders to:
>
> STARFLEET SOFTWARE Company

He's baaaaaack, and better than ever!! $375,000!

3079. Re: ATARI EQUIPMENT MUST SELL!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3263BCA6.504B@ncweb.com>
Source record: 79492

Admiral Nuguru wrote:
>
> ATARI Equipment, MUST SELL!!!

--------------Major Snip of a lot of OVERPRICED junk-------------------

> MAKE OFFERS!!

Well, considering who is selling this stuff ... I'll offer $1 (1 buck) for the
entire lot. "Let those that have eyes, see; let those that have ears, hear!"

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

3080. Yale no longer available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: "machf@jro.igp.gob.pe" <machf@jro.igp.gob.pe>
Message-ID: <01BBBA97.B809D220@jorge.roj>
Source record: 79493

If you haven't already noticed, the Mail2News gateway at Yale is not available
any more. This message was sent to me last thursday, after I retried to post
a message:

```
----------
From: Operator[SMTP:postmaster@CS.YALE.EDU]
Sent: Thursday, October 10, 1996 9:24 AM
To: JTKirk@usa.net
Subject: Mail2News

Please refrain from attempting to use our mail2news gateway.
This gateway has been shutdown due to overwhelming abuse, ie.
spamming, and the complaints received.

We do NOT plan on opening up the gateway to external users in
the future. You will have to find some other means of posting
to Usenet news.

Yale Computer Science Dept.
```

I think this was the last gateway available (or is there another yet?)

```
--
__--___ ,++----------------------====---,
________|_:_:___\_______ ( || \<=\======NCC-1701==== I I|/
\_____________________| `===--------------------------'
\__________/\\:\'\ |:|
\__/ \\:\'\ | |
\\_\_\_____|:|__
. /|| "-... . |_|.L\ Marco Antonio
-+)| =<=== ."...,-' Checa Funcke
' \||______,--' JTKirk@usa.net
JTKirk@HoTMaiL.com
mcheca@li.urp.edu.pe
```

3081. Dig Dug!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: Norm <witness@freemark.com>
Message-ID: <01bbbac8$0e4132c0$8a1160cf@grafe>
Source record: 79494

Anyone know where I can get this 8bit cartridge?

3082. Re: [Hardware] Calling all Atari doctors...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: Norm <witness@freemark.com>
Message-ID: <01bbbac7$b2af1ee0$8a1160cf@grafe>
Source record: 79495

Don't believe everything you read about your memory in that "memory test". I have had it vary from start-up to start-up. Bad connections on cartridges and dirty heads on disk drives and/or bad disks usually cause the computer to go into the test mode unasked. Clean everything up and try it again.

Norm

3083. Re: Help! Lost! Boot software disk for my Atari 1040ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5410t7$6h9@login.freenet.columbus.oh.us>
Source record: 79496

Mr. Maddog (mrmaddog@prolog.net) wrote:
: On 7 Oct 1996, Daniel Klugh wrote:

: > Unregistered (Unregistered@dial.pipex.com) wrote:
: >
: > : Does this mean that when TOS loads, the first thing it does is look for a
: > : program to run off the system drive (in my case the floppy)? Does the
: > : floppy need to be "primed" in any way - e.g. to designate it as a "boot
: > : program" disk? How does the Atari know what to load off the disk??!!
: >
: > I know that there's a way to boot a disk.

: There's not really a need to use a "boot" disk like on PC's and 8-bits,
: unless it's the first ST models that have TOS 1.0

I have TOS in ROM.But it's TOS 1.0.I'd like to have the modern one.
People complain that games don't work with anything but the original.
That's what Translator disks are for!

: > GEMDOS and MS-DOS use the same format.But the PC drive controllers are
: > really "delicate" and any slight difference in the ST and PC controllers
: > can cause problems.

: I'm curious...can one write a custom program, on a PC, that can read
: different formats? I know it's all in the BIOS program I think...

Actually,it's all in the controller.A fully functioning controller can use
FM (single density) and MFM (double density) disks.
The sector size starts at 128 bytes,and keeps doubleing to 8192.
(hence 128,256,512,1024,2048,4096,8192)
Besides changing density and sector size,there's not much you can do.
The BIOS sends packets to the controller just like the Atari does to it's
disk drives.

3084. prg for finding bad sectors on format

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <541185$8e4@login.freenet.columbus.oh.us>
Source record: 79497

Anyone know of a programme that formats a disk and then uses the bad
sector information from the drive to mark off the bad sectors?
Idealy a programme for MyDOS and SpartaDOS disks.

(of course the MyDOS disk would have it's bad sectors de-allocated by VTOCFIX)

3085. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1510961713590001@port38.bitstream.net>
Source record: 79498

In article <53po6e$557@news.asu.edu>, irata@aztec.asu.edu (JOHN COLLINS) wrote:

> That would be fun! Atari enthusiasts (i.e., emulator users) who
> can't read/decode/use an Atari format!
>
> They are sooooo cheap! There's no excuse to NOT own a real
> 8-bit.

There is at least one advantage to using an emulator: I can fit my whole 8-bit system--an 800, 800xl, a 130xe, disks, carts, and all--on a Zip disk and carry it around in my shirt pocket. ;-)

(BTW, I still have the real thing set up in the basement. Why choose? Use both!)

Mark
marksim@bitstream.net

3086. Re: CTIA vs GTIA

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1510961713340001@port38.bitstream.net>
Source record: 79499

In article <01bbb9a3$8afc02c0$259072ce@forester>, "Richard Forester"
<forester@blarg.net> wrote:

> Does anyone know how to determine if an Atari 800 has a CTIA or GTIA chip?

From BASIC type:

```
10 GR. 10
20 GOTO 20
```

If the screen goes black, you have a GTIA.

Also, there is usually a small sticker with a "G" on the bottom of the
case if the GTIA chip was installed at the factory.

Mark
marksim@bitstream.net

3087. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbaee$9d1989e0$17f7aecc@blackat.direct.ca>
Source record: 79500

> There is at least one advantage to using an emulator: I can fit my whole
> 8-bit system--an 800, 800xl, a 130xe, disks, carts, and all--on a Zip
disk
> and carry it around in my shirt pocket. ;-)

Same here!!!! Gotta love ZIP drives! =)

Will

3088. Re: ATARI EQUIPMENT MUST SELL!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: rsg0910@iglou.com
Message-ID: <DzCBpB.CH7@iglou.com>
Source record: 79501

David A. Paterson (davepat@total.net) wrote:

: Admiral Nuguru wrote:
: >
: > ATARI Equipment, MUST SELL!!!

: He's baaaaaack, and better than ever!! $375,000!

Ye gods... Tell me... How in heck does he come up with these ridiculous amounts? I can easily pay up to $100 for this, and still have a lot of storage space left. I went so far as to email him some time ago suggesting places where he could sell, and what does he do? Yep... You guessed it.

Just tell him to go drink olestra and blow it out his ass...

--
Homepage: http://members.iglou.com/rsg0910

Sez who that a deaf person can't have fun on the net? No ears required!

Junk emailers beware: $500 fee charged for each junk and spam ad.

3089. Re: Atari 2600 Paddle

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <541ae5$pb3@login.freenet.columbus.oh.us>
Source record: 79502

David A. Maxwell (dmaxwell@greenapple.com) wrote:
: andy@hdscorp.com wrote:

: >I am looking for the pinout of an atari 2600 paddle. I have the
: >pinout for a computer game port and I just want the pinout for the
: >paddle to hook up to my CPU P166.

: >I bought the activision game pack, and the greatest game of alltime is
: >KABOOM!

: >A paddle would greatly increase my score on the game.

: >thanks

: Here is the pinout of the ports on an 800/XL/XE. The 2600 controllers
: are compatible with the computer line so this information should be
: valid for the 2600 as well. Remember, I am giving the pinout of the
: PORT so the pinout on the controller plug will be reversed right to
: left.

: 1 2 3 4 5
: 6 7 8 9

: 1. Stick Forward
: 2. Stick Back
: 3. Stick Left
: 4. Stick Right
: 5. Potentiometer B input
: 6. Trigger
: 7. +5V
: 8. GND
: 9. Potentiometer A input

You forgot the paddle trigger lines.
The "stick left" and "stick right" lines are the triggers on the paddles.

Do you realize that you could hook up a five button analogue joystick to
each port on the Atari?

: I have some questions of my own:

: What are the value of the pots used in the paddle controllers?

: Do the axes of a 5200 analog stick map to the potentiometer inputs of
: the standard 8-bit jack? How would one read a 5200 keypad on the
: 8-bit computer?

: Has anyone ever figured out how to read the keypad that comes with
: the 2600 Star Raiders game on the 8-bit?

They're the same as the "Keyboard Controllers" on the 2600 that you used with BASIC and educational games.

: What is the value of the pots used in an IBM joystick?

Probably less than a quarter ($.25).

3090. Re: Wanted: Working CTIA chip

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <541an9$qi0@login.freenet.columbus.oh.us>
Source record: 79503

Christopher Brett Strong (strong@labhp27.cs.utah.edu) wrote:

: I am looking for a working CTIA chip. I have a perfectly restored
: first-version 800, with everything mint. But the CTIA chip does not work
: properly, I can only get B&W.

: If you have a CTIA for sale please let me know. (I am more than willing
: to trade one of my GTIAs, and I am open to any offer.)

Why don't YOU use the GTIA chip?

: \ oo Christopher B. Strong InterNet strong@ee.utah.edu
: ____|\mm (801) 582-6301 CI$: 71777,2331
: //_//\ _\ decRAD: CSTRONG CADE: strong@eng.utah.edu
: /K-9/ \/_/
: /___/_____\
: -----------

Now there's a computer I'd like to have!

3091. FREE in DFW Area: MIO, 256K 800XL, other

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: Douglas Abernathy <dsabernathy@lfwc.lockheed.com>
Message-ID: <32640CA4.7B32@lfwc.lockheed.com>
Source record: 79504

```
Free to good home in Dallas / Ft. Worth area:
Lots of Atari 8-bit hardware (wife says "get rid of it")
256K MIO expansion device (excellent condition)
800 XL w/256K (works fine)
*capable of reading/writing single-density IBM floppy disks
1200 baud external modem & cables (works w/MIO)
XEP-80 80-column adapter (needs new power supply - external adapter)
Color monitor
Monochrome monitor for XEP-80 (amber)
1050 drive w/Happy upgrade (hack) - starting to get bad sector errors...
Joysticks, Paddles, etc.
Shoebox full of floppies (games, magazine disks, etc.)
Serious inquiries only - must be able to come by and pick up.
```

3092. Re: WANTED: Ultima II

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <541b2v$sf0@login.freenet.columbus.oh.us>
Source record: 79505

Cary Guy (cguy@fix.net) wrote:
: hi,

: i'm looking for a copy of ultima II...
: if anyone wishes to sell, please e-mail me.

Remember that if you do get it,keep a back-up of the disk "B" DCM file.
You need to un-Diskcomm disk B to start a new game.

3093. Re: Xformer Sound - Major Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <541bu8$3mm@login.freenet.columbus.oh.us>
Source record: 79506

Tronix Inc. (Joe) (tronix2@worldnet.att.net) wrote:
: Since I know I won't get any fast enough feedback from "Branch
: not-Always Software", I'm hoping someone who's experiencing similar
: problems can many answer this:

: I purchased the commercial emulator of Xformer 3.5 the other day, since
: I was dabbling with all the emulators and finally figured I can get both
: Joystick and sound support with the Xformer. All the other emulators are
: still missing at least one of those components (though they all are good
: in their own way).

: Anyway, joystick support works, but the sound-support is absolutely a
: disaster. I'm using a SoundBlaster Awe-32, and once I launch any game,
: it shoots all kinds of weird sounds that don't even come close to
: emulating Atari sound effects. I didn't expect any pokey-perfect sound,
: but this is the equivilent of a grade-school class let loose on a bunch
: of instruments on the first day of music class. Problems include: tones
: that are all completely off, ear-killing hi-pitch sounds, and when
: exiting any game, the last sound effect hangs. I actually have to shut
: down the PC to clear out the screwy sound that's retained in the sound
: card. I haven't had one game work correctly with sound yet. All my Sound
: Blaster settings are correct - and I never had any sound problems with
: any PC games of course. I just expected some decent sound effects,
: nothing like the original, but at least a bit close. This is horrifying.
: If anyone has any answers, I'd highly appreciate it (either e-mail or
: here) - being a major Atari 800 fan from way back when. :-)

Too bad the PC doesn't have a RESET key like the Atari and many others.
(or at least a "END" command)
I just go in to my sound test programme that came with my sound card.
You could play a VOC or CMF file to clear it out too.

See,the sound card doesn't appear as a device to the PC OS.
So,while normally all files and devices in use by a porgramme are
closed/de-activated when the programme terminates,the sound card is
directly controlled through hardware,and hence stays on/open.
In fact,there is no way to control it through the OS.

3094. Re: Archon Attacks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <540v4r$qm9@login.freenet.columbus.oh.us>
Source record: 79507
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,comp.sys.cbm

Kirk Israel (kisrael@diamond.tufts.edu) wrote:
: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: : Kirk Israel (kisrael@diamond.tufts.edu) wrote:
: [Archon Ultra]
: : : It was actually not a terrible idea-- give Archon a battlechess look,
: : : and add lots of yummy details to the battle scenes, add some depth to
: : : the cycles of light/dark, and give each warrior two weapons instead
: : : of one. My main problem was that the combat was *way* too slow,
: : : losing that critical fast action seat-of-your-pants feel. Plus, it's
: : : a pain trying to find PCs with two joystick ports, and most PC joystics
: : : are bad for that kind of game...

: : Two joystick ports?
: : Why would you need two?
: : Just use a two-joystick adapter cable.

: Oh- I never got the Y-cable thing to work right :-/
: And still most PC sticks are more flight simulatory then archony--

Try a Gravis joystick!
It works just like a Nintendo one.
Are you using a MultiI/O joystick port.I've had two RS232/Centronics/IDE
host adapter/game adapter cards and both only suported one joystick.
I use my sound card's port.

3095. Re: Xformer Sound - Major Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: "Tronix Inc. (Joe)" <tronix2@worldnet.att.net>
Message-ID: <32645D65.5C19@worldnet.att.net>
Source record: 79508

Daniel Klugh wrote:
>
> Tronix Inc. (Joe) (tronix2@worldnet.att.net) wrote:
> : Since I know I won't get any fast enough feedback from "Branch
> : not-Always Software", I'm hoping someone who's experiencing similar
> : problems can many answer this:
>
> : I purchased the commercial emulator of Xformer 3.5 the other day, since
> : I was dabbling with all the emulators and finally figured I can get both
> : Joystick and sound support with the Xformer. All the other emulators are
> : still missing at least one of those components (though they all are good
> : in their own way).
>
> : Anyway, joystick support works, but the sound-support is absolutely a
> : disaster. I'm using a SoundBlaster Awe-32, and once I launch any game,
> : it shoots all kinds of weird sounds that don't even come close to
> : emulating Atari sound effects. I didn't expect any pokey-perfect sound,
> : but this is the equivilent of a grade-school class let loose on a bunch
> : of instruments on the first day of music class. Problems include: tones
> : that are all completely off, ear-killing hi-pitch sounds, and when
> : exiting any game, the last sound effect hangs. I actually have to shut
> : down the PC to clear out the screwy sound that's retained in the sound
> : card. I haven't had one game work correctly with sound yet. All my Sound
> : Blaster settings are correct - and I never had any sound problems with
> : any PC games of course. I just expected some decent sound effects,
> : nothing like the original, but at least a bit close. This is horrifying.
> : If anyone has any answers, I'd highly appreciate it (either e-mail or
> : here) - being a major Atari 800 fan from way back when. :-)
>
> Too bad the PC doesn't have a RESET key like the Atari and many others.
> (or at least a "END" command)
> I just go in to my sound test programme that came with my sound card.
> You could play a VOC or CMF file to clear it out too.
>
> See,the sound card doesn't appear as a device to the PC OS.
> So,while normally all files and devices in use by a porgramme are
> closed/de-activated when the programme terminates,the sound card is
> directly controlled through hardware,and hence stays on/open.
> In fact,there is no way to control it through the OS.

Yeah, unfortunately - that's the way it is. Believe it or not, I load up
X-Lit 6.0, and that clears bad sound hums and such from Xformer. In
fact, this new version of X-Lit has quite good sound emulation, enough
that I'm not even bothering with Xformer 3.5, since this new version

came out. Now, I can wait 'till the game-compatibility rate increases. While many games work on XL-It, there are quite a few favs they don't. I noticed on many of the incompatible games, as soon as you press start - your character/player dies instantly. :-)

XL-it 6.0 has now become my favorite emulater for 8-bit Atari. I will gladly support the work of this author.

Thanks for your input.

3096. Combat revealed: source code (LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-15 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <54205p$3qt@nnrp1.news.primenet.com>
Source record: 79509
Cross-posted to: alt.religion.kibology,rec.games.video.classic,comp.sys.atari.8bit,comp.sys.cbm

If you want to learn some tight coding, take a look at this. On a normal machine this would be even less than 2K.

[NOTE: I haven't updated this since August 12, but there's a good chance it's more recent than your copy. Please update it if you run an FTP site.]

```
; Combat for Atari by Larry Kaplan
;
; Original disassembly by ???
; Commented further by Nick Bensema.
; Last Update: 08/05/96
;
; First a bit of history. Combat was included with the
; famous Atari 2600/VCS for many years. As a result,
; if you go to any thrift store, you will find crates
; of Combat cartridges, and some guy from
; rec.games.video.classic swimming through it, refusing
; to admit that Sum Guy just ran off with the mega-rare
; Chase the Chuckwagon cart with the misprinted sideways
; label that he's looking for.
;
; To fully appreciate the trouble people had to go through
; to make an Atari 2600 game, I decided to try my hand at
; picking apart a relatively simple game, Combat. This
; game works in only 2K or ROM and not even the full 128
; bytes of RAM made available to it. As if that weren't
; enough, the program has to literally draw the screen
; every single frame, and even Combat had to resort
; to changing some graphic or other in the middle of
; a scanline. And the programmer had to walk five miles
; to work, uphill both ways! And he only got a nickel
; a day for writing code!
;
; The Atari 2600, or the VCS, or the 2600VCS, or the
; Atari VCS, or the 2600, or the VCS-2600, or the Sears
; Home Arcade System, or the Intellivision Add-On Thingy
; That Plays Atari 2600, VCS, 2600VCS, Atari VCS, 2600,
; VCS-2600, and Sears games, runs with a 6507 processof.
; This processor is exactly like the 6502 found in Apple,
; Atari, and Commodore home computers except for two
; things: 1) it has a wait state, and 2) it has only
; 13 address lines instead of 16. So, while your Apple
; II can address $0000-$FFFF, the Atari 2600 could
```

```
; only address $0000-$1FFF. That's a whopping 8K.
; The cartridge ROM accounted for anything about $1000.
; You're going to love this part. It had 128 bytes of RAM
; at $0080-$00FF, and the TIA, its video chip, which
; doubles as the 2600's entire video memory, at both
; $0000-$007F, and $0100-$017F. The first copy, along
; with the RAM, could be accessed with zero-page addresses,
; saving space on the ROM, which by the way was 2K.
; The second copy infiltrated the last 128 bytes of the
; 6507's built-in stack. In the source code, you'll see
; how this is used to the programmer's advantage.
;
; That's all I'm explaining. If you want to hear more
; on the 2600's specifications, do a web search for
; 2600 programming information, because I've already
; wasted so much of your time.
;
; I did a lot of cutting and pasting and searching
; and replacing. Be sure to check that this compiles
; to exactly 2048 bytes, and that it matches up with
; all of your uncommented source code before trying to
; modify it... if you dare! For some reason the guy
; who disassembled this didn't put $ before all the hex
; numbers... so keep in mind, hex is always implied.
;
; I also suggest you hand this to those who want to pirate
; 2600 cartridges. Not that it'll stop them, but it might
; make them feel guilty enough to seek absolution.
;
; Not having an assembler, and of course not wanting
; to try to use an emulator, I may have screwed up
; big-time on many aspects of this program.
; Forgive me if I did.
;
; Note a few things:
;
; 1. If you don't know what the BIT instruction does,
; I'll just sum up how Kaplan used it here. Kaplan
; used BIT to test bits 7 and 6 of a memory location.
; If bit 7 was set, the negative flag would be set,
; so the following BMI would cause a branch. If bit
; 6 was set, the overflow flag would be set, so the
; following BVS would cause a branch. If I find an
; assembler that does macros, I'll use those to do this.
;
; 2. I might refer to players as tanks even though they
; could just as easily be biplanes or jets.
;
GAMVAR EQU $A3 ;Game Variation
BCDVAR EQU $81 ;Game Variation in BCD
```

```
DIRECTN EQU $95 ;Players and missiles' current bearing.
GAMSHP EQU $85 ;Shape of player and game type
;0 = Tank
;1 = Biplane
;2 = Jet Fighter
SCROFF EQU $E0 ;Score pattern offsets
NUMG0 EQU $DE ;Storage for current byte
NUMG1 EQU $DF ;of score number graphics.
TMPSTK EQU $D3 ;Temporary storage for stack.

GUIDED EQU $83 ;Whether game is a guided missile game
GTIMER EQU $86 ;Game timer.
SHOWSCR EQU $87 ;Show/hide right player score

PLFLIN EQU $B4 ;Current scanline on the playfield.

SHAPES EQU $BB ;Pointer to player sprites
SCORE EQU $A1 ;Player scores in BCD.

TNKY0 EQU $A4 ;Tank 0's Y-position
TNKY1 EQU $A5 ;
MSSY0 EQU $A6 ;Missile 0's Y-position
MSSY1 EQU $A7 ;

TEMP EQU $D2;"score conversion temporary"

XOFFS EQU $B0 ;X-offset for Hmove.

LORES EQU $B5 ;lo-res indirect addresses.
HIRES EQU $BD ;Hi-res shape data.
;Left player's shape stored in
;all even bytes, right player's
;shape stored in all odd bytes.

COLOR0 EQU $D6 ;Tank colors.
COLOR1 EQU $D7

*= $1000
SEI
CLD
LDX #$FF
TXS
LDX #$5D
JSR J15BD ; zero out $00 thru $A2
LDA #$10
STA SWCHB+1 ;Port B data direction register
STA $88 ;and $88...
JSR J11A3
MLOOP JSR NWSCR ; $1014
JSR J1157
JSR J1572
JSR J12DA
JSR J1444
```

```
JSR J1214
JSR J12A9
JSR BCD2SCR
JSR DRAW
JMP MLOOP
;
NWSCR INC GTIMER ; initial blanking and retrace start
STA HMCLR ;Clear horizontal move registers.
LDA #$02
STA WSYNC
STA VBLANK
STA WSYNC
STA WSYNC
STA WSYNC
STA SYNC
STA WSYNC
STA WSYNC
LDA #$00
STA WSYNC
STA SYNC
LDA #$2B
STA TIM64T ;set 64 clock interval.
RTS
;
; Drawing the screen in the following routine.
; We start with the score, then we render the
; playfield, tanks, and missiles simultaneously.
; All in all, an average day for a VCS.
;
DRAW LDA #$20
STA PLFLIN ;We're assuming scanline 20.
STA WSYNC
STA HMOVE ;Move sprites horizontally.
B105C LDA INTIM
BNE B105C ;Wait for INTIM to time-out.
STA WSYNC
STA CXCLR ;Clear collision latches
STA VBLANK ;We even have to do our own
;vertical blanking! Oh, the
;humanity!
TSX
STX TMPSTK ; Save stack pointer
LDA #$02
STA CTRLPF ; Double, instead of reflect.
LDX $DC
B1070 STA WSYNC ; Skip a few scanlines...
DEX
BNE B1070
LDA $DC
CMP #$0E
```

```
BEQ B10CD
; DC is set as such so that when the score is to
; be displayed, it waits for just the right time
; to start drawing the score, but if the score is
; not to be displayed, as when the score flashes
; signifying "time's almost up", it waits for just
; the right time to start drawing the rest of the
; screen.
;
; Start by drawing the score.
;
LDX #$05 ;Score is five bytes high.
LDA #$00 ;Clear number graphics.
STA NUMG0 ;They won't be calculated yet,
STA NUMG1 ;but first time through the loop
;the game will try to draw with
;them anyway.
DRWSCR STA WSYNC ;Start with a fresh scanline.
LDA NUMG0 ;Take last scanline's left score,
STA PF1 ;and recycle it,
;Here, we begin drawing the next scanline's
;left score, as the electron beam moves towards
;the right score's position in this scanline.
LDY SCROFF+2
LDA NUMBERS,Y ;Get left digit.
AND #$F0
STA NUMG0
LDY SCROFF
LDA NUMBERS,Y ;Get right digit.
AND #$0F
ORA NUMG0
STA NUMG0 ;Left score is ready to ship.
LDA NUMG1 ;Take last scanline's right score,
STA PF1 ;and recycle it.
LDY SCROFF+3
LDA NUMBERS,Y ;Left digit...
AND #$F0
STA NUMG1
LDY SCROFF+1
LDA NUMBERS,Y ;right digit...
AND SHOWSCR
;I think I know why we used $87 instead of #$0F.
;If the game hasn't started yet, we're displaying
;the difficulty level as the left player's score,
;and we don't have any use for the right player's
;score, so in this case, $87 would contain zero,
;rendering it invisible.

;Now, we use our fresh, new score graphics in
;this next scanline.
```

```
STA WSYNC
ORA NUMG1 ;Finish calculating
STA NUMG1 ;right score.
LDA NUMG0
STA PF1 ;Left score is in place,
;We use this time to check whether we're at
;the end of our loop.
DEX
BMI B10CD
;If so, we're out of here. Don't worry,
;the score will be cleared immediately, so
;nobody will know that we've gone past five
;bytes and are displaying garbage.
INC SCROFF
INC SCROFF+2 ; Get ready to draw the next
INC SCROFF+1 ; line of the byte.
INC SCROFF+3
LDA NUMG1
STA PF1 ; Right score is in place.
JMP DRWSCR ;Go to next scanline,
; and that is how we do that...
;
; See what it takes just to display a pair of two-digit
; scores? If you think that's rough, figure out how
; they displayed those six-digit scores in the early
; 1980's. Also consider Stellar Track.... well, if
; you've seen Stellar Track, you know exactly what I'm
; talking about. Full-fledged twelve-column text.
;
B10CD LDA #$00 ; Inner Display Loop
STA PF1 ; Clear the score.
STA WSYNC
LDA #$05
STA CTRLPF ;Reflecting playfield.
LDA COLOR0
STA COLUP0
LDA COLOR1
STA COLUP1
DRWFLD LDX #$1E
TXS ;Very Sneaky - set stack to missle registers
;The above comment was in the original
;listing. It was a big help. 2600
;programmers often sacrificed the stack so
;that they could have a shortcut. This also
;drives the emulator authors completely nuts.
SEC
LDA TNKY0
SBC PLFLIN ; A=TNKY0-PLFLIN
AND #$FE ; bit-0-ectomy
TAX ; X=A
```

```
;X is now the line of the shape being drawn,
;times two of course, remembering the format
;in which they're stored, in memory, every two
;bytes. But this is only used
;if we're actually supposed to draw the tank
;yet. Let's check now..
AND #$F0 ; Within the 16-byte threshold?
BEQ B10F2 ; If not,
LDA #$00 ; blank the tank.
BEQ B10F4 ; If so,
B10F2 LDA HIRES,X ; draw the tank.
B10F4 STA WSYNC ;---------------END OF ONE LINE------
STA GRP0 ; Just for player 0.
LDA MSSY1
EOR PLFLIN
AND #$FE
PHP ; This turns the missle 1 on/off
LDA MSSY0
EOR PLFLIN
AND #$FE
PHP ; This turns the missle 0 on/off
; If the above test results in a zero,
; as it would if it were the missile's
; to appear, the processor's zero flag
; is set, which is the same bit in the
; P register as the TIA needs to determine
; the missile's status. So instead of
; all that branching, like with the tanks,
; we just use one instruction, and in fact,
; just one byte, and furthermore, just two
; cycles, to accomplish this feat.

;We've got the missile taken care of.
;Now let's see which line of the playfield to draw.
LDA PLFLIN ;
BPL B110C ;If on the bottom half of the screen,
EOR #$F8 ;reverse direction so we can mirror.
B110C CMP #$20 ;
BCC B1114
LSR A
LSR A
LSR A ;Divide by eight,
TAY ;and stow it in the Y-register.
;By now, the electron beam is already at the next
;scanline, so we don't have to do a STA WSYNC.
B1114 LDA TNKY1 ;TNKY1 is other player's position.
SEC
SBC PLFLIN
INC PLFLIN ;One up in the loop...
NOP
```

```
ORA #$01 ;ADD bit 0 instead of removing.
TAX
AND #$F0 ;Within the threshold?
BEQ B1127 ;If not,
LDA #$00 ;blank the tank,
BEQ B1129 ;if so,
B1127 LDA HIRES,X ;draw the tank
B1129 BIT $82
STA GRP1
BMI B113B ;If 82 bit set to 1, skip draw. (?)
LDA (LORES),Y
STA PF0
LDA (LORES+2),Y
STA PF1
LDA (LORES+4),Y
STA PF2
B113B INC PLFLIN ;One more up in the loop.
LDA PLFLIN
EOR #$EC ;When we've reached the $ECth line,
BNE DRWFLD ;we've had enough.
LDX TMPSTK ; Restore stack pointer
TXS
STA ENAM0 ; Clear a bunch of registers.
STA ENAM1
STA GRP0
STA GRP1
STA GRP0 ;In case GRP0 isn't COMPLETELY zeroed.
STA PF0
STA PF1
STA PF2
RTS
;
J1157 LDA SWCHB ;Start/Reset button....
LSR A ;Shove bit 0 into carry flag,
BCS B1170 ;and if it's pushed...
LDA #$0F
STA SHOWSCR ;Show right score.
LDA #$FF ;Set all bits
STA $88 ;in $88.
LDA #$80
STA $DD
LDX #$E6
JSR J15BD ; zero out $89 thru $A2
BEQ B11D0
B1170 LDY #$02
LDA $DD
AND $88
CMP #$F0
BCC B1182
LDA GTIMER ;GTIMER is the timer.
```

```
AND #$30
BNE B1182
LDY #$0E
B1182 STY $DC
LDA GTIMER
AND #$3F
BNE B1192
STA $89
INC $DD
BNE B1192
STA $88
B1192 LDA SWCHB ; Select button. ???
AND #$02
BEQ B119D
STA $89
BNE B11F1
B119D BIT $89
BMI B11F1
INC $80 ;Go to next game.
J11A3 LDX #$DF
;Due to branch, X can now also be #$DD.
B11A5 JSR J15BD
LDA #$FF
STA $89
LDY $80
LDA VARDATA,Y ;Get data for this variation.
STA GAMVAR
EOR #$FF
BNE B11BB
LDX #$DD
BNE B11A5 ; which will only JSR to J15BD
B11BB LDA BCDVAR
;Remember we have to increment with BCD...
SED
CLC
ADC #$01
STA BCDVAR
STA SCORE
CLD
BIT GAMVAR
BPL B11D0 ;if this is a plane game,
INC GAMSHP ;increase GAMSHP.
BVC B11D0 ;if this is a jet game,
INC GAMSHP ;increase GAMSHP further still.
B11D0 JSR INITFLD
LDA #$32 ;In plane games, right player
STA TNKY1 ;flies slightly higher.
LDA #$86
STA TNKY0
BIT GAMVAR
```

```
BMI B11F1
STA TNKY1 ;In tank games, however,
STA RESP1 ;tanks are opposite each other
;The original source called RESP1 "POSH2". ???
LDA #$08
STA DIRECTN+1 ;and right player faces left.
LDA #$20
STA HMP0
STA HMP1
STA WSYNC
STA HMOVE
B11F1 RTS

;
; convert BCD scores to score pattern offset.
; This involves the horrible, horrible implications
; involved in multiplying by five.
;
; If it weren't for the geniuses at NMOS using BCD,
; this routine would be a nightmare.
;
BCD2SCR LDX #$01 ;convert BCD scores to score pat. offset
B11F4 LDA SCORE,X
AND #$0F
STA TEMP
ASL A
ASL A
CLC
ADC TEMP
STA SCROFF,X
LDA SCORE,X
AND #$F0
LSR A
LSR A
STA TEMP
LSR A
LSR A
CLC
ADC TEMP
STA SCROFF+2,X
DEX
BPL B11F4
RTS

;
;
;
J1214 BIT GUIDED
BVC B121C ;Branch if bit 6 of 83 is clear.
LDA #$30
BPL B121E ;JMP.
```

```
B121C LDA #$20
B121E STA $B1 ;Either $30 or $20 goes here...
LDX #$03
JSR J1254
DEX ;X, I _think_, is now 2.
JSR J1254
DEX ;And I _think_ it's now 1.
B122A LDA $8D,X ;Velocity register
AND #$08
LSR A
LSR A
STX $D1
CLC
ADC $D1
TAY Y=($8D,X)&8 / 4 + X
; $00A8,Y is either $00A8,X or $00AA,X.
LDA $00A8,Y ;We can't use zero-page? Waaah!
SEC
BMI B123D
CLC
;^^ That's just a fancy way to
; transfer bit 7 to Carry Bit.
B123D ROL A ;ROL, the wave of the future.
STA $00A8,Y
BCC B1250
LDA $AC,X
AND #$01
ASL A
ASL A
ASL A
ASL A
STA $B1 ; B1 = (AC & 1) << 4
JSR J1254
B1250 DEX ;Move to _previous_ player.
BEQ B122A ;Stop if about to do player -1. :)
RTS
;
; This routine will move both tanks and missiles.
; Special cases are made for missiles, which are
; otherwise treated as players 2 and 3.
;
; It doesn't change the X register, but it does
; utilize it.
;
J1254 INC $AC,X
LDA DIRECTN,X
AND #$0F
CLC
ADC $B1
TAY
```

```
LDA L15F7,Y ;This has offset information.
STA XOFFS ;Store the X-offset.
BIT $82
BVS B127A ;Branch if bit 6 of 82 is set.
LDA DIRECTN,X
SEC
SBC #$02
AND #$03
BNE B127A
LDA $AC,X
AND #$03
BNE B127A ;if AC isn't set, we're go for move.
LDA #$08
STA XOFFS
B127A LDA XOFFS
J127C STA HMP0,X ;Use this to move the tank.
AND #$0F
SEC
SBC #$08
STA $D4
CLC
ADC TNKY0,X
BIT GAMVAR
BMI B1290 ;Branch if a plane game.
;What follows is probably a bounds check.
CPX #$02
BCS B12A0 ;Branch if moving a player
B1290 CMP #$DB
BCS B1298
CMP #$25
BCS B12A0
B1298 LDA #$D9
BIT $D4
BMI B12A0
LDA #$28 ;#$28 if D4 is positive, #$D9 if not
B12A0 STA TNKY0,X ;The tank/missile is moved here.
CPX #$02
BCS B12A8 ;Skip if moving a missile.
STA VDELP0,X ;Vertical Delay Player X...
B12A8 RTS
;
; This subroutine sets up the sprite data for each
; player. The graphics data at the end of the ROM
; don't account for an entire 360 degrees of movement,
; it would take less memory to just draw 180 degrees'
; worth and write code to compensate for the other half
; of the circle.
;
; Bit 3 of DIRECTN for each player determines whether
; he is past 180 degrees, and when this bit is set,
```

```
; this subroutine compensates in the following ways:
;
; 1. It sets the TIA's reflection flag for that
; player, taking care of the horizontal aspect
; rather easily.
;
; 2. Instead of starting at byte 0 and ascending to 7,
; it starts at byte 7 by EOR'ing 7 into the address,
; and it descends to 0, using the carry bit as a
; flag to determine whether to increment or decrement.
;
; The X-register starts at 0x0E plus player number
; and goes down by two each time through the loop,
; until it hits zero. This way, after calling this
; subroutine twice, every even-numbered byte contains
; the left player shape, and every odd-numbered byte
; contains the right player shape. It seems odd, no
; pun intended, but the screen-drawing routine is
; designed to handle it.
;
J12A9 LDA #$01
AND GTIMER
TAX
LDA DIRECTN,X
STA REFP0,X ;Step 1 taken care of.
AND #$0F
TAY ;Y = DIRECTN[X] & 0x0F.
BIT GUIDED
BPL B12BB ;If bit 7 is set,
STY DIRECTN+2,X ;then set missile bearings(?)
B12BB TXA ; X ^= 0x0E,
EOR #$0E ;
TAX ;
TYA
ASL A
ASL A
ASL A
CMP #$3F ;And so step 2 begins...
CLC
BMI B12CB ;Branch if <180 deg.
SEC
EOR #$47 ;and it doesn't end here.
;The EOR sets bits 0-2, and clears bit 4
;to subtract 180 degrees from the memory
;pointer, too.
B12CB TAY
;Put all the shapes where they ought to be.
B12CC LDA (SHAPES),Y
STA HIRES,X
BCC B12D4
```

```
DEY
DEY
B12D4 INY ;More of step 2.
DEX
DEX ;X-=2.
BPL B12CC ;Keep going until X runs out.
RTS
;
; Stir the tanks. :-)
;
J12DA LDA $8A
SEC
SBC #$02
BCC B130C ;If tank is not exploding,
;parse joystick instead.
STA $8A
CMP #$02
BCC B130B ;RTS if tank has
;just finished exploding.
AND #$01 ;Stir the LOSER's tank.
TAX
;One of these is the tank's bearings.
INC DIRECTN,X
LDA $D8,X
STA COLOR0,X
LDA $8A
CMP #$F7
BCC B12F9
JSR J1508
B12F9 LDA $8A
BPL B130B ;Don't start decrementing
;volume until halfway through.
LSR A
LSR A
LSR A
J1300 STA AUDV0,X ;Sound effects. BOOOM!
LDA #$08
STA AUDC0,X
LDA L17FE,X
STA AUDF0,X
B130B RTS
;
; Process joysticks.
;
B130C LDX #$01
LDA SWCHB ;Console switches.
STA DIFSWCH ;Store switches in D5.
LDA SWCHA ;Joysticks.
B1316 BIT $88
BMI B131C ;Branch if bit 7 is set.
```

```
LDA #$FF ;Freeze all joystick movement.
B131C EOR #$FF ;Reverse all bits
AND #$0F ;Keep high four bits (Right Player)
;At this point, the joystick's switches are in
;the A-register, with a bit set wherever the
;joystick is pointed.
; Bit 0 = up Bit 1 = down
; Bit 2 = left Bit 3 = right
STA TEMP
LDY GAMSHP
LDA L170F,Y ;Account for two-dimensional array
CLC
ADC TEMP
TAY
LDA CTRLTBL,Y
AND #$0F ;Get rotation from table.
STA $D1
BEQ B1338 ;Branch if no turn.
CMP $91,X
BNE B133C ;Some speed control I'm guessing.
B1338 DEC $93,X
BNE B1349
B133C STA $91,X
LDA #$0F
STA $93,X
; Turn the tank here.
LDA $D1
CLC
ADC DIRECTN,X
STA DIRECTN,X
B1349 INC $8D,X
BMI B136B
LDA CTRLTBL,Y
LSR A
LSR A
LSR A
LSR A ;Get velocity from table.
BIT DIFSWCH
BMI B137B
B1358 STA $8B,X ; Stash velocity in $8B
ASL A ;Multiply by two
TAY ;Stash in Y.
LDA L1637,Y
STA $A8,X ;This is the player's ?
INY
LDA L1637,Y
STA $AA,X
LDA #$F0
STA $8D,X
B136B JSR J1380
```

```
LDA SWCHA ;Joysticks..
LSR A
LSR A
LSR A
LSR A ;Keep bottom four bits (Left Player)
ASL DIFSWCH ;Use other difficulty switch.
DEX
BEQ B1316 ;
RTS
;
B137B SEC
SBC GAMSHP
BPL B1358 ;If GAMSHP<A, then pass A-GAMSHP here.
J1380 LDA GAMVAR
BMI B138C ;If this is a tank game,
AND #$01 ;check also for bit 0.
BEQ B138C
LDA $DB
STA COLOR0,X ;Only then may it be colored such.
B138C LDA $99,X
BEQ B13B7
LDA $D8,X
STA COLOR0,X
LDA $99,X
CMP #$07
BCC B13AE
BIT DIFSWCH
BPL B13A2
CMP #$1C
BCC B13AE
B13A2 CMP #$30
BCC B13C5
CMP #$37
BCS B13CB
BIT GUIDED
BVC B13CB ;Branch if machine gun.
J13AE LDA #$00
STA $99,X
LDA #$FF
B13B4 STA RESMP0,X ;Reset missile to player.
RTS
; I assume we get the trigger from here.
B13B7 BIT $88
BPL B13BF ;if it's negative, go ahead.
LDA INPT4,X ;Read Input (Trigger) X.
BPL B13F6
;^^ Since the specs say there is no bit 7,
; I guess that means "JMP B13F6.
B13BF JSR J1410
JMP J13AE
```

```
B13C5 JSR J1410
JMP J13DE
J13CB LDA $9F,X
BEQ B13D9
JSR J1410
LDA #$30
STA $99,X
JMP J13DE
;
B13D9 LDA $99,X
JSR J1300
J13DE LDA GTIMER
AND #$03
BEQ B13F0
BIT $84
BVS B13F2
BIT $82
BVC B13F0
AND #$01
BNE B13F2
B13F0 DEC $99,X
B13F2 LDA #$00
BEQ B13B4 ;Reset missiles to tanks and RTS.
;Launch a tank.
B13F6 LDA #$3F
STA $99,X
SEC
LDA TNKY0,X ;Copy Y-position...
SBC #$06 ;The barrel is 6 scanlines down.
STA MSSY0,X
LDA DIRECTN,X ;Copy player bearing to missile.
STA DIRECTN+2,X
LDA #$1F
STA $9B,X ;9B has to do with missiles & sound.
LDA #$00
STA $9D,X ;9D also has to do with missiles.
JMP J13CB
;
; This routine parses the sound effects.
;
J1410 LDA $9F,X
BEQ B1421
;Gunshot sound.
LDA #$04
STA AUDC0,X
LDA #$07
STA AUDV0,X.
LDA $9B,X
STA AUDF0,X
RTS
```

```
;Ambient sound.
B1421 LDY GAMSHP
LDA SNDV,Y
AND $88 ;$88 affects sound too? wow.
;Perhaps speed too
STA AUDV0,X ;see how it affects volume?
LDA SNDC,Y
STA AUDC0,X
CLC
LDA #$00
B1432 DEY
BMI B1439
ADC #$0C
BPL B1432
B1439 ADC $8B,X
TAY
TXA
ASL A
ADC SNDP,Y
STA AUDF0,X
RTS
;
; Check to see whether, during all that drawing,
; a missile hit one of the tanks.
;
J1444 LDX #$01
J1446 LDA CXM0P,X
BPL B1476
BIT $84
BVC B1454
LDA $9B,X
CMP #$1F
BEQ B1476
;A touch, a touch! I do confess.
B1454 INC DIRECTN,X ; Turn the tanks 22.5 degrees.
INC DIRECTN+2,X
;Increase player's score.
;A simple INC SCORE,X won't do because
;we're doing it in BCD.
SED
LDA SCORE,X
CLC
ADC #$01
STA SCORE,X
CLD
TXA
CLC
ADC #$FD
STA $8A
;Now 8a contains loser's ID in bit 0,
```

```
;victor's ID in bit 1, and set bits
;2-7: the clock is ticking.
LDA #$FF
STA RESMP0 ;Reset both missiles.
STA RESMP1
LDA #$00
STA AUDV0,X ;Turn off the victor's engine.
STA $99 ;clear 99
STA $9A ;and 9A.
RTS

;
B1476 BIT GAMVAR
BPL B147D ;Branch if a tank game.
JMP J1501
B147D LDA $9F,X
BEQ B148B
CMP #$04
INC $9F,X
BCC B148B
LDA #$00
STA $9F,X
B148B LDA CXM0FB,X ;Tank collision with ball?
BMI B1496 ;If true(?), go below...
LDA #$00
STA $9D,X ;clear.
JMP J14D6
;
B1496 BIT $82
BVC B14D0 ;Branch if bit 6 is clear.
LDA $9D,X
BNE B14B7
INC $9F,X
DEC $9B,X
LDA DIRECTN+2,X
STA $B2,X
EOR #$FF
STA DIRECTN+2,X
INC DIRECTN+2,X
LDA DIRECTN+2,X
AND #$03
BNE B14B4
INC DIRECTN+2,X
B14B4 JMP J14D4
;
B14B7 CMP #$01
BEQ B14C6
CMP #$03
BCC B14D4
BNE B14D4
```

```
LDA $B2,X
JMP J14C8
;
; Bounce for Tank Pong... maybe.
; If I'm reading this right, it calls for a
; complete 180-degree turn. I guess whatever
; happens after jumping to J14D4 helps a lot.
;
B14C6 LDA DIRECTN+2,X
J14C8 CLC
ADC #$08
STA DIRECTN+2,X
JMP J14D4
;
B14D0 LDA #$01
STA $99,X
J14D4 INC $9D,X
J14D6 LDA CXP0FB,X
BMI B14DE ;check if tank collided
;with a wall.
LDA CXPPMM ;check for a tank collision.
BPL B14E7
B14DE LDA $8A ;See if timer has run out.
CMP #$02
BCC B14ED
JSR J1508
B14E7 LDA #$03
STA $E4,X
BNE B1501
B14ED DEC $E4,X
BMI B14F7
LDA $8B,X
BEQ B1501
BNE B14F9
B14F7 INC DIRECTN,X
B14F9 LDA DIRECTN,X
CLC
ADC #$08 ;Add 180 degrees to direction.
JSR J150F
B1501 DEX
BMI B1507 ;Return if X<0.
JMP J1446
B1507 RTS
;
; I bet this moves the missiles.
;
J1508 TXA
EOR #$01
TAY ; Y = NOT X
LDA DIRECTN+2,Y ;Missile's Direction
```

```
J150F AND #$0F
TAY
LDA HDGTBL,Y ;Nove
JSR J127C ;Move object in that direction.
LDA #$00
STA $A8,X
STA $AA,X
STA $8D,X ;Stop it dead in its tracks....
LDA $D8,X
STA COLOR0,X
RTS

;
; Set everything up to draw the playfield.
;
; When we find out what BB and BC are for,
; we'll keep in mind
;
INITFLD LDX GAMSHP
LDA SPRLO,X ;Appropriate something for velocity.
STA SHAPES ;Velocity could double as sprite
LDA SPRHI,X ;shape.
STA SHAPES+1
LDA GAMVAR
LSR A
LSR A
AND #$03 ;Determine maze type.
TAX ;send it to X.
LDA GAMVAR ;Determine game type.
BPL B1546 ;If a plane game,
AND #$08 ;test for clouds
BEQ B1544 ;If there are any,
LDX #$03 ;replace X with 3.
;That, I don't get. If they wanted 3,
;that fits into two bits, so why not just
;put a 3 in there instead of going through
;all of this?
BPL B1548 ;skip to next test.
B1544 LDA #$80 ;Otherwise,
B1546 STA $82 ;store $80 in 82.
B1548 LDA GAMVAR ;Next test..
ASL A
ASL A ;Do this again....
BIT GAMVAR
BMI B1556 ;Branch if a plane game.
STA WSYNC
STA $84 ;Store GAMVAR*4 in 84.
AND #$80 ;IF it's a tank game.
B1556 STA GUIDED ;store in 83.
;GUIDED is ZERO if a tank game
```

```
;it is negative if a guided missile game,
;it is overflowed if a machine gun game.
;(Inapplicable in tank games, hence the
;previous branch trick)
LDA #$F7 ;Store page F7
STA LORES+1 ;as high order byte
STA LORES+3 ;for all of these pointers,
STA LORES+5 ;'cause that's where it is.
;Store the proper offsets for each column of
;playfield from the vectors given
LDA PLFPNT,X
STA RESP0 ;Reset player 0 while we're at it.
STA LORES
LDA PLFPNT+4,X
STA LORES+2
LDA PLFPNT+8,X
STA LORES+4
RTS
;
; I think this one determines sprite shape.
;
J1572 LDA GAMVAR
AND #$87
BMI B157A
;If bit 7 is set, we are playing with one or more
;planes. If not, well, we can only have one tank,
;so...
LDA #$00
B157A ASL A
TAX
LDA WIDTHS,X ;The TIA's NUSIZ registers make
STA NUSIZ0 ;it as easy to play with two or
LDA WIDTHS+1,X ;three planes as it is for one
STA NUSIZ1 ;freakin' huge bomber.
LDA GAMVAR
AND #$C0
LSR A
LSR A
LSR A
LSR A ;Our hardware is now in bits 3 and 2.
TAY ;Of the Y-register.
LDA $88
STA SWCHB ;Don't know what this accomplishes.
EOR #$FF
AND $DD
STA $D1
LDX #$FF
LDA SWCHB
AND #$08
BNE B15A7
```

```
LDY #$10
LDX #$0F
B15A7 STX TEMP
LDX #$03
B15AB LDA L1765,Y
EOR $D1
AND TEMP
STA COLUP0,X ;Color the real tank.
STA COLOR0,X ;Color the virtual tank.
STA $D8,X
INY
DEX
BPL B15AB
RTS
;
; Zero A2 through whatever.
;
J15BD LDA #$00
B15BF INX
STA $A2,X
BNE B15BF ;Continue until X rolls over.
RTS

; *= $15C5
;
; Patterns for numbers
;
NUMBERS .BYTE $0E ,$0A ,$0A ,$0A ,$0E ; 0
; (Leading zero suppressed)
.BYTE $22 ,$22 ,$22 ,$22 ,$22 ; 11
.BYTE $EE ,$22 ,$EE ,$88 ,$EE ; 22
.BYTE $EE ,$22 ,$66 ,$22 ,$EE ; 33
.BYTE $AA ,$AA ,$EE ,$22 ,$22 ; 44
.BYTE $EE ,$88 ,$EE ,$22 ,$EE ; 55
.BYTE $EE ,$88 ,$EE ,$AA ,$EE ; 66
.BYTE $EE ,$22 ,$22 ,$22 ,$22 ; 77
.BYTE $EE ,$AA ,$EE ,$AA ,$EE ; 88
.BYTE $EE ,$AA ,$EE ,$22 ,$EE ; 99
;
; A bunch of data read with the Y-register.
; I still don't know.
;
L15F7 .BYTE $F8 ,$F7 ,$F6 ,$06 ,$06
.BYTE $06 ,$16 ,$17 ,$18 ; $15FC
.BYTE $19 ,$1A ,$0A ,$0A ; $1600
.BYTE $0A ,$FA ,$F9 ,$F8 ; $1604
.BYTE $F7 ,$F6 ,$F6 ,$06 ; $1608
.BYTE $16 ,$16 ,$17 ,$18 ; $160C
.BYTE $19 ,$1A ,$1A ,$0A ; $1610
.BYTE $FA ,$FA ,$F9 ,$E8 ; $1614
```

```
.BYTE $E6 ,$E4 ,$F4 ,$04 ; $1618
.BYTE $14 ,$24 ,$26 ,$28 ; $161C
.BYTE $2A ,$2C ,$1C ,$0C ; $1620
.BYTE $FC ,$EC ,$EA ; $1624
;
; Vectors for all sixteen possible headings, in 22.5
; degree increments. This uses some sort of binary
; notation, or it might just go by nybble. I just
; haven't figured it out yet.
;
HDGTBL .BYTE $C8 ,$C4 ,$C0 ,$E0
.BYTE $00 ,$20 ,$40 ,$44
.BYTE $48 ,$4C ,$4F ,$2F
.BYTE $0F ,$EF ,$CF ,$CC

;
; Has to do with player velocity. Every
; even location goes to $A8,X and every
; odd location goes to $AA,X. Bit 7 is
; significant. I can't help but think
; this is a multiplication table of some
; kind.
;
L1637 .BYTE $00 ,$00 ,$80 ,$80
.BYTE $84 ,$20 ,$88 ,$88
.BYTE $92 ,$48 ,$A4 ,$A4
.BYTE $A9 ,$52 ,$AA ,$AA
.BYTE $D5 ,$AA ,$DA ,$DA
.BYTE $DB ,$6D ,$EE ,$EE
;
; These are all the sprite shapes.
; The most I suspect any of you will do is
; modify these. And/or the number shapes.
;
.BYTE $00 ; Tank shapes
.BYTE $FC ,$FC ,$38 ,$3F ; $1650
.BYTE $38 ,$FC ,$FC ,$1C ; $1654
.BYTE $78 ,$FB ,$7C ,$1C ; $1658
.BYTE $1F ,$3E ,$18 ,$19 ; $165C
.BYTE $3A ,$7C ,$FF ,$DF ; $1660
.BYTE $0E ,$1C ,$18 ,$24 ; $1664
.BYTE $64 ,$79 ,$FF ,$FF ; $1668
.BYTE $4E ,$0E ,$04 ,$08 ; $166C
.BYTE $08 ,$6B ,$7F ,$7F ; $1670
.BYTE $7F ,$63 ,$63 ,$24 ; $1674
.BYTE $26 ,$9E ,$FF ,$FF ; $1678
.BYTE $72 ,$70 ,$20 ,$98 ; $167C
.BYTE $5C ,$3E ,$FF ,$FB ; $1680
.BYTE $70 ,$38 ,$18 ,$38 ; $1684
.BYTE $1E ,$DF ,$3E ,$38 ; $1688
```

```
.BYTE $F8 ,$7C ,$18
;
.BYTE $60 ; Jet fighter shapes
.BYTE $70 ,$78 ,$FF ,$78 ; $1690
.BYTE $70 ,$60 ,$00 ,$00 ; $1694
.BYTE $C1 ,$FE ,$7C ,$78 ; $1698
.BYTE $30 ,$30 ,$30 ,$00 ; $169C
.BYTE $03 ,$06 ,$FC ,$FC ; $16A0
.BYTE $3C ,$0C ,$0C ,$02 ; $16A4
.BYTE $04 ,$0C ,$1C ,$FC ; $16A8
.BYTE $FC ,$1E ,$06 ,$10 ; $16AC
.BYTE $10 ,$10 ,$38 ,$7C ; $16B0
.BYTE $FE ,$FE ,$10 ,$40 ; $16B4
.BYTE $20 ,$30 ,$38 ,$3F ; $16B8
.BYTE $3F ,$78 ,$60 ,$40 ; $16BC
.BYTE $60 ,$3F ,$1F ,$1E ; $16C0
.BYTE $1E ,$18 ,$18 ,$00 ; $16C4
.BYTE $83 ,$7F ,$3E ,$1E ; $16C8
.BYTE $0C ,$0C ,$0C
;
.BYTE $00 ; Biplane shapes.
.BYTE $8E ,$84 ,$FF ,$FF ; $16D0
.BYTE $04 ,$0E ,$00 ,$00 ; $16D4
.BYTE $0E ,$04 ,$8F ,$7F ; $16D8
.BYTE $72 ,$07 ,$00 ,$10 ; $16DC
.BYTE $36 ,$2E ,$0C ,$1F ; $16E0
.BYTE $B2 ,$E0 ,$40 ,$24 ; $16E4
.BYTE $2C ,$5D ,$1A ,$1A ; $16E8
.BYTE $30 ,$F0 ,$60 ,$18 ; $16EC
.BYTE $5A ,$7E ,$5A ,$18 ; $16F0
.BYTE $18 ,$18 ,$78 ,$34 ; $16F4
.BYTE $36 ,$5A ,$78 ,$2C ; $16F8
.BYTE $0C ,$06 ,$0C ,$08 ; $16FC
.BYTE $6C ,$70 ,$B8 ,$DC ; $1700
.BYTE $4E ,$07 ,$06 ,$38 ; $1704
.BYTE $10 ,$F0 ,$7C ,$4F ; $1708
.BYTE $E3 ,$02 ,$00 ; $170C
;
; These are sub-pointers, used to set up the
; two-dimensional array at CTRLTBL.
;
L170F .BYTE $00 ,$0B ,$16

;
; Two-dimensional array, 12x3.
;
; This array specifies what the joystick does
; in each game. Looking at it now the format looks
; like this:
;
```

```
; Low nybble = Amount to rotate object (signed)
; $00 = Not at all
; $01 = Clockwise (+1)
; $0F = Counter-clockwise (-1)
; High nybble = Speed to move object (unsigned)
; $00 = Not moving
; $F0 = Warp speed
;
; The $FF's are just there because nobody will EVER
; move the joystick up and down at the same time.
; Of course, if they did, the tank, for example,
; would move at fifteen times normal speed.
; Likewise, if you moved left and right at the same
; time (or pushed both paddle buttons at once),
; tha tank's controls would index into the biplane
; controls and move at five times normal speed.
;
; Tank movement
; UP DOWN (No reverse)
CTRLTBL .BYTE $00 ,$10 ,$00 ,$FF
.BYTE $01 ,$11 ,$01 ,$FF ;LEFT
.BYTE $0F ,$1F ,$0F ;RIGHT
;
; Biplane movement (This is why controls are sideways)
; UP DOWN
.BYTE $50 ,$5F ,$51 ,$FF ;
.BYTE $30 ,$3F ,$31 ,$FF ;LEFT
.BYTE $70 ,$7F ,$71 ;RIGHT
;
; Jet fighter movement
; UP DOWN
.BYTE $90 ,$B0 ,$70 ,$FF ;
.BYTE $91 ,$B1 ,$71 ,$FF ;LEFT
.BYTE $9F ,$BF ,$7F ;RIGHT
;
*= $1733
; Sound information for different game types.
; Different tools of destruction make different
; sound.
;
; There is some more data below which looks to
; be other information; different machines at
; different speeds. However this is reached,
; this could be called a three-dimensional array.
;
; Tanks Biplane, Jet Fighter
SNDV .BYTE $08 ,$02 ,$02 ; sound volumes
SNDC .BYTE $02 ,$03 ,$08 ; sound types
SNDP .BYTE $1D ,$05 ,$00 ; sound pitches
.BYTE $00 ,$00 ,$00 ,$00 ; $173C
```

```
.BYTE $00 ,$00 ,$00 ,$00 ; $1740
.BYTE $00 ,$00 ,$00 ,$1D ; $1747
.BYTE $1D ,$16 ,$16 ; $174A
.BYTE $0F ,$0F ,$00
.BYTE $00 ,$00 ,$00 ; $174E
.BYTE $00 ,$00 ,$00 ; $1751
.BYTE $00 ,$00 ,$12 ; $1754
.BYTE $10 ,$10 ,$0C ; $1757
.BYTE $0C ,$07 ,$07 ; $175A

*= $175D
;
; Player widths for various plane games.
; Through the miracle of the Atari 2600's NUSIZ
; register, the difference between a 1 vs. 1 game
; and a Bomber vs. 3 game is contained in just
; two bytes.
;
WIDTHS .BYTE $00 ,$00 ;1 vs. 1
.BYTE $01 ,$01 ;2 vs. 2
.BYTE $00 ,$03 ;1 vs. 3
.BYTE $27 ,$03 ;Bomber vs. 3
;
;*= $1765, as long as we're counting.
;
L1765 .BYTE $EA ,$3C ,$82
.BYTE $44 ,$32 ,$2C ,$8A ; $1768
.BYTE $DA ,$80 ,$9C ,$DA ; $176C
.BYTE $3A ,$64 ,$A8 ,$DA ; $1770
.BYTE $4A ,$08 ,$04 ,$00 ; $1774
.BYTE $0E ,$F0 ,$10 ,$10 ; $1778
.BYTE $10 ,$10 ,$10 ,$10 ; $177C
.BYTE $10 ,$10 ,$10 ,$10 ; $1780
.BYTE $10 ,$FF ,$00 ,$00 ; $1784
.BYTE $00 ,$38 ,$00 ,$00 ; $1788
.BYTE $00 ,$60 ,$20 ,$20 ; $178C
.BYTE $23 ,$FF ,$80 ,$80 ; $1790
.BYTE $00 ,$00 ,$00 ,$1C ; $1794
.BYTE $04 ,$00 ; $1798

;I'm almost certain these are the clouds.
.BYTE $00 ,$00 ,$00 ; $179A
.BYTE $FF ,$00 ,$00 ; $179D
.BYTE $00 ,$00 ,$00 ; $17A0
.BYTE $00, $00 ,$00 ; $17A3
.BYTE $00 ,$00 ,$00 ; $17A6
.BYTE $00 ,$07 ,$1F ; $17A9
.BYTE $3F ,$7F ,$FF ; $17AC
.BYTE $00 ,$00 ,$00 ; $17AF
.BYTE $00 ,$00 ,$00 ; $17B2
.BYTE $00 ,$00 ,$60 ; $17B5
```

```
.BYTE $20 ,$21 ,$FF ; $17B8
.BYTE $00 ,$00 ,$00 ; $17BB
.BYTE $80 ,$80 ,$80 ; $17BE
.BYTE $80 ,$00 ,$00 ; $17C1
.BYTE $00 ,$07
;
; Shape addresses for different vehicles.
;
; Tank, Biplane, Jet
SPRLO .BYTE $4F ,$CF ,$8F
SPRHI .BYTE $F6 ,$F6 ,$F6 ; All on same page.

; Playfield address data
;
; Complex, None, Simple, Clouds
PLFPNT .BYTE $75 ,$75 ,$75 ,$9A
.BYTE $81 ,$99 ,$AA ,$9D
.BYTE $8D ,$99 ,$B6 ,$9D

; Format of game, best guess I have so far...
;
; bits
; 1,0: TANKS PLANES
; 00 = Normal 1 vs. 1
; 01 = Invisible 2 vs. 2
; 10 = 3 vs. 1
; 11 = 3 vs. Giant
; 3,2: 01 = No maze
; 10 = Simple maze or clouds
; 00 = Complex maze or no clouds
; 4: Tanks, 1 = Must bounce to score hit
; Planes, 1 = Machine Gun
; 5: 1 = Guided Missiles
; 7,6: 00 = Tanks
; 01 = Tank Pong
; 10 = Biplanes
; 11 = Jet Fighter
; (Bit 7 controls whether this is a tank or plane game)
;
VARDATA .BYTE $24 ;Game 1: 0010 0100 TANK
.BYTE $28 ;Game 2: 0010 1000
.BYTE $08 ;Game 3: 0000 1000
.BYTE $20 ;Game 4: 0010 0000
.BYTE $00 ;Game 5: 0000 0000
.BYTE $48 ;Game 6: 0100 1000 TANK PONG
.BYTE $40 ;Game 7: 0100 0000
.BYTE $54 ;Game 8: 0101 0100
.BYTE $58 ;Game 9: 0101 1000
.BYTE $25 ;Game 10: 0010 0101 INVISIBLE TANK
.BYTE $29 ;Game 11: 0010 1001
.BYTE $49 ;Game 12: 0100 1001
```

```
.BYTE $55 ;Game 13: 0101 0101
.BYTE $59 ;Game 14: 0101 1001
.BYTE $A8 ;Game 15: 1010 1000 BIPLANE
.BYTE $88 ;Game 16: 1000 1000
.BYTE $98 ;Game 17: 1001 1000
.BYTE $90 ;Game 18: 1001 0000
.BYTE $A1 ;Game 19: 1010 0001
.BYTE $83 ;Game 20: 1000 0011
.BYTE $E8 ;Game 21: 1110 1000 JET FIGHTER
.BYTE $C8 ;Game 22: 1100 1000
.BYTE $E0 ;Game 23: 1110 0000
.BYTE $C0 ;Game 24: 1100 0000
.BYTE $E9 ;Game 25: 1110 1001
.BYTE $E2 ;Game 26: 1110 0010
.BYTE $C1 ;Game 27: 1100 0001
; $FF to signify end of game variations.
; Theoretically one could add up to six
; additional variations.
.BYTE $FF
.BYTE $00 ,$00 ,$00 ; $17F5
.BYTE $00 ,$00 ,$00
;
.WORD $00 ,$00 ; NMI
.BYTE $00 ,$F0 ; Reset
L17FE .BYTE $0F, $11 ; IRQ - (used as pitch for sound generator)

;
; Recent changes:
;
; 08/05/96: Added dollar-signs to signify hex numbers.
; The original, strangely, omitted them.
; Started update list at end of document.
; Still have no clue where the joystick code
; is....
;
; 08/12/96: Figured out some joystick code, now that
; I understand how they work. Renamed GAMSHP
; because it wasn't really "velocity", but
; really the tank type. Velocity is now
; what it should be.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v
```

3097. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <542vvh$s4v@login.freenet.columbus.oh.us>
Source record: 79419

Christopher Brett Strong (strong@labhp27.cs.utah.edu) wrote:

: > I feel that putting Mapping the Atari in Tex or LaTex format (or any other
: > non-hyper format) would be a mistake and a waste! The ability to
: > "hyperactively" search through a document and make active references within it
: > would be EXTREMELY useful to a "memory map" book like Mapping!

How about a texinfo document.They're hypertext AND can be read with a
normal text viewer.

: But a TeX or LaTeX format manual would be easy to print out, and look
: pretty. I HATE printing HTML docs. They look lousy on paper. And
: my copy of Mapping the Atari was lost in 1990 (along with all my copies
: of Compute!), so I want a copy!

I usualy prefer electronic documents to real ones.

3098. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5430ch$u5@login.freenet.columbus.oh.us>
Source record: 79420

Robert Smith Ely (rely@ix.netcom.com) wrote:
: My current view on this, after reading all of the discussion, is, why
: limit our selves to only one format? Produce it in as many formats as
: possible. HTML for hyperviewing, TeX for book republishing, Winword or
: similar for those that want to simply print it out and ATASCII for
: those that have only 8-bit systems. Personnally, I probably use all but
: the TeX version, but that's just me. Any way you look at it, it should
: be scanned in and made available. That goes with all Atari 8-bit texts.
: Well, there's my $0.02.

Actually,if you put it in nroff format,groff (GNU nroff) can translate it
into postscript,which (I think) can be translated into other formats.
My groff is sort've old,maybe it has more post-processors now.
(what translates groff's output into TTY,ps or other forms)

Though I don't really see the point of using anything else than ATASCII.
If you really have an Atari,SDVert can translate it into ASCII for you.
(much more quickly than Bob Puff's DiskDoctor)
DataQue's "TT" can do it on the PC side.UNIX's "tr" can do it for Linux
and such.
If it's going to be in 80-columns (which seems somewhat anti-Atari to me),
you can use the text viewer that comes with Ice-T,the term programme.
(on the Atari)

3099. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5430lv$29q@login.freenet.columbus.oh.us>
Source record: 79421

christopher f. chiesa (lvt-cfc@cyber1.servtech.com) wrote:
: Forgive this late entry, but I've been "out of the loop" for a while due
: to having to finally, completely, forcibly migrate off Portal (which went
: out of the ISP business altogether on 9/30/96) and relearn new-and-unfa-
: miliar newsreading tools on this new account. But I'm Back Now. :-)

: I just want to say that it disturbs me to see Atari 8-bit folks seriously
: discussing making an electronic version of an Atari-8-bit-specific book --
: in formats that the Atari 8-bit can't be used to READ. Did I miss a
: philosophical/logical disconnection here somewhere in the last couple of
: weeks?

If it's put out in nroff,you could use your system's nroff command to view
it and translate it to ASCII.
(if you have a "man" command,you must have nroff,which translates the
man-page to ASCII for your viewer ("more" or "less") to show)

3100. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5430tc$36k@login.freenet.columbus.oh.us>
Source record: 79422

JOHN COLLINS (irata@aztec.asu.edu) wrote:

: That would be fun! Atari enthusiasts (i.e., emulator users) who
: can't read/decode/use an Atari format!

: They are sooooo cheap! There's no excuse to NOT own a real
: 8-bit.

I remember one term programme that let you sends graphics over the modem.
(it had a text viewer so you didn't have to upload a file to view it)
Let's put it in that!

3101. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <543173$4h8@login.freenet.columbus.oh.us>
Source record: 79423

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <325EE766.3092@Asymetrix.com> Bill Wilkinson <BillW@Asymetrix.com>
: writes:
: >
: >Excepting, of course, that Ian Chadwick still owns the
: >copyright and has explicitly stated he does NOT want
: >someone else converting it to ANYTHING.
: >
: >He DOES own "Mapping" and there is little point in anyone
: >wasting time on anything he could legally shut down.

: Bill,
: I knew that. I'm just saying that it could/should be made available
: in more than one file format. This would make it more accessible to
: more users. I doubt that I would use a TeX version, but HTML, Winword
: or Adobe PDF file formats would be quite useable to me. They may not be
: the "BEST" formats, but the access to the material is what counts. I'm
: sure Ian could have included statements of acceptable use and
: distribution within the document.

Winword?!?
Sheesh,at least put it in something that someone can read on a cheap 8088.
I don't know what Elvis needs.
(which reads HTML and nroff man files)

3102. Re: ATARI EQUIPMENT MUST SELL!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: darkknight@netvista.net
Message-ID: <543070$1no@Picasso.netvista.net>
Source record: 79424

admiral.nuguru@fantasy.com (Admiral Nuguru) wrote:

> ATARI Equipment, MUST SELL!!!

Much Information deleted...

Sir,

While I acknowledge your rights, in a free democracy, to make such posts to a public newsgroup, I must demand an apology from you. How DARE you insult my intellegence by asking such OUTRAGEOUS prices for decades old equipment?

Computer hardware and software, unlike collectible items, do not appereciate in value. Quite the contrary, prices plummet rapidly over even short spans of time. It behooves the smart retailer to recognize this market force and to price stock accordingly.

However, as Usenet is a medium that can easily distort the original intent of ones message, if this post of yours was meant as humor, I sicerely apologize! Taken in that context, your article is QUITE amusing....

As to these copyrights that you hold that are so valuable.....please explain why YOU have not made millions of dollars on them rather than selling them at a mere FRACTION of their value.

The Truth Is Out There.....and so, apparently, is Admiral Nuguru

DarkKnight

3103. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5431fd$5n2@login.freenet.columbus.oh.us>
Source record: 79425

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <53p0ju$pa0@cyber1.servtech.com> lvt-cfc@cyber1.servtech.com
: (christopher f. chiesa) writes:
: >
: >Forgive this late entry, but I've been "out of the loop" for a while
: due
: >to having to finally, completely, forcibly migrate off Portal (which
: went
: >out of the ISP business altogether on 9/30/96) and relearn
: new-and-unfa-
: >miliar newsreading tools on this new account. But I'm Back Now. :-)
: >
: >I just want to say that it disturbs me to see Atari 8-bit folks
: seriously
: >discussing making an electronic version of an Atari-8-bit-specific
: book --
: >in formats that the Atari 8-bit can't be used to READ. Did I miss a
: >philosophical/logical disconnection here somewhere in the last couple
: of
: >weeks?
: >
: >Chris Chiesa
: > lvt-cfc@servtech.com (formerly Chris_F_Chiesa@cup.portal.com)

: Chris,
: Actually, no. It's just that most, if not all of the users here
: have PC/Macs that can deal with this. However, there is no reason not
: to format these documents in AtariWriter or TextPro formats ro even
: ATASCII. It could be that the hypertext formats are easier to implement
: on the bigger systems. I suppose it wouldn't be too difficult to
: implement a hyperreader for these documents. HTML was originally
: suggested, because most of us happen to have HTML readers and the
: hypertext system would make the MTA come to life.

I didn't think that TextPro HAD a format.(that is,it's just ATASCII)

3104. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5431jq$67e@login.freenet.columbus.oh.us>
Source record: 79426

Markus Gietzen (iig05-1@htw.uni-sb.de) wrote:
: BlacKat wrote:

: > Ok, you all claim that XL-It will boot ATR disk images... my version (0.15)
: > will NOT under any circumstances boot ATR disk images at all... if i strip
: > off the 16-byte header it works just fine... what gives????

: To make it clear: .atr files work !! Most of my images are in .atr
: format.
: But your problem could be that you like writting in BIG letters
: and 0.15 only recognizes ".atr" but not ".ATR".
: That's fixed in 0.16.

The odd thing being that the extension really is "ATR",not "atr".
(PCs don't do lowercase(get Linux))

3105. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54330l$c72@login.freenet.columbus.oh.us>
Source record: 79427

Maury Markowitz (maury@softarc.com) wrote:
: In article <53h4hd$brm@login.freenet.columbus.oh.us>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: > Star Raiders 2 was such a rip-off.

: I for one loved it. I liked the idea of flying from system to system
: vial the "warp" points and the different kinds of fighters and such. But
: remember, it's not Star Raiders II, it's The Last Starfighter with the
: name changed for some mysterious reason.

I have the Last Starfighter version was well.There are some small differences.

Oh,I liked it,it was engaging.
I wish they could've merge the simulator style of 1 with the graphics and
interplanetary-ness of 2/Last Starfighter.

I just wish they could've made a real sequel.

Like how I like some ST games,but I wish they could've made a real sequel
to the Atari,like Apple did with the Apple][gs.

(so I got a Amiga)

3106. Re: fav 8 bit game

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5433f0$e2u@login.freenet.columbus.oh.us>
Source record: 79428

Frank Seipel (fseipel@freenet.columbus.oh.us) wrote:

: > irata@aztec.asu.edu (JOHN COLLINS) wrote:
: >
: >
: > >My favorite game is BallBlazer. The whole package, the animation
: > >the joystick-busting gameplay makes it, IMHO, the best ever.
: > >Unfortunately, it seems there are many out there who absolutely
: > >hate it. I even have a used copy of it where someone scrawled
: > >"Stupid scrolling 2-player game". Their loss.
: > >--

: A new 9o's version of Ballblazer is scheduled to be released soon for the
: Sony Playstation.

: Based on the screenshots, it appeared very similar to the old Atari 8-bit
: version -- rotofoils, goals, and the ball were all in the field of view,
: but the graphics were spectacular compared to the 8-bit classic.

Great,but I tend to wait until the games are under $20 before I buy a new
system.

: As far as two-player games go, I rank Ballblazer in the same league as
: Mule, Archon 1 and Archon 2, and Dandy (the precursor to Gauntlet,
: released by APX -- you could even play four player Dandy on an Atari 8oo).

I dunno,M.U.L.E. was too businessy.I prefer WAR strategy games.
The (Return of the?) Archons,of course,are the best.
Dandy,yet another example of why I like Big-Text modes.
You could make up you own levels.
But when playing with others,it was easy to run off the side of the screen
and get lost.
Also;you can see the effect of four-player operation on a 800XL.
Player 3 will move the same as player 1.The same with 4 and 2.
This has to do with the XL OS.

: Well, that's enough reminiscing for one day....

: --
: Frank Seipel
: fseipel@freenet.columbus.oh.us

I wondered what ever happened to you.Wayne never did put up the files from
your Corvuses.See you in the Future...

3107. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5434ht$jab@login.freenet.columbus.oh.us>
Source record: 79429
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Rick Vazquez (vazquezr@physics.ucla.edu) wrote:
: In article <32603791.7DD@htw.uni-sb.de>, iig05-1@htw.uni-sb.de says...
: >
: >I'd like to announce that XL-it! 0.16 Atari 8-bit emulator
: >is available at:
: >
: > http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
: >
: >New features:
: >
: > o Better sound
: > o PC-Joystick support
: > o User Interface
: > o Speed-lock
: > o better modex-support
: >
: >Bye,
: > Markus
: >
: >--
: >Markus Gietzen Author of XL-it! Atari XL/XE-emulator
: > GenEm Sega Genesis Emulator
: >E-Mail: iig05-1@htw.uni-sb.de
: >WWW: http://www.htw.uni-sb.de/people/mgietzen.html
: >

: Hello everyone. I haev downloaded the new ver. of Xl-it, but I have a small
: problem.

: 1) It runs through windows fine, a bit slow though. When I load it through dos
: it just hangs. Does anyone else have this problem???

I can run it once,but a second time makes it lock up.I press the reset key
to fix it.(should've been called the "REBOOT" key)
--
The Doctor

3108. Re: "Graphix AT" - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5434t2$l4d@login.freenet.columbus.oh.us>
Source record: 79430

Tim Johnson (tbyte@juno.com) wrote:
: I bought a full XEGS setup at a thrift store for about $5. Gun, system,
: 1050 disk drive, and 1030 modem (which I have no power supply for). I

The 1030 uses the same power supply as a 2600.
You can buy a generic power supply at Radio shack.Set it for 5VDC+.
(that is,5 volts on a DC power adapter,core/polarity possitive)

: also bought Blue Max, Flight Simulator, and Galaxian for it. But that's

Did you get the disk or cartridge Flight Simulator.The cartridge is much
nicer.

: off the subject. With it was a strange box called the "Graphix AT". It
: is a black box manufactured by a company called "xetec". It has a cable
: coming out of it that ends in a standard Atari 8-bit connector. At the
: bottom of the box (the box is sized/shaped like a cartridge of some
: sort) is a male parallel port connector (that's what it looks like). On
: the box itself is a set of 8 switches.

: What in the world is this? Is it of any use to anyone?

Well everyone else answered,so will I.
It's a Centronic printer port adapter.
--
The Doctor

3109. Re: Precision Timer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <543643$qqn@login.freenet.columbus.oh.us>
Source record: 79431

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <541ll4$e7h@kirin.wwa.com> ericcron@wwa.com (Eric Michael Cron)
: writes:
: >
: >Can I use an Atari 8bit as a percision timer for a household
: appliance?
: >I want to be able to run something for two minutes, then turn it off
: for
: >twenty, and continue that cycle indefintely.
: >
: >Any help would be greatly appreciated.
: >
: Eric,
: No. The jiffy clock in the 8-bit is not precise. You'd have time
: drift +/- depending on the machine. If you add an R-Time8 cart to your
: system, it would be better, but still not completely accurate. My
: R-Time8 can drift as much as a minute/month. That is probably close
: enough. The jiffy clock (counter) will most definitely drift much more
: than a minute/day, maybe more. For stuff that doesn't need even that
: close timing, then sure! There are lots of things you could do this
: way. I just wouldn't recommend it for long durations without
: adjustments. Of course, it may be just what you want for lights and
: such for security.

Your problem might be that many think that a jiffy is 1/60th of a second.
There are actually 59.92334 jiffies in a second,not 60.
(from "Mapping the atari")
--
The Doctor

3110. Re: yogi'S

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5436fu$s75@login.freenet.columbus.oh.us>
Source record: 79432

Kevin S. Moore (fu511@cleveland.Freenet.Edu) wrote:

: If anyone has any trouble running files that he or she may
: download from Yogi's Web site..such as alot of those games
: from over sea's..use RanaDOS..aka SmartDOS to run your
: D/L's. This Dos runs almost any file..including the Over Seas..
: stuff. For those who don't know what I am talking about check out
: www.3rd Planet.Com via the URL that C.P.L. (Cleveland Public Libraray)..
: TYPE: G key to call up the URL..and surf the WEB free..Yea, FREE.

: I am a young alien type declaring now that: I am not Cool anymore..
: **********

: *.*
: Wip-it
: *.*
: --
But what is the full pathname to download it?!?
--
The Doctor

3111. NTSC machine wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: fult navn <brukernavn@online.no>
Message-ID: <543gkb$r5r@o.online.no>
Source record: 79433

I am looking for an Atari 130XE NTSC model and preferably
a hard disk including SCSI adapter for the MIO.
Any body able to help ?

3112. Oops, something wrong happened but still need an Atari 130XE NTSC

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <543gvt$rja@o.online.no>
Source record: 79434

I wrote a message, but my name didn't appear, but I think it
is allright now. I would like to purchase an Atari 130XE NTSC
model and a hard disk with SCSI adapter for my MIO. Does
anybody have something lying around to sell cheaply ?

3113. Re: XFormer 96!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1610962307220001@cisjx91.demon.co.uk>
Source record: 79435

In article <32623A9D.744470F3@donet.com>, Don Mahurin <dmahurin@donet.com>
wrote:

> >
> > Rainbow was originally Mac and as such was always considered a Mac
> > program. The Rainbow 95 name is just following the shining example of
> > Microsoft which indicates it runs under Windows 95.
>
> Shining example nothing. Microsofts dim[wit] example.
>

Hey, I was being sarcastic :^)

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

3114. DiskComm

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: justin@imperium.net
Message-ID: <32656FAC.5DAC@imperium.net>
Source record: 79436

I was wondering where I can find a copy of Disk Comm for use with an Atari emulator. Right now, I don't have an APE or SIO2PC cable, so I have to get DiskComm from the net. I found the Joy Ride demo that everybody was raving about, but it ends in .DCM (if I remember right, that was a Disk Comm file - a boot disk converted into a file, but it has been a while, so I could be wrong). Thanks for any info

P.S.
my e-mail is justin@imperium.net

3115. Re: CTIA vs GTIA

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <326557D7.2B84@iexist.flw.lucent.com>
Source record: 79437

Robert Smith Ely wrote:
>
> In <01bbb9a3$8afc02c0$259072ce@forester> "Richard Forester"
> <forester@blarg.net> writes:
> >
> >Does anyone know how to determine if an Atari 800 has a CTIA or GTIA
> chip?
> >
> >Thanks,
> >Richard
> >
> Richard,
> This is easy. In BASIC (BASIC Cart installed) Type the following.:
>
> 10 GR.9
> 20 F.X=0 TO 79:C=INT(X/5)
> 30 C.C:PL.X,0:DR.X,159
> 40 N.X
> 50 GOTO 50

There is an easier way, but I don't have the exact information at my
fingertips. You can peek(???) some location and what you get back tells
you if you have ctia or gtia chip. Anyone remember the location?

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

3116. Atascii Movie Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: Tom D'Ambrosio <ambrosia@flash.net>
Message-ID: <326562FF.6FF9@flash.net>
Source record: 79438

Due to the constant updating of this sig, I am reposting this
information regarding the "Text-Movie Warehouse";

http://www.flash.net/~ambrosia/

a site dedicated to text based animations. Many Atascii (8bit) and IGS
(ST) files are available for free download, including viewer software
and links to emulators.

Our site is in desperate need of Movie contributions. If you have any
old text movies (any platform, including RIP and VT100), or you're just
looking for fun, please drop by.

This site looks best when viewed using Netscape 2.x and above, though
any browser should do.

See you there. Tom D'Ambrosio

3117. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: bmcbrine@pine.alberni.net
Message-ID: <544efk$gob@pine.alberni.net>
Source record: 79439

In article <325CFB6A.60B@avana.net>,
Richard L. Johnson <rmjohn@avana.net> wrote:
>
>That being said, IMHO the 600XL's were fitted with much better
>keyboards. In fact, I knew a lot of people in my old user group that
>picked up second hand 600XL's just to fit their 800XL's with the 600XL's
>keyboard

My 800XL has what I term a Great keyboard. It was my first Atari computer,
and now I also have a second hand 600XL. (Ironic eh?) My 600XL has what
I term a Cruddy keyboard. It's stiff and tall and very uncomfortable to use.
By comparison, the 800xl has a lowprofile, soft touch keyboard, and is a
pleasure to use. The surface texture too is smooth, where the 600xl one
is rougher...

I don't know what changes Atari made to their kb's, but some are great,
some are cruddy. The XE kb's are not great, but not as bad as the 600xl
kb I have.

LONG LIFE ARCHON! :-)

TC,
=Bill=
--
* Bill McBrine #*# EMail: ragtag@freenet.alberni.net (other address pending)
Interests: Atari-8bit. Tandy 6000 (with 3.01.00) * bmcbrine@pine.alberni.net
Robotics. Linux. Amiga News. Networking. User-friendly Data-management Systems.
Jacques Villeneuve: Pole Position in first career Formula-1 Race! Finished 2nd!

3118. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1610962358580001@metricom39.ucsc.edu>
Source record: 79440

In article <544efk$gob@pine.alberni.net>, bmcbrine@pine.alberni.net
(Bill_McBrine) wrote:

>In article <325CFB6A.60B@avana.net>,
>Richard L. Johnson <rmjohn@avana.net> wrote:
>>
>>That being said, IMHO the 600XL's were fitted with much better
>>keyboards. In fact, I knew a lot of people in my old user group that
>>picked up second hand 600XL's just to fit their 800XL's with the 600XL's
>>keyboard
>
>My 800XL has what I term a Great keyboard. It was my first Atari computer,
>and now I also have a second hand 600XL. (Ironic eh?) My 600XL has what
>I term a Cruddy keyboard. It's stiff and tall and very uncomfortable to use.
>By comparison, the 800xl has a lowprofile, soft touch keyboard, and is a
>pleasure to use. The surface texture too is smooth, where the 600xl one
>is rougher...

I have two 800XLs (actually one is my dad's and one is mine). Mine, in
addition to having a RAMBO XL which I installed personally :), has a very
nice keyboard like the one you describe. My dad's, on the other hand,
appears to be an earlier machine (all the chips are socketed where many of
mine are soldered), and has a very stiff keyboard with tall keys. I can't
type on it very well because of how much friction there is when pushing in
a key.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3119. Help with Eastern Front 1941

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: Rfulton@icis.on.ca
Message-ID: <543nm4$m80@nic.win.hookup.net>
Source record: 79441

This was a favourite game of mine many years ago. I finally got the cart, and I can't remember much. Does anybody have the docs they can email me or point me to a site where I can find them? I would really appreciate it!

Thanks

Roger Fulton

3120. Atari ATR ????

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: Medman <medman@northnet.org>
Message-ID: <01bbbb7e$3db3fd60$c45ee8cd@medman>
Source record: 79442

Can We post and trade atari ATR files in this newsgroup?

3121. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: davidg@rivendell.otago.ac.nz
Message-ID: <davidg-1610961507500001@ou076082.otago.ac.nz>
Source record: 79510
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

> Marcus,
>
> I'd love to get your newest version of XL-It! but it seems your
site is
> down... at least it's down for me, i've been unable to get to it for the
> last two weeks...
>

You can dl XL-It v0.16 from my home page.

ATS, Otago University Phone Ext: 8505
Dunedin, New Zealand Email: DavidG@bagend.otago.ac.nz
URL: http://www.otago.ac.nz/Web_menus/User_Homepages/david/
(has Magic decks, Atari games, MS-DOS utils and Warcraft II puds)

3122. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32644af5.8640300@news.superlink.net>
Source record: 79511

-
-Has anybody here personally ever had any success copying carts? I
-tried it a couple of times with a Missile Command cart and using a
-cart copying program (forgot the name of it), but I've never gotten a
-successful copy, inserting the cart either locks up the computer or I
-end up with a file that doens't run (and that's with a regular 8K
-cart, I can imagine that trying to copy a bankswitched cart would be
-close to futile)......
-
-
Yes, copying carts is easy. Not when they are bank select though.
I cant get the data to bank select to get all the info out of the
cart.
Thats not even counting rewriting the darn thing so it runs out of RAM
and doesnt bank select anymore.
"Cartcopy" by David Young always did it for me. Later carts were
protected though. (Missile Command wasnt)

3123. Precision Timer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <541ll4$e7h@kirin.wwa.com>
Source record: 79512

Can I use an Atari 8bit as a percision timer for a household appliance?
I want to be able to run something for two minutes, then turn it off for
twenty, and continue that cycle indefintely.

Any help would be greatly appreciated.

3124. yogi'S

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <541r56$qmk@madeline.INS.CWRU.Edu>
Source record: 79513

If anyone has any trouble running files that he or she may
download from Yogi's Web site..such as alot of those games
from over sea's..use RanaDOS..aka SmartDOS to run your
D/L's. This Dos runs almost any file..including the Over Seas..
stuff. For those who don't know what I am talking about check out
www.3rd Planet.Com via the URL that C.P.L. (Cleveland Public Libraray)..
TYPE: G key to call up the URL..and surf the WEB free..Yea, FREE.

I am a young alien type declaring now that: I am not Cool anymore..
****

.
Wip-it
.
--

3125. Re: Precision Timer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <542h20$ssa@dfw-ixnews12.ix.netcom.com>
Source record: 79514

In <541ll4$e7h@kirin.wwa.com> ericcron@wwa.com (Eric Michael Cron)
writes:
>
>Can I use an Atari 8bit as a percision timer for a household
appliance?
>I want to be able to run something for two minutes, then turn it off
for
>twenty, and continue that cycle indefintely.
>
>Any help would be greatly appreciated.
>
Eric,
No. The jiffy clock in the 8-bit is not precise. You'd have time
drift +/- depending on the machine. If you add an R-Time8 cart to your
system, it would be better, but still not completely accurate. My
R-Time8 can drift as much as a minute/month. That is probably close
enough. The jiffy clock (counter) will most definitely drift much more
than a minute/day, maybe more. For stuff that doesn't need even that
close timing, then sure! There are lots of things you could do this
way. I just wouldn't recommend it for long durations without
adjustments. Of course, it may be just what you want for lights and
such for security.

3126. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3264E3FB.167E@htw.uni-sb.de>
Source record: 79515
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Dennis McGuire wrote:

> Why do I always get "Document has no data" when I try this URL???

Our site is VERY stressed. We hope to get a 2MB line soon. Until
then it's possible that you have trouble to connect to this site.
I suggest that you try to acces that site when it's night in Germany.

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3127. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3264E72C.2781@htw.uni-sb.de>
Source record: 79516

BlacKat wrote:

> That would explain it... =) i never actually even thought of that (and i am
> a programmer myself)... sorry Marcus! thanx for clairifying that one!!!

No problem. Without your note I hadn't found that bug !

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3128. Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn569pa1.vri.asmolar@nscs.fast.net>
Source record: 79517

I remember that there was some trick in The Miner 2049er cartridge where you could warp to any level that you want. I know you had to type something to turn on that feature. What was it? Big Five's phone number? I tried that and it didn't seem to work.

If anyone can refresh my memory, please do!

Thank you

3129. TurboBASIC 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <542uio$mf0@login.freenet.columbus.oh.us>
Source record: 79518

I have some docs for TurboBASIC.
But I want to know the difference between 1.0,1.5,and 2.0.
Also;where does 3.2q (or whatever,the one that worsk with SpartaDOS) fit in?

3130. Re: IDE Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <54623q$145@sjx-ixn6.ix.netcom.com>
Source record: 79369

In <32603971.3804@total.net> "David A. Paterson" <davepat@total.net>
writes:
>
>Robert Woolley wrote:
>>
>> Atari Classics is an 8-bit magazine started by Ben Poehland and
picked
>> up by a couple of 8-bit guys in California. It comes out every 3 or
4
>> months, whenever the publishers feel it is "ready". It has been
around
>> 32-36 pages and shows moments of greatness. If anyone out there has
a
>> yen to write an article for the Atari 8-bit community, give that
>> rwoolley@pbell.net a holler. Otherwise, it will degenerate into a
bunch
>> of techie-hardware hacks.....
>
>And what's wrong with a bunch of techie-hardware hacks?

It limits the audience too much... Even I would like to hear about
games or other publications or new s/w or type-in programs or
reviews.... It is little more work to send out 1000 issues than 100 -
and it is a lot more satisfying..... Not that we're in it for the
money, but we need a certain critical mass to really represent the
remaining 8-bit community.

3131. Re: Atari 2600 Paddle

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <3266A17E.689@midwest.net>
Source record: 79370

David A. Maxwell wrote:
>
> andy@hdscorp.com wrote:
> < snip >
> Has anyone ever figured out how to read the keypad that comes with
> the 2600 Star Raiders game on the 8-bit?
>
> What is the value of the pots used in an IBM joystick?

It's my understanding that the keypad for Star Raiders is the same as
the keypad from 2600 BASIC(and some of Atari's other educational carts)
and that it can be read using code from an example program in the back
of the Atari Basic Reference Manual that came w/ most 8-bit computers.
(or did you mean read the keypad on a pc?)
--

R. Laski, Jr.
rlaski@midwest.net

3132. Mapping The Atari - The ASCII File

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <3266A3DF.702A@midwest.net>
Source record: 79371

```
Is there a plain 'ol one?
--

R. Laski, Jr.
rlaski@midwest.net
```

3133. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1710961643260001@port40.bitstream.net>
Source record: 79372

In article <53uk13$km9@kensie.dorsai.org>, Sapphire@innonyc.com (Janice in NYC) wrote:

> Has anybody here personally ever had any success copying carts? I
> tried it a couple of times with a Missile Command cart and using a
> cart copying program (forgot the name of it), but I've never gotten a
> successful copy, inserting the cart either locks up the computer or I
> end up with a file that doens't run (and that's with a regular 8K
> cart, I can imagine that trying to copy a bankswitched cart would be
> close to futile)......

I copied some of my old carts to use with Rainbow. I first tried using a program called DMPCRT from the CIS library. It works well with anything that can boot DOS (language carts, AtariWriter). But with games, I couldn't get it to work--it'd alway freeze when I inserted the cart. I got ahold of a commercial "cart backup" program called "The Impersonator" from B&C and was able to do all the 8k and 16k carts that were left. As far as bank-switched carts go, only the OSS SuperCarts have been done successfully, as far as I know. And only Rainbow can run them. OTOH, many of the old 8k and 16k carts were converted to binary disk files by crackers years ago and a lot of them seem to be in Yogi's archive and elsewhere. (try ftp://ftp3.cyberspy.com/atari8).

Mark
marksim@bitstream.net

3134. jumpman.atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <3266556B.1279@uofrlaw.urich.edu>
Source record: 79373

Has anyone been able to get the 'jumpman.atr' disk image to work with any of the emulators? I haven't had any luck with: xlit016, xformer, or pokey. Pokey can handle the frames but doesn't have adequate cursor joystick support, xlit016 has good cursor-joystick support but can't handle the frames and xformer doesn't work at all. Has anyone been able to get 'jumpman.atr' to run any better than this? If so, please email or post a reply. Thanks

Falcon

3135. 8-bit and PC transfer help

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961017182141.28159D-100000@ns1.ptd.net>
Source record: 79374

This was e-mailed to me by someone who can only read newsgroups but not
write to them. He ask me to foward this to the comp.sys.atari.8bit for
him, though I'll later tell him how to post through e-mail.
Please reply all e-mail responces to his address, not mine. Thank you

Eric Noss
a.k.a
Mr. Maddog

---------- Forwarded message ----------

Date: Thu, 17 Oct 1996 11:37:12 +1300 (NZDT)
From: Harvey Kong-Tin <harvey.kong-tin@stonebow.otago.ac.nz>
To: mrmaddog@prolog.net
Subject: Dear Eric

Dear Eric
Can you post this request onto the comp.sys.atari.8bit
newsgroup for me?

I can only read from the newsgroups and not write/upload to it.
I am after the info about hooking up an Atari 1050 disk drive to the
PC for transferring disk images over.

I have lots of demo programs on some old 5.25" disks that I'd like to run
under the Xformer 2.51 Atari 800/XL emulator.

A lot of these old disks are US Doubler with skewed sectors,
or SpartaDOS true double density disks.

Can disk images be transferred across intact and usuable, where upon
a self-booting machine code menu is being used. ie. the disk format is not
standard SpartaDOS format.

The SIO2PC cable sounds like it's more costly? and has the hassle of
transferring from computer to computer, whereupon you need the right
software running on their respective computers which handshake each other
to transfer the data across...

Some? of these files are no doubt for the PAL version of the Atari
800/XLs,
is there an Xformer available as a PAL version?

I can receive attachment files OK, if you have the info, can you send it
to me, much appreciated.

The other option is to find someone who's already doing transfers from
5.25" disks to PC and wants access to a ton of new files?

I could post the floppies over to him/her for transfer.

I do have lots of varied stuff...
such as lots of graphics demos and picture files {drawn by myself and
other artists I have known, and still others by artists I do not know.}
These are in Technicolour Dream, Fun with Art, AtariArtist/MicroPainter
formats.

I do have some pretty amazing demos as well.

Plus the usual games stuff. Some games are not normally available too...

My email address is harvey.kong-tin@stonebow.otago.ac.nz
I can receive attachment files OK.

3136. Re: 800 OS Rom pinout

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5468nr$o7t@freenet-news.carleton.ca>
Source record: 79375

"David A. Paterson" (davepat@total.net) writes:
> Steven J. Tucker wrote:
>>
>> Anyone have the pinout for the 2 8k os roms on the 800 os board? They
>> dont appear to be any kind of eprom compatible rom my reader
>> can recognise.
>>
>> I'm not looking for rom images, I need the pinout to create a new
>> rom for the real 800.
>>
>> Thanks
>>
>> Steve
>
> As I recall, it's one 8k ROM and one 2k ROM with the floating point
> system for a total of 10k. The FP routines are in a 2532 compatible
> package, as I recall... but it's been a while..

If anyone has a schamatic it would be good to get this info and
put it in the FAQ. My os board has 3 roms, A401, 402, & 403. There
must be 16k of ROM, otherwise you couldnt fill up C000-FFFF. I
know there is a way to disable the math pack, so possibly the 2k
rom is overlaid on the 16k space?

Steve

3137. Re: Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <546901$ocf@freenet-news.carleton.ca>
Source record: 79376

Barry Gordon (bgordon@ecst.csuchico.edu) writes:
>
> Does anybody (Bob? Are you reading this, Bob?) know the timing specs for
> the 130XE? I know it's different from the XL. As I recall, on the XL you
> can hold the RESET button down and the computer will "hang" until you
> release the button, upon which the reset cycle will be completed. However,
> if I remember correctly, on the 130XE, if you hold the RESET button down,
> you will get a full reset cycle. Releasing the button will then perform a
> second reset cycle.

I think the RESET key on the 800xl is just tied to reset on the CPU. It
then checks for 3 'magic' values in memory when it jumps through the
start vector. If it fails, cold start, if it passes warm start.

Does the 130xe generate a 800 style interrupt only? I dont have one
here so im just guessing.

Steve

3138. Re: FT/S: Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: jasonbar@rose.ucsb.edu
Message-ID: <546q1s$bf1@rose.ucsb.edu>
Source record: 79377

Sapphire@innonyc.com (Janice in NYC) writes:

>rpribish@wheel.dcn.davis.ca.us (Reinhard Pribish) wrote:

>>Star Wars: Return of the Jedi: Death Star Battle ($10)

>They actually made a Return of the Jedi game for the 8-bit? Is this
>anything like the arcade Rerun of the Jedi(i.e. vector type graphics
>like the first Star Wars)?

Yup, and nope.

There does exist a game. It's also on the 2600--an exact port, as far
as I can tell. It's nothing like the arcade game (which is NOT a vector
graphics game. SW and ESB were vector, RotJ was raster).

You've fly the falcon along the bottom 1/4 or so of the screen shooting
enemy ships whilst the new deathstar is being built up on the top portion.
After it's built, it starts firing @ you and you have to fire back.

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling..PWEI.LEGO.Tit Wrench.Battle of the Planets.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3139. atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: jasonn@mail.carol.net
Message-ID: <543p0h$2bn@news1.sunbelt.net>
Source record: 79378

I'm looking for these 8-bit atari games...EIDOLON, RESCUE ON
FRACTALUS, JUMPMAN, and KRONUS RIFT...if you have one for sale please
e-mail.....

jasonn@mail.carol.net

3140. Re: Game screen shots (10/17/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: foxtrot@autobahn.mb.ca
Message-ID: <5493vm$r12@portal.mbnet.mb.ca>
Source record: 79379
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.classic

On Thu, 17 Oct 1996 18:29:54 GMT, vga2000@ix.netcom.com (Michael J.
Novak Jr.) wrote this drivel:

>I have just added 38 Nintendo-64 and 95 Sega Genesis game screen
>shots to my WWW site. This brings the total number of ORIGINAL screen
>shots on-line to 1143, for the following systems:

>Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
>Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
>Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
>Vic-20 computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
>SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis and Nintendo 64.

Good God! Vic-20 screenshots? yet no Jag?

IBM / \
JAGUAR _/ Magrathean Dragon foxtrot@autobahn.mb.ca
COMMODORE | |
,--------------+-+---.
||||||||||||||||X| --)
`--------------+-+---'
GAMEBOY |_| "If You don't like your job, you don't strike! You go
-==(UDIC)==- / \ in day in and day out, and do it really half ass.
_/ That's the American way!" - H. Simpson

3141. Re: Precision Timer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <54469t$7l1@kirin.wwa.com>
Source record: 79443

In article <543643$qqn@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us says...
>
>Robert Smith Ely (rely@ix.netcom.com) wrote:
>: In <541ll4$e7h@kirin.wwa.com> ericcron@wwa.com (Eric Michael Cron)
>: writes:
>: >
>: >Can I use an Atari 8bit as a percision timer for a household
>: appliance?
>: >I want to be able to run something for two minutes, then turn it
off
>: for
>: >twenty, and continue that cycle indefintely.
>: >
>: >Any help would be greatly appreciated.
>: >
>: Eric,
>: No. The jiffy clock in the 8-bit is not precise. You'd have time
>: drift +/- depending on the machine. If you add an R-Time8 cart to
your
>: system, it would be better, but still not completely accurate. My
>: R-Time8 can drift as much as a minute/month. That is probably close
>: enough. The jiffy clock (counter) will most definitely drift much
more
>: than a minute/day, maybe more. For stuff that doesn't need even that
>: close timing, then sure! There are lots of things you could do this
>: way. I just wouldn't recommend it for long durations without
>: adjustments. Of course, it may be just what you want for lights and
>: such for security.
>
>Your problem might be that many think that a jiffy is 1/60th of a
second.
>There are actually 59.92334 jiffies in a second,not 60.
>(from "Mapping the atari")
>--
> The Doctor

Thanks for the responses, but, how can this be done? I'm no
programmer. Is there a program out there? Will I need any sort of
special hardware? I'm not worried about being exact, even a minute a
day off would be o.k,

Thanks again

3142. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <326556f4.713150@news.superlink.net>
Source record: 79444

On 16 Oct 1996 13:41:34 GMT, asmolar@nscs.fast.net (Tony Smolar)
wrote:

-I remember that there was some trick in The Miner 2049er cartridge
-where you could warp to any level that you want. I know you had to
-type something to turn on that feature. What was it? Big Five's
-phone number? I tried that and it didn't seem to work.
-
-If anyone can refresh my memory, please do!
-
-Thank you
-
I think after you type the phone # you have to type CTRL-# of level to
warp to.

3143. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <544e06$9qo@nexp.crl.com>
Source record: 79445

In article <5430ch$u5@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: Actually,if you put it in nroff format,groff (GNU nroff) can translate it
: into postscript,which (I think) can be translated into other formats.
: My groff is sort've old,maybe it has more post-processors now.
: (what translates groff's output into TTY,ps or other forms)

DVI files (TeX output) can be translated into PostScript as well; in
fact, that's how a lot are printed. And, as a plus, TeX doesn't look
nearly as arcane and mystic as the nroff format does. I'd think that
converting MTA into nroff format would be a bigger project that the
original MTA (No, I'm not joking).

-Kyle R. Hofmann

3144. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbbfe$0124d920$2bf7aecc@blackat.direct.ca>
Source record: 79446

> No problem. Without your note I hadn't found that bug !

Cool! so do i get a mention in the next readme? =) =)

Will

3145. Re: "Graphix AT" - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbbfe$7de88ba0$2bf7aecc@blackat.direct.ca>
Source record: 79447

> You can buy a generic power supply at Radio shack.Set it for 5VDC+.
> (that is,5 volts on a DC power adapter,core/polarity possitive)

Hey! I work at RadioShack (note that it's one word now!)... and we do have the adapter for you... it'll cost about $19.99 to $29.99 (higher if you want a regulated power supply), and that's in Canadian dollars! =)

3146. Re: Xformer Sound - Major Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbbff$1811e0a0$2bf7aecc@blackat.direct.ca>
Source record: 79448

> Yeah, unfortunately - that's the way it is. Believe it or not, I load up
> X-Lit 6.0, and that clears bad sound hums and such from Xformer. In
> fact, this new version of X-Lit has quite good sound emulation, enough
> that I'm not even bothering with Xformer 3.5, since this new version
> came out. Now, I can wait 'till the game-compatibility rate increases.
> While many games work on XL-It, there are quite a few favs they don't. I
> noticed on many of the incompatible games, as soon as you press start -
> your character/player dies instantly. :-)
>
> XL-it 6.0 has now become my favorite emulater for 8-bit Atari. I will
> gladly support the work of this author.
>
> Thanks for your input.

Before Marcus takes note, it's "XL-It! v0.16"... =) =)

One of the games you can get around the 'instant death' bit is Fort
Apocolypse (sp?)... simply hold the joystick in a direction while hitting
'start' and you will instantly start flying around and thus won't die... =)

Will

ps: i found that out cause i just had to play FA! =)

3147. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3265C2DD.2BA9@htw.uni-sb.de>
Source record: 79449

Daniel Klugh wrote:

> The odd thing being that the extension really is "ATR",not "atr".
> (PCs don't do lowercase(get Linux))
Dear Mr. "I know everything better".
I've developed XL-it! with Linux.
That's in fact is the reason for that behavior because all "atr" I got
were in lower case...

Bye,
Markus
--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis Emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3148. WTB [GER]: ATARI 1050 or similar

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: hg945ga@rs1-hrz.uni-duisburg.de
Message-ID: <544vh3$auh@h20-hrze.uni-duisburg.de>
Source record: 79450

Hi,

though I know that there are mostly dudes from oversea posting into this
group, I guess there are a fiew Atarians who are willing to sell a
Diskdrive for my 800XL and live in the german area ....

Thany in advance
DMG

E-Mail: DMG@uni-duisburg.de

3149. J & R's RetroTek Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: John Whitcore <whitcore@concentric.net>
Message-ID: <54517j$3a8@herald.concentric.net>
Source record: 79451

Hi Everyone !

As you already know, we were having intermittent problems with our computer. Unfortunately, we are now completely offline. Hopefully we'll be back up and can finally finish the auction in about a week.

Thank you all for being so patient !

. . . j & r

3150. Caverns of Mars

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <326610A7.319F@ncweb.com>
Source record: 79452

Hi,

Anyone have a DCM copy of "Caverns of Mars"?? A friend of mine asked me
if I had it. I probably do ..... somewhere among a 'bazillion' disks.
It would be easier to just receive it as an e-mail attachment, rather
than going thru hundreds of diskettes.

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
****

3151. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_845550526@rtfm.mit.edu>
Source record: 79453
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 27, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following four Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

3152. Re: CTIA vs GTIA

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <54554d$11d@dfw-ixnews11.ix.netcom.com>
Source record: 79454

In <326557D7.2B84@iexist.flw.lucent.com> Kit Kimes
<kimes@iexist.flw.lucent.com> writes:
>
>Robert Smith Ely wrote:
>>
>> In <01bbb9a3$8afc02c0$259072ce@forester> "Richard Forester"
>> <forester@blarg.net> writes:
>> >
>> >Does anyone know how to determine if an Atari 800 has a CTIA or
GTIA
>> chip?
>> >
>> >Thanks,
>> >Richard
>> >
>> Richard,
>> This is easy. In BASIC (BASIC Cart installed) Type the
following.:
>>
>> 10 GR.9
>> 20 F.X=0 TO 79:C=INT(X/5)
>> 30 C.C:PL.X,0:DR.X,159
>> 40 N.X
>> 50 GOTO 50
>
>There is an easier way, but I don't have the exact information at my
>fingertips. You can peek(???) some location and what you get back
tells
>you if you have ctia or gtia chip. Anyone remember the location?
>
>--
>Kit Kimes
>Lucent Technologies Bell Labs
>Naperville, IL
>phone: (630)-979-8113
>email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM
Kit,
Well, it's not a peek, but a poke. Poke 623,64. If you have the
GTIA, the screen will go black, if not, you have the CTIA. (Mapping the
Atari)

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3153. Re: HTML version: Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5454eb$5h9@dfw-ixnews6.ix.netcom.com>
Source record: 79455

In <543173$4h8@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
----snip----
>Winword?!?
>Sheesh,at least put it in something that someone can read on a cheap
8088.
>I don't know what Elvis needs.
>(which reads HTML and nroff man files)

Daniel,
So what's so bad about Winword? Fine, Word for DOS. This is getting
old now. Scan it in, present it in as many formats as possible and
enjoy. If it's not in a format you need to use, get a copy ina a format
that can be converted at your end to the format you like. This
shouldn't be so difficult. Sheesh...

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3154. Re: Precision Timer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5454mt$5ih@dfw-ixnews6.ix.netcom.com>
Source record: 79456

In <543643$qqn@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>Your problem might be that many think that a jiffy is 1/60th of a
second.
>There are actually 59.92334 jiffies in a second,not 60.
>(from "Mapping the atari")
>--
> The Doctor
Daniel,
Not a problem, really. He was looking to do something timer
critical and the jiffy counter isn't meant for that kind of timing
compared to normal life. 1/59.92334 sec doesn't cut it when you really
need 1/60 sec counting. Runs too fast.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3155. Re: Precision Timer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: Harald Schoenfeld <hs@undine.physik.uni-erlangen.de>
Message-ID: <32660D74.29DA@undine.physik.uni-erlangen.de>
Source record: 79457

Eric Michael Cron wrote:
>
> Can I use an Atari 8bit as a percision timer for a household appliance?
> I want to be able to run something for two minutes, then turn it off for
> twenty, and continue that cycle indefintely.

Absolutely yes. The atari has 4 timers, running with (as far as I can
remeber) up to 1/8 of the cpu clock rate. That is VERY accurate. I have
to look up the details in a book. Basically, it is very easy. Just some
pokeing around.

The there is also the 50/60 Hz timer, controlled by the VBI.

3156. 800 OS Rom pinout

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <544om9$78c@freenet-news.carleton.ca>
Source record: 79458

Anyone have the pinout for the 2 8k os roms on the 800 os board? They dont appear to be any kind of eprom compatible rom my reader can recognise.

I'm not looking for rom images, I need the pinout to create a new rom for the real 800.

Thanks

Steve

3157. Re: DiskComm

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <545995$t54@news.mel.aone.net.au>
Source record: 79459

In article <32656FAC.5DAC@imperium.net>, justin@imperium.net says...
>
>I was wondering where I can find a copy of Disk Comm for use with an
>Atari emulator. Right now, I don't have an APE or SIO2PC cable, so I
>have to get DiskComm from the net. I found the Joy Ride demo that
>everybody was raving about, but it ends in .DCM (if I remember right,
>that was a Disk Comm file - a boot disk converted into a file, but it
>has been a while, so I could be wrong). Thanks for any info

You could try http://zippy.sonoma.edu/~kendrick/nbs/ataricat/
I remember
seeing a few utils here, including Diskcomm..... If you have any trouble,
I could send you my copy- Steve <stev@networx.net.au>

3158. Re: Precision Timer?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5455ov$16j@dfw-ixnews11.ix.netcom.com>
Source record: 79460

In <54469t$7l1@kirin.wwa.com> ericcron@wwa.com (Eric Micahel Cron) writes:

>Thanks for the responses, but, how can this be done? I'm no
>programmer. Is there a program out there? Will I need any sort of
>special hardware? I'm not worried about being exact, even a minute a
>day off would be o.k,
>
>Thanks again
>
Eric,
If that's the case, then the jiffy counter would probably be fine.
You could do such controlls from BASIC. You beed to read the juffy
counter locations at 18, 19 and 20. 20 is the fastest counter the 1/60
sec counter (aprox). It counts to 255 then updates 19. When 19 reaches
255 it then updates 18. By poking eack location with 0, you reset the
counter. This is only a counter, not time. you have to convert the data
to time. I have a BASIC and BASIC XL program that uses the jiffy
counter as a sort-of binary display clock. I will e-mail you a copy to
look over.
You'll also need to control the joystick port pins for event on/off
output. Check Mapping the Atari for more info on these items. Then once
you can control the joystick output and read the jiffy counter, all you
need to do is use if/then lines to tell the port to do something when
the counter = some predefined number. Pretty easy, as far as the
computer side goes.
The joystick port drops to 0v when the event occurs, so you need
TTL logic external to the computer to do the real off/on switching.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3159. FT/S: Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <545hhs$q8d@mark.ucdavis.edu>
Source record: 79461
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic,alt.atari.2600

```
_____________________________
|
| For Sale (or Trade for Atari 2600 carts):
|
| Atari 400/800 (8-bit) computer cartridges.
|
| Shipping is $2 for 1 or 2 carts,
| $3 for 3 or more carts.
|_____________________________

Basic ($2)
Caverns of Mars ($3)
Centipede ($3)
Defender ($3)
Donkey Kong ($3)
Missile Command ($3)
Pac-Man ($2)
Space Invaders ($4)
Star Raiders ($2)
Super Breakout ($3)
Music Composer ($5)
Pilot (Programming Language) ($5)
E.T. Phone Home ($4)
Submarine Commander ($6)
Demon Attack ($6)
Frogger ($6)
River Raid ($6)
Star Wars: Return of the Jedi: Death Star Battle ($10)
Buck Rogers: Planet of Zoom ($8)
Miner 2049'er ($6)
Q-Bert ($6)
Atariwriter ($4)
Robotron ($4)
```

3160. Re: 800 OS Rom pinout

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32667535.2398@total.net>
Source record: 79462

Steven J. Tucker wrote:
>
> Anyone have the pinout for the 2 8k os roms on the 800 os board? They
> dont appear to be any kind of eprom compatible rom my reader
> can recognise.
>
> I'm not looking for rom images, I need the pinout to create a new
> rom for the real 800.
>
> Thanks
>
> Steve

As I recall, it's one 8k ROM and one 2k ROM with the floating point system for a total of 10k. The FP routines are in a 2532 compatible package, as I recall... but it's been a while...

3161. FT/S: Atari 800 and 1050 drive w/12 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <545h41$q8d@mark.ucdavis.edu>
Source record: 79463
Cross-posted to: misc.forsale.non-computer,ba.market.misc,ucd.swap,rec.games.video.marketplace,rec.games.video.classic,alt.atari.2600,comp.sys.atari.8bit

```
-----------------------------
|
| For Sale: $75 + Shipping (or Trade for Atari 2600 carts).
|
| Atari 800 computer system with:
|
| * 1050 Disk Drive
| * Connecting cable
| * Power supplies for both units
| * 2 joysticks
|
| And these 12 carts:
|-----------------------------

Asteroids
Basic
Centipede
Defender
Donkey Kong
Galaxian
Missile Command
Pac-Man
Popeye
Qix
Star Raiders
Super Breakout
```

3162. Game screen shots (10/17/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <326679b3.38380161@nntp.ix.netcom.com>
Source record: 79464
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.classic

I have just added 38 Nintendo-64 and 95 Sega Genesis game screen
shots to my WWW site. This brings the total number of ORIGINAL screen
shots on-line to 1143, for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
Vic-20 computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis and Nintendo 64.

More will be added as I have time. Eventually, I will have my entire
collection on-line (hopefully before the turn of the century :)

The Sega CD / Sega 32X, CD-i and Atari Jaguar are probably
next in line.

If this is of interest to you, the URL is listed in my sig.

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T
lists, it isn't FS/T :)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

3163. Re: TurboBASIC 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: "Konrad M.Kokoszkiewicz" <draco@mi.com.pl>
Message-ID: <326673F8.73F4@mi.com.pl>
Source record: 79465

Daniel Klugh wrote:
>
> I have some docs for TurboBASIC.
> But I want to know the difference between 1.0,1.5,and 2.0.
> Also;where does 3.2q (or whatever,the one that worsk with SpartaDOS) fit in?

What is the Turbo BASIC 2.0?

KMK

3164. Re: CTIA vs GTIA

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: dj390@FreeNet.Carleton.CA
Message-ID: <545uee$kke@freenet-news.carleton.ca>
Source record: 79466

Robert Smith Ely (rely@ix.netcom.com) writes:
> In <01bbb9a3$8afc02c0$259072ce@forester> "Richard Forester"
> <forester@blarg.net> writes:
>>
>>Does anyone know how to determine if an Atari 800 has a CTIA or GTIA
> chip?
>>
> This is easy. In BASIC (BASIC Cart installed) Type the following.:
>
> 10 GR.9
> 20 F.X=0 TO 79:C=INT(X/5)
> 30 C.C:PL.X,0:DR.X,159
> 40 N.X
> 50 GOTO 50
>
> If you have the GTIA, It will plot 16 grey scale bars across the
> screen. If not it won't do anything or give you an error. I think it
> just goes black.

Here's another approach:

Ian Chadwick's "Mapping The Atari- Revised Edition" has
the shortest possible test for the presence of the GTIA:

In BASIC, type POKE 623,64 [RETURN] and if the screen
blackens, you have the GTIA chip.

3165. Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961017121247.26517A-100000@pathogen.ecst.csuchico.edu>
Source record: 79467

I tried posting this to a free-access Usenet server last night, but apparently it didn't go out. But if you see a duplicate appear in the near future, you'll know why.

Anyhow, I'm designing a little add-in circuit for my 130XE and one of the outputs will tie to the Reset line coming from the keyboard. What I need to know is how long the Reset line needs to be pulled low in order to guarantee a stable reset of the computer.

Does anybody (Bob? Are you reading this, Bob?) know the timing specs for the 130XE? I know it's different from the XL. As I recall, on the XL you can hold the RESET button down and the computer will "hang" until you release the button, upon which the reset cycle will be completed. However, if I remember correctly, on the 130XE, if you hold the RESET button down, you will get a full reset cycle. Releasing the button will then perform a second reset cycle.

Anyone have any input on this?

3166. Re: "Graphix AT" - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-17 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <5462em$lqp@sjx-ixn2.ix.netcom.com>
Source record: 79468

With it was a strange box called the "Graphix AT". It
>is a black box manufactured by a company called "xetec". It has a
cable
>coming out of it that ends in a standard Atari 8-bit connector. At
the
>bottom of the box (the box is sized/shaped like a cartridge of some
>sort) is a male parallel port connector (that's what it looks like).
On
>the box itself is a set of 8 switches.
>
>What in the world is this? Is it of any use to anyone?

It is a printer interface - a rather useful unit since it can be set to
CR/LF in hardware. You often need to do that on laser printers and
such! Don't throw it away....
Bob

3167. Re: FT/S: Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <546ij9$i4b@kensie.dorsai.org>
Source record: 79380

rpribish@wheel.dcn.davis.ca.us (Reinhard Pribish) wrote:

>| For Sale (or Trade for Atari 2600 carts):

<snip>

>Frogger ($6)
>River Raid ($6)
>Star Wars: Return of the Jedi: Death Star Battle ($10)

They actually made a Return of the Jedi game for the 8-bit? Is this
anything like the arcade Rerun of the Jedi(i.e. vector type graphics
like the first Star Wars)?

3168. Wanted Chess Program for Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: davemcs@ix.netcom.com
Message-ID: <546lt8$7nb@dfw-ixnews12.ix.netcom.com>
Source record: 79381

Wanted to buy: Chess program on disk or cartridge for Atari 8-bit machine.

3169. WTB: wico joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: getxo@ix.netcom.com
Message-ID: <5471i3$bid@dfw-ixnews6.ix.netcom.com>
Source record: 79382

Hi there all!

About a couple of weeks ago there was a message on merchandise for sale that included two wico joysticks. If the author (or any one else that has the address) reads this and they are still available please e-mail me back. I have the address from that message (incorrectly) as: gence.ehrich@compudata.com

Thank you

3170. Re: 800 OS Rom pinout

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <32673B23.1862@total.net>
Source record: 79383

Steven J. Tucker wrote:
>
> "David A. Paterson" (davepat@total.net) writes:
> > Steven J. Tucker wrote:
> >>
> >> Anyone have the pinout for the 2 8k os roms on the 800 os board? They
> >> dont appear to be any kind of eprom compatible rom my reader
> >> can recognise.
> >>
> >> I'm not looking for rom images, I need the pinout to create a new
> >> rom for the real 800.
> >>
> >> Thanks
> >>
> >> Steve
> >
> > As I recall, it's one 8k ROM and one 2k ROM with the floating point
> > system for a total of 10k. The FP routines are in a 2532 compatible
> > package, as I recall... but it's been a while..
>
> If anyone has a schamatic it would be good to get this info and
> put it in the FAQ. My os board has 3 roms, A401, 402, & 403. There
> must be 16k of ROM, otherwise you couldnt fill up C000-FFFF. I
> know there is a way to disable the math pack, so possibly the 2k
> rom is overlaid on the 16k space?
>
> Steve
Remember, the 400/800 had nothing in $C000-CFFF - 4k wasted space that
Omnimon filled rather nicely. But I stand corrected; two 4k ROMs plus
the 2k FP. There was no bank switching on a stock 800. (Hence the "10K
OS ROM" label).

Dave

3171. Re: FREE in DFW Area: MIO, 256K 800XL, other

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <32671461.4666@airmail.net>
Source record: 79384

```
Douglas Abernathy wrote:
>
> Free to good home in Dallas / Ft. Worth area:
> Lots of Atari 8-bit hardware (wife says "get rid of it")
> 256K MIO expansion device (excellent condition)
> 800 XL w/256K (works fine)
> *capable of reading/writing single-density IBM floppy disks
> 1200 baud external modem & cables (works w/MIO)
> XEP-80 80-column adapter (needs new power supply - external adapter)
> Color monitor
> Monochrome monitor for XEP-80 (amber)
> 1050 drive w/Happy upgrade (hack) - starting to get bad sector errors...
> Joysticks, Paddles, etc.
> Shoebox full of floppies (games, magazine disks, etc.)
> Serious inquiries only - must be able to come by and pick up.

I am surprised you don't take it to the first saturday sale. If you are
really wanting to give it away, I can be down this Sunday. Please
e-mail me. tks.................................j
```

3172. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bbbcb2$ff0c0900$3d9072ce@forester>
Source record: 79385

Wow.. I remember this one too.. Are you sure it isn't the phone number?
Hmm.. I hope someone knows!

Richard

Tony Smolar <asmolar@nscs.fast.net> wrote in article
<slrn569pa1.vri.asmolar@nscs.fast.net>...
> I remember that there was some trick in The Miner 2049er cartridge
> where you could warp to any level that you want. I know you had to
> type something to turn on that feature. What was it? Big Five's
> phone number? I tried that and it didn't seem to work.
>
> If anyone can refresh my memory, please do!
>
> Thank you
>
>

3173. WANTED: Atari 8-Bit Software Docs and Cheats/Easter Eggs

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbcb6$58110200$11f7aecc@blackat.direct.ca>
Source record: 79386

Hello,

I would like anyone who has complete docs for 8bit games to forward them to me at blackat@direct.ca, also any 8bit game cheats/easter eggs would be appriciated as well... I am in the process of setting up a new Atari 8bit page... it will be up in eta format soon!

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

3174. Re: Atari ATR ????

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <54708b$34c@freenet-news.carleton.ca>
Source record: 79387

"Medman" (medman@northnet.org) writes:
> Can We post and trade atari ATR files in this newsgroup?

If you must post binaries to USENET please use a designated
group, such as comp.binaries.atari. Any binaries posted
here would most likely be auto-cancelled.

You can also upload your ATR images to the cyberspy3 archive, check out
http://www.superlink.net/~scharles for more info.

Steve

3175. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_845616551@rtfm.mit.edu>
Source record: 79388
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: October 14, 1996

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated bimonthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web version, automatically generated bimonthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted bimonthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
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All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
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developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Super-Brief Copyright Primer

Commerical software - protected by copyright, may not be copied except for personal archival purposes
Shareware -protected by copyright, may be freely copied and distributed, shareware payment required for continued use
Freeware - protected by copyright, may be freely copied and distributed, no payment required for continued use
Public Domain software - NOT protected by copyright, anyone may do anything with it, period.

Software is protected by copyright from the moment of creation. No copyright notice is required for copyright protection.

Software does not enter the Public Domain unless explicitly released to the PD by the copyright owner. If there is no copyright notice, software must be considered Freeware rather than in the Public Domain.

Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics magazine, published by Jim Hood and Bob Woolley
- The Atari 8-Bit Omnibus, published by David A. Paterson

"Hi!" to Marek Tomczyk, who has supplied SO much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games, infrared mouse

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265
Offline: Mon.-Fri.: 2 p.m. - 6:45 p.m.
Mon.+Thu.+Fri.: 7 p.m. - 8 p.m.
Sat.+Sun.: 12 p.m. - 2:45 p.m.
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/abbuc/
URL:mailto:0236639623-0001@t-online.de
Developer: various hardware and software
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
URL:mailto:75126.3446@compuserve.com --or--
URL:mailto:rwoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine) 6 mags & 3 disks per year
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890

Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Closer To Home (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/
Developer: Sound Utility, Term80 Version 1.6, Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer, Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility, Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility, HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)
DEMO: URL:http://www.halcyon.com/brasoft/freefile/avddemo.zip

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Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
URL:mailto:dand1@azstarnet.com
URL:http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
URL:mailto:nirdary@pacificnet.net
URL:http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE
c/o Matthias Faust
Fanny-Leewald-Ring 102
D-21035 Hamburg
Germany
tel.: +49 (0)40 7352184
Vendor/Developer(?): Wordprocessors TEXT800, TEXT130 (probably closeout sale)

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
URL:mailto:deaven@ishmael.ameslab.gov
URL:http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

Digi-Key
701 Brooks Ave S
Thief River Falls MN 56701-2723
USA
tel: 1-800-344-4539 Orders
tel: (218) 681-6674
FAX: (218) 681-3380 Orders
FAX: (218) 681-3380
URL:http://www.digikey.com/
Vendor: general electronic parts

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

DGS (Dean Garraghty)
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9AM to 6PM BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W Artesia Blvd
Gardena CA 90248-3215
USA
tel: 1-800-543-0540
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
URL:mailto:ecsc@caprica.com
URL:http://www.eio.com/
Vendor: general electronic parts

Emulators Inc.
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:emulators@msn.com
URL:http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 3.5, PC Xformer 8-bit Peripheral Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software (Angelo Vahatouras)
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700

Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
URL:mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@crl.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari800 Emulator for Unix and Amiga - 0.4.2

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
URL:mailto:iig05-1@htw.uni-sb.de
Developer: XL-it! 0.15
URL:http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies

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Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
URL:mailto:jharris@cybergate.com

Developer: MAE assembler 1.0

Highlander Soft
See Also: Micro Computer Service
Konz, Germany
Developer: Turbo-BASIC-XL

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
URL:mailto:acis@gate.net
URL:http://www.cyberstreet.com/hcs/hcs.htm
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:brucka@eruvin.jct.ac.il
Developer: Ice-T 2.71 XE (128K) or 1.1 (48K)

Subject: J

Jameco Electronics
1355 Shoreway Rd
Belmont CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
FAX: 1-800-237-6948
FAX: (415) 592-2503
BBS: (415) 637-9025
URL:mailto:info@jameco.com
URL:http://www.jameco.com/
Vendor: general electronic components, computer products
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdevices
1850 S 10th St
San Jose CA 95112-4108
USA
tel: 1-800-538-5000 24 Hour Toll Free Ordering
FAX: 1-800-538-5005 Fax Orders
tel: 1-800-538-5002 Technical Support
tel: (408) 494-1400 local phone number
USA
URL:http://www.jdr.com/
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE

Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

KAISERSOFT
See: TOP-Magazin

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400 aft 3:30pm msdt
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra" online
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
URL:mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.13

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
URL:http://www.orient.uw.edu.pl/~conradus/atari.html
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
URL:mailto:jx91@cityscape.co.uk
URL:http://www.cityscape.co.uk/users/jx91/rainbow.html
Developer: Rainbow 1.3 (for MacOS/Windows 95/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,

EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Computer Service
See Also: Highlander Soft
Mainz, Germany
Developer: Turbo-BASIC-XL

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
URL:mailto:101755.2443@compuserve.com
Vendor: new/used hardware, commercial software
Developer: Arcade Fruit Machine, Blinky's Scary School,
Jockey Wilson's Darts, Mirax Force, Ninja Comando, Sidewinder, Cavernia,
Las Vegas Casino, Mission Shark, Stack up, Speed Ace, Last Guardian, Tagalon,
["All of our Polish Software is reproduced under a licencing agreement with
the originators in Poland."]
Print Lab, Print Works (1029 text processor), Victorgraph (1020 printer utility
pack), Superscript (word processor), Atari Disk Drive Interface (for 3.5 drive
units), Atari 1050 Write Protect Switch System, tape Turbo Tharger, Rambit High
Speed Tapes.
MAJOR ATARI PARTS SOURCE

Mirage / AS
ul. Gen. Abrahama 4

03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
1530 Armstrong Ave #47
Novato CA 94945-2513
USA
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Bombi, Balloonier, Boom!, Chicken, Cooltris, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: DGS

Nelson Nieves
Atari 8-bit--SpartaDOS Project
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
URL:mailto:nelson.nieves@logon-philly.com
Developer: Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint, FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek, xPoke, xType

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

NorthWest Phoenix Atari Connection (NWPAC)
PO Box 67511
Phoenix AZ 85082-7511
USA
BBS: (602) 247-1036 (Iron Horse)
URL:mailto:coolzip@host.yab.com (John Collins)
URL:http://www.yab.com/~coolzip/club.html
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (NWPAC)

Subject: P

Page 6
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: hardware, commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States

tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
URL:mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
URL:mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States

tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

David Schmudde
URL:mailto:dschmud@heartland.bradley.edu
Publisher: Classic Atari OnLine (online magazine)
URL:http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
URL:mailto:ernest@pi.net
Vendor: PD/freeware/shareware, via the POOLDISK CD-ROM

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Sikorsoft
Developer: Cyborg, Fire Stone

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
URL:mailto:richs@interlog.com
URL:http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B

San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

STAK Atari (print magazine)
See: Revista STAK Atari

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
URL:mailto:steves@woodland.net
URL:http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623
tel: (410) 544-6943 info
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin/KAISERSOFT
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polensoft games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
URL:mailto:taf@io.org
URL:http://www.io.org/~schrist/taf.html
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Tronic-Verlag
Bremerstr. 10a
D-37269 Eschwege
Germany
tel.: +49 (0) 5651 97960
Publisher: Back-isues of: COMPUTRONIC, ASM, HOMECOMPUTER
Also: copies of older type-in listings

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.09, APE ProSystem 1.50,
Imagic 1.04

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:

UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hour Voice Mail
tel: (612) 475-2959
FAX: (612) 449-0488
URL:mailto:ice@skypoint.com
URL:http://www.skypoint.com/~ice/video61.html

Vendor: new/used hardware, new/used software (mostly game-related)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs
URL:mailto:vga2000@ix.netcom.com (preferred)
URL:mailto:vga2000@io.com
URL:mailto:dw901@cleveland.freenet.edu
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Wacko Software
URL:mailto:ellman@xs4all.nl
URL:http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
See also: Ronnie Riche
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
URL:mailto:irata@asu.aztec.edu
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

3176. Re: 800 OS Rom pinout

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <DzGMv7.Jnn@iglou.com>
Source record: 79389

In article <5468nr$o7t@freenet-news.carleton.ca>, Steven J. Tucker wrote:
>If anyone has a schamatic it would be good to get this info and
> put it in the FAQ. My os board has 3 roms, A401, 402, & 403. There
> must be 16k of ROM, otherwise you couldnt fill up C000-FFFF. I
> know there is a way to disable the math pack, so possibly the 2k
> rom is overlaid on the 16k space?
>
You're confusing the original 800 with the XL/XE machines. The 800 only
had 10K of ROM, with nothing in the addresses C000-CFFF. The XL/XEs used
a 16Kx8 ROM chip, with a MMU chip to handle things like the math pack
and the 2K address space used by the I/O chips.

PS: I'm not sure, but possibly the OS ROMS could be standard ROMS with the
chip-enable polarity reversed, like Atari 2600 game roms.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

3177. Re: XL/XE/400: Will up 1000+ games if someone delivers working emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbcce$05127080$2ff7aecc@blackat.direct.ca>
Source record: 79390

Try XL-It! v0.16, it seems to be the most stable of the bunch...
and where are you gonna send these 1000+ games? Are they all cracked???

More info please...

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

3178. Re: CTIA vs GTIA

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <3267875B.2987@ix.netcom.com>
Source record: 79391

Bob Bell wrote:
> Here's another approach:
>
> Ian Chadwick's "Mapping The Atari- Revised Edition" has
> the shortest possible test for the presence of the GTIA:
>
> In BASIC, type POKE 623,64 [RETURN] and if the screen
> blackens, you have the GTIA chip.

Bob,
Right. I saw that, but that was after I posted the program. It's still
fun to see, anyway.

Enjoy!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3179. Re: prg for finding bad sectors on format

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <547aj1$n6i@james.freenet.hamilton.on.ca>
Source record: 79392

In <541185$8e4@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us
(Daniel Klugh) wrote:
: Anyone know of a programme that formats a disk and then uses the bad
: sector information from the drive to mark off the bad sectors?
: Idealy a programme for MyDOS and SpartaDOS disks.

: (of course the MyDOS disk would have it's bad sectors de-allocated by
: VTOCFIX)

I would LOVE to have a program of this nature. A friend of mine was
writing a Sparta Dos version of a Bad sector mapper, but ran into a wall.
I asked FTe if he could send along some sparta tech info, but he never did.

BTW, I had my VISA account debited for $60 Canadian funds for 3 Sparta X
Roms almost a YEAR AGO (!) and I am STILL waiting for them. I would use
caution when dealing with Mike. If I did not consider him a friend, and
know he WILL eventually get them to me, I would have called the RCMP by now.

At any rate, the problem I have with a couple of hard disks is this. When
I do a low level format with the BB, the program finds various bad sectors
and maps them out. However, when doing a high level format, there are
certain bad sectors which get past the high level formatter, despite it
being set up to also map out bad sectors. I have certain partitions on
my Hard disk which are unuseable because neither formatter can find the
bad sectors....and when I hit them, I can't write or read past that point.

Any suggestions from others besides getting a new hard disk mech??

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3180. computer/tv cable for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: msmith@direct.ca
Message-ID: <msmith-1710961620540001@van-as-07a05.direct.ca>
Source record: 79393

I have an 800xl, long sitting in a box, that I want to give to my nephew, but I can not locate the cable to conncect the computer to the box that switches from computer to cable source for the tv. I am looking for:

1) a cable from a dead system.

2) the pin out from the 800xl in order to build one.

Any help, much appreciated, Matthew SMIRH

3181. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn56euaq.63.asmolar@nscs.fast.net>
Source record: 79394

On 18 Oct 1996 05:07:33 GMT, Richard Forester <forester@blarg.net> wrote:
>Wow.. I remember this one too.. Are you sure it isn't the phone number?
>Hmm.. I hope someone knows!
>
>Richard
>

I'm pretty sure it's the phone number in some form. I can't remember
if you have to type the ()'s and -'s also. You can't type it from the
title screen, so I guess it has to be typed from within the game.

3182. Re: Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <548d8m$pvc@dfw-ixnews8.ix.netcom.com>
Source record: 79395

>Anyhow, I'm designing a little add-in circuit for my 130XE and one of
the
>outputs will tie to the Reset line coming from the keyboard. What I
need
>to know is how long the Reset line needs to be pulled low in order to
>guarantee a stable reset of the computer.

On a 130XE, a couple of microseconds will RESET the machine. It is
controlled by a 555 timer, so you should only get 'good' RESETs.
Bob

3183. Re: jumpman.atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1810961806570001@cisjx91.demon.co.uk>
Source record: 79396

In article <3266556B.1279@uofrlaw.urich.edu>, wfalcon@uofrlaw.urich.edu wrote:

> Has anyone been able to get the 'jumpman.atr' disk image to work with
> any of the emulators?

Jumpman works with Rainbow (for Mac and Win95). Set Frame rate to
'Every' so the little man does not fall thru the platforms.

See website below.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

3184. Diamond GOS & Mydos Subdirctories...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: Stephan Pollok <pollok@urz.uni-wuppertal.de>
Message-ID: <32674991.41C6@urz.uni-wuppertal.de>
Source record: 79397

Hi !
Does anyone know how to access to Mydos subdirectories under Diamond
GOS? I have several HD-disks formatted with Mydos and I can't get to the
programs in those subdirctories...
Btw. I can access to all files (1.44MB !) stored in the root-dirctory...
Bye, Stephan

3185. Re: Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961018105720.21945A-100000@pathogen.ecst.csuchico.edu>
Source record: 79398

On 17 Oct 1996, Steven J. Tucker wrote:

> Barry Gordon (bgordon@ecst.csuchico.edu) writes:
> > Does anybody know the timing specs for the 130XE?

> I think the RESET key on the 800xl is just tied to reset on the CPU. It
> then checks for 3 'magic' values in memory when it jumps through the
> start vector. If it fails, cold start, if it passes warm start.

Let's not confuse the hardware with the software. On the hardware side, the Reset button on the 130XE pulses the input to a 555 timer wired as a One-Shot. This makes for a good debounce circuit, yielding only one reset for several contacts in a short period of time. I'm just wondering what the minimum input pulse width is. My add-on circuit will provide a very short pulse to the Reset pin, but I'm not sure if it will be wide enough. If not, I'll have to add two ICs to hold the line down for a while.

It's the Operating System (the software) that checks for the flags and decides what TYPE of Reset to perform. That's how I was able to modify the OS to perform a warm-boot, cold-boot, and cold-boot with OSS/SDX re-enable by pressing certain keys in association with Reset.

3186. Re: FT/S: Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <548rls$4eo@kensie.dorsai.org>
Source record: 79399

jasonbar@rose.ucsb.edu (Jason D. Bardis) wrote:

>There does exist a game. It's also on the 2600--an exact port, as far
>as I can tell. It's nothing like the arcade game (which is NOT a vector
>graphics game. SW and ESB were vector, RotJ was raster).

Huh? I could have sworn I saw a vectory-type Return of the Jedi in
the arcades, with the same identical controls as the first Star
Wars....

>You've fly the falcon along the bottom 1/4 or so of the screen shooting
>enemy ships whilst the new deathstar is being built up on the top portion.
>After it's built, it starts firing @ you and you have to fire back.

That's not Return of the Jedi, that's Death Star..........

3187. Programmers: The Fridge is open! http://stratus.esam.nwu.edu/~judd/fridge/

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: judd@merle.acns.nwu.edu
Message-ID: <54886r$hsj@news.acns.nwu.edu>
Source record: 79400
Cross-posted to: comp.sys.cbm,comp.sys.apple2,comp.sys.atari.8bit

Well I am pleased to announce that The Fridge is now open:

http://stratus.esam.nwu.edu/~judd/fridge/

Yeah, there's a lot of stuff missing or incomplete, but it's now good
enough to open up to the world.

What is The Fridge, you may ask? The Fridge is, in essence, source code:
utility routines, programs, etc. There are also a few other things in
there, like an index into electronic magazine articles and such. Rather
than explain further, I would rather suggest that you go to the page
and have a look for yourself :).

Now I am a C=64 programmer, and that is what computer the page is geared
towards, but there is/should be a lot of vanilla 6502ish code there which
any machine can use, hence the crossposting to the Apple and Atari
heathens. ;-)

Currently it contains code that I've had laying around, which is no fun
for me. So if you have some useful source send it my way with an
appropriate description so that I may put it up on the page! (And if
you have some links to useful source then send them my way as well).
I strongly encourage any programmers out there to participate!

Comments, questions, assertions, and sources -> judd@stratus.esam.nwu.edu

evetS-

P.S. My homepage has also moved to http://stratus.esam.nwu.edu/~judd
P.P.S. If you have a particularly old or brain dead WWW browser you may
need to use http://stratus.esam.nwu.edu:80 also, if you don't
have a tilde and don't want to type /%7Ejudd, /judd will also
work.

3188. Re: Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <548uia$kk5@sjx-ixn6.ix.netcom.com>
Source record: 79401

>Let's not confuse the hardware with the software. On the hardware
side,
>the Reset button on the 130XE pulses the input to a 555 timer wired as
a
>One-Shot. This makes for a good debounce circuit, yielding only one
reset
>for several contacts in a short period of time. I'm just wondering
what
>the minimum input pulse width is. My add-on circuit will provide a
very
>short pulse to the Reset pin, but I'm not sure if it will be wide
enough.
>If not, I'll have to add two ICs to hold the line down for a while.
>
>It's the Operating System (the software) that checks for the flags and
>decides what TYPE of Reset to perform. That's how I was able to modify
the
>OS to perform a warm-boot, cold-boot, and cold-boot with OSS/SDX
re-enable
>by pressing certain keys in association with Reset.
>

OK. The 555 input is a .1ufd capacitor that is essentially
instantaneous when pulled low. It charges thru a 470K resistor back up
to a high level in 100ms or so, right? Now RESET is no longer being
asserted, even though the key is still down. When you release the RESET
key, the capacitor discharges thru the 470K again. Any down levels once
the capacitor is partially discharged will produce another RESET.

Bob

3189. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: slodki@virgo.ii.uj.edu.pl
Message-ID: <548e1k$6uk@info.cyf-kr.edu.pl>
Source record: 79402
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Markus Gietzen (iig05-1@htw.uni-sb.de) wrote:
: Our site is VERY stressed. We hope to get a 2MB line soon. Until
: then it's possible that you have trouble to connect to this site.
: I suggest that you try to acces that site when it's night in Germany.
: --
: Markus Gietzen Author of XL-it! Atari XL/XE-emulator
: GenEm Sega Genesis emulator
: E-Mail: iig05-1@htw.uni-sb.de
: WWW: http://www.htw.uni-sb.de/people/mgietzen.html

XL-it is also avaiable (in Europe)
at ftp://ftp.ii.uj.edu.pl/pub/shareware/dos/

PS. Markus - why you don't remember to post it to me ;)

FTP Admin - Tom
--
Tomasz Slodkowicz Institute of Computer Science
Jagiellonian University, Cracow, Poland
e-mail: slodki@ii.uj.edu.pl
www : http://www.uj.edu.pl/~slodki

3190. Re: computer/tv cable for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbd1b$75984260$1ef7aecc@blackat.direct.ca>
Source record: 79403

> I have an 800xl, long sitting in a box, that I want to give to my nephew,
> but I can not locate the cable to conncect the computer to the box that
> switches from computer to cable source for the tv. I am looking for:
>
> 1) a cable from a dead system.
>
> 2) the pin out from the 800xl in order to build one.
>
> Any help, much appreciated, Matthew SMIRH

Go to your local RadioShack and pick up the switch box... it'll cost you
about $12.99 canadian dollars. (i work at RadioShack)... There is nothing
else needed.

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

3191. Re: jumpman.atr

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1810962126380001@port2.bitstream.net>
Source record: 79404

In article <3266556B.1279@uofrlaw.urich.edu>, wfalcon@uofrlaw.urich.edu wrote:

> Has anyone been able to get the 'jumpman.atr' disk image to work with
> any of the emulators? I haven't had any luck with: xlit016, xformer,

It works with Rainbow, so long as it's set to check collision registers
every frame.

Mark
marksim@bitstream.net

3192. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-18 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <3267E7BC.CBA@earthlink.net>
Source record: 79405
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

It just sits there in windows, in dos it locks the computer up, and I
have power-cycle it. Warm boot won't work. System is 120mhz Compaq
pentium with 24 megs ram, and no sound board. Yes, I did use the
-nosound switch.

Jeff
Rick Vazquez wrote:
>
> In article <32603791.7DD@htw.uni-sb.de>, iig05-1@htw.uni-sb.de says...
> >
> >I'd like to announce that XL-it! 0.16 Atari 8-bit emulator
> >is available at:
> >
> > http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html
> >
> >New features:
> >
> > o Better sound
> > o PC-Joystick support
> > o User Interface
> > o Speed-lock
> > o better modex-support
> >
> >Bye,
> > Markus
> >
> >--
> >Markus Gietzen Author of XL-it! Atari XL/XE-emulator
> > GenEm Sega Genesis Emulator
> >E-Mail: iig05-1@htw.uni-sb.de
> >WWW: http://www.htw.uni-sb.de/people/mgietzen.html
> >
>
> Hello everyone. I haev downloaded the new ver. of Xl-it, but I have a small
> problem.
>
> 1) It runs through windows fine, a bit slow though. When I load it through dos
> it just hangs. Does anyone else have this problem???
>
> Rick
>
> UCLA Physics

3193. A direct port from Atari 8-bit disk to PC. How to convert for emulator? - Zonerang

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: MegaManX@Hiroshima.Japan
Message-ID: <326a5846.9730599@netnews.worldnet.att.net>
Source record: 79319
Body handling: Inline uuencoded payload not displayed: Zonerang

```
[Inline uuencoded payload not displayed: Zonerang]
```

3194. ISO 800XL Basic Manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: tim schaubroeck <tts-inc@cris.com>
Message-ID: <3269667E.FD1@cris.com>
Source record: 79320

I am looking for a Basic Manual for my 800XL. Does anyone have anything they want to get rid of or sell me for cheap. I wil also trade for 2600 carts.... Please respond to timgroove@aol.com.

Thanks,

Tim

3195. Re: XL/XE/400: Will up 1000+ games if someone delivers working emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-1910961856170001@metricom14.ucsc.edu>
Source record: 79321

In article <326952d7.8338893@netnews.worldnet.att.net>,
MegaManX@Hiroshima.Japan (MegaMan X) wrote:

>On 18 Oct 1996 08:29:32 GMT, "BlacKat" <blackat@direct.ca> wrote:
>
>>Try XL-It! v0.16, it seems to be the most stable of the bunch...
>>and where are you gonna send these 1000+ games? Are they all cracked???
>>
>As a matter of fact, they are ALL cracked or at least lack protection.
>Yeah, I collected and traded for them way back in the 70's and early
>80's. I'll give the XL-It a try. I can u/l them directly onto the
>newsgroup(s) by using the MIME or UUENCODE method.

Don't do that! If you post binaries to a comp.sys group, Dick Depew will
just cancel them. And binary postings are rather unreliable anyway. A
FTP site would be a much better way of distributing the games. Check out
ftp3.cyberspy.com/atari8. There are three archives of Atari stuff there;
upload anything they don't already have. (Yogi at the very least has a
writeable incoming directory to put stuff in.)

Once you've done that, just post a notice to the newsgroup about what
files you uploaded.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3196. necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: Stephen Laisch <yakumo@xnet.com>
Message-ID: <32698FEB.6E04@xnet.com>
Source record: 79322

Does anyone know what this game is about?

All I have been able to find out is that it has alot to do with "trees"

Is their any story behind this game? What is the replay value? And
what is the most you would spend for it?

I believe it was made by Synapse

--
yakumo@xnet.com
"Ahhh.. mods.. finally theres a use for soundcards"

3197. Re: necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.386.0020E451@mindspring.com>
Source record: 79323

In article <32698FEB.6E04@xnet.com> Stephen Laisch <yakumo@xnet.com> writes:
>From: Stephen Laisch <yakumo@xnet.com>
>Subject: necromancer
>Date: Sat, 19 Oct 1996 21:35:23 -0500

>Does anyone know what this game is about?

>All I have been able to find out is that it has alot to do with "trees"

>Is their any story behind this game? What is the replay value? And
>what is the most you would spend for it?

>I believe it was made by Synapse

In my opinion, Necromancer was one of the best games ever made.

On the first level, you're the wizard in the middle. Your wisp is controlled by your joystick. Get the jumping things to get more seeds. Plant the seeds with your button. Nail the trolls with your wisp or they'll steal your trees while they're small. The spider will poison the trees and they will start screaming. Nail the spiders and cure the trees by wiping them with your wisp. It gets pretty frantic. Try planting trees in rows, starting at the outside. Protect the furthest trees from the trolls until they are full grown, then plant between them where the trolls can't get to them. At the end of the level, you keep any full grown trees for the next level.

Level two. The purpose is to prevent as many spiders from hatching as you can. The things that show up occasionally that look like 7's are to raise and lower the ladders. Grab a tree with your wisp and walk it to where an egg is hatching. Plant it with your button and it will grow and hopefully smash the egg before it hatches. The more eggs you smash, the fewer opponents in level 3. Kill any spiders that hatch. When you've gotten all the eggs, follow the ladder down. If you run out of trees, go down as fast as you can.

Level three. Walk over all the gravestones, while killing the spiders with your wisp. Nail the necromancer as soon as possible. After you've cleared all the gravestones for each part of level 3, you win. I only won it once many years ago, but it was an impressive ending for the time.

Bruce Willard bwillard@mindspring.com

3198. Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3268f1ac@pianosa.demon.co.uk>
Source record: 79324

Whilst reading the usual rubbish I find here, Robert Woolley wrote something
interesting to All about Hardware Timing Question:

Hello Robert,

RW> controlled by a 555 timer, so you should only get 'good' RESETs.

Unless you're one of those unfortunate people that had a "bad" 555.
Apparently, there are some that don't work correctly, and give a pulse on
pressing RESET, and later, when releasing it.

However, I think that by the time the 130XE was released, this "feature" of the
555 had been rectified.

Hey, is this a first, I wonder? That is, a simple IC having an apparent
software problem. I mean, I've just been talking about "features", but really
it was a "bug". :-)

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... What will you do when the gas-taps turn? Where will you be when the
bodies burn? - The Gasman Cometh; Crass

3199. FS: Atari 800 etc.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3268f479@pianosa.demon.co.uk>
Source record: 79325

Followup-To: poster

Hello All,

Okay, this is what I want to sell:

Atari 800 + BASIC cart, UK GTIA model. That is; 240V/50Hz supply and PAL output, *not* NTSC. I also have the original handbook, etc. To be included in the sale.

Monkey Wrench II cartridge for use with the above machine. Again, it's of no use to owners of latter models, because it's a *Right* port cartridge. I still have the manual for this, too.

Offers for either by e-mail please. Remember that I'm in the UK, so an offer of $5.00 ain't gonna be worth it for me to ship "across the pond". I will accept payment in US dollars, as well as UK pounds. US dollars will have to be cash only I'm afraid, because it costs too much to exchange anything else.

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... I think it should be free.
I Won't Pay For Liberty; Angelic Upstarts

3200. 02:A direct port from Atari 8-bit disk to PC. How to convert for emulat

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: MegaManX@Hiroshima.Japan
Message-ID: <19d_9610201756@bonfirebbs.com>
Source record: 79326

```
<uuencoded_portion_removed>
I_``S,S,S,P``_`P,#/P``,/S_\_#`/__````@`"```(``@.`"X0(`/R`P
`
end
```

3201. Ultima II and Ultima III Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: jasonn@mail.carol.net
Message-ID: <549op2$dh6@news1.sunbelt.net>
Source record: 79406

If someone has U2 or U3 for the Atari XL's they would like to sell
e-mail me.

jasonn@mail.carol.net

3202. Re: FT/S: Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <549ue3$58a@newsbf02.news.aol.com>
Source record: 79407

>>You've fly the falcon along the bottom 1/4 or so of the
>> screen shooting enemy ships whilst the new deathstar is
>> being built up on the top portion. After it's built, it starts
>> firing @ you and you have to fire back.

> That's not Return of the Jedi, that's Death Star..........

No, it is "Return of the Jedi." It really had nothing to do with the film, save for the miniscule plot mentioned above. It came out before Atari's arcade version. In any event, this was yet another poor port to the Atari computer from the 2600. It was just a literal translation, about the only thing improved was the hyperspace effect.

Speaking of which, Parker Bros. pretty much botched "Star Wars: The Arcade Game," too, which was actually designed for them by Imagic. The poor gameplay and watered down translation made it almost unplayable for me. I knew the Atari arcade game by heart, and played it well. The 8-bit cart lacked all the features of the arcade version. The programmers of the former obviously didn't think the game would last that long because it would only count to wave 99, after which, the wave 12 trench is repeated indefinitely. One time I played for 5 hours straight and got 44 million some points (wave 154, which I had to manually keep track of), but quit over boredom. <g>

3203. Re: Game screen shots (10/17/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <3268cfb6.2494748@nntp.ix.netcom.com>
Source record: 79408
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.classic

On Thu, 17 Oct 1996 23:27:56 GMT, foxtrot@autobahn.mb.ca (Magrathean
Dragon) wrote:

>On Thu, 17 Oct 1996 18:29:54 GMT, vga2000@ix.netcom.com (Michael J.
>Novak Jr.) wrote this drivel:

Hey! I resemble...I mean I resent that remark!

>>I have just added 38 Nintendo-64 and 95 Sega Genesis game screen
>>shots to my WWW site. This brings the total number of ORIGINAL screen
>>shots on-line to 1143, for the following systems:
>
>>Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
>>Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
>>Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
>>Vic-20 computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
>>SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis and Nintendo 64.

> Good God! Vic-20 screenshots? yet no Jag?

You stopped reading a little early. :) The next section of the
message stated that I would probably be doing the Jaguar in the next
batch (along with the Sega CD / 32X and CD-i). I don't have many
titles for these systems, so I'll try and do them all at once.

I also just received e-mail asking why I had no CoCo screen shots. In
boths cases, the answer is I haven't had the time. I do them in the
order I feel like doing them in, and trust me, eventually I'll do them
for every game/game system I own (list available on my web page).

Have patience. :)

Michael

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

3204. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <54abta$okh@nadine.teleport.com>
Source record: 79409
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking. At BSC's Web Page you'll View, and
DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Have problems connecting with BSC's web page? Why not DownLoad
FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to
Request catalogs through E-Mail. Really, it's no inconvenience. All I
ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send
them to you by E-Mail Only. I'll get back to you after the weekend.
Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please
Direct any and all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3205. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <54acir$oof@nadine.teleport.com>
Source record: 79410
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him.
We were in the middle of a Trade and after I received my part of the
Trade, I lost touch with him. And I still need to complete the Trade.
If anyone can help... An E-Mail Address, a Phone Number. Direct any and
all Replies through E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3206. Re: computer/tv cable for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: msmith@direct.ca
Message-ID: <msmith-1810961904220001@van-as-07a05.direct.ca>
Source record: 79411

In article <01bbbd1b$75984260$1ef7aecc@blackat.direct.ca>, "BlacKat"
<blackat@direct.ca> wrote:

> > I have an 800xl, long sitting in a box, that I want to give to my nephew,
> > but I can not locate the cable to conncect the computer to the box that
> > switches from computer to cable source for the tv. I am looking for:
> >
> > 1) a cable from a dead system.
> >
> > 2) the pin out from the 800xl in order to build one.
> >
> > Any help, much appreciated, Matthew Smith
>
>
> Go to your local RadioShack and pick up the switch box... it'll cost you
> about $12.99 canadian dollars. (i work at RadioShack)... There is nothing
> else needed.
>
I have the switch box. I need the cable. Matthew Smith

3207. Re: ATARI EQUIPMENT MUST SELL!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: archone@aloha.com
Message-ID: <54a77k$l9p$1@news.aloha.com>
Source record: 79412

"Aren't you dead?"

admiral.nuguru@fantasy.com (Admiral Nuguru) wrote:

> ATARI Equipment, MUST SELL!!!

3208. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn56fdmf.35.asmolar@smol.fast.net>
Source record: 79413

On 18 Oct 1996 05:07:33 GMT, Richard Forester <forester@blarg.net> wrote:
>Wow.. I remember this one too.. Are you sure it isn't the phone number?
>Hmm.. I hope someone knows!
>
>Richard
>
>Tony Smolar <asmolar@nscs.fast.net> wrote in article
><slrn569pa1.vri.asmolar@nscs.fast.net>...
>> I remember that there was some trick in The Miner 2049er cartridge
>> where you could warp to any level that you want. I know you had to
>> type something to turn on that feature. What was it? Big Five's
>> phone number? I tried that and it didn't seem to work.
>>
>> If anyone can refresh my memory, please do!
>>
>> Thank you
>>
>>

Ok, figured it out --- It is the phone number: 2137826861
type it without the ()'s and "-" during A GAME.

then it's shift+ the level number you want to go to.

However, if you're playing this game on an emulator, keep in mind that
the PC keyboard is different from the 8-bit. So here are the symbols
that take you to the different levels:

level 1: "!" same
level 2: """ (Double quote)
level 3: "#" same
level 4: "$" same
level 5: "%" same
level 6: "&"
level 7: "'"
level 8: "@"
level 9: "(" same
level 10: ")" same

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email

http://www.users.fast.net/~smol homepage

3209. Re: Game screen shots !!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: mdoerty@wvnvms.wvnet.edu
Message-ID: <1996Oct19.141655.17801@wvnvms>
Source record: 79414
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.classic

I just want to pubically applaud Mike Novak for putting up these screen shots.
It is a good resource to have on-line.

mike dougherty

In article <3268cfb6.2494748@nntp.ix.netcom.com>, vga2000@ix.netcom.com
(Michael J. Novak Jr.) writes:
> On Thu, 17 Oct 1996 23:27:56 GMT, foxtrot@autobahn.mb.ca (Magrathean
> Dragon) wrote:
>
>>On Thu, 17 Oct 1996 18:29:54 GMT, vga2000@ix.netcom.com (Michael J.
>>Novak Jr.) wrote this drivel:
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>>>I have just added 38 Nintendo-64 and 95 Sega Genesis game screen
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>>>Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
>>>Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
>>>Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
>>>Vic-20 computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
>>>SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis and Nintendo 64.
>
>> Good God! Vic-20 screenshots? yet no Jag?
>
> You stopped reading a little early. :) The next section of the
> message stated that I would probably be doing the Jaguar in the next
> batch (along with the Sega CD / 32X and CD-i). I don't have many
> titles for these systems, so I'll try and do them all at once.
>
> I also just received e-mail asking why I had no CoCo screen shots. In
> boths cases, the answer is I haven't had the time. I do them in the
> order I feel like doing them in, and trust me, eventually I'll do them
> for every game/game system I own (list available on my web page).
>
>
> Have patience. :)
>
>
> Michael

>
> Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
> Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
> 6861 Anthony Lane all Classic video game and cartridge
> Parma Hts., OH 44130 based computers, for over 3 years on the
> (216) 843-8815 Voice Internet! Visit us on the WWW at
> VGA2000@ix.netcom.com http://www.io.com/~vga2000/
> VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
> dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

3210. Re: Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961019135144.18748A-100000@pathogen.ecst.csuchico.edu>
Source record: 79415

On 18 Oct 1996, Robert Woolley wrote:

> On a 130XE, a couple of microseconds will RESET the machine. It is
> controlled by a 555 timer, so you should only get 'good' RESETs.

Thanks for the info, Bob. That's what I wanted to know.

> OK. The 555 input is a .1ufd capacitor that is essentially
> instantaneous when pulled low. It charges thru a 470K resistor back up
> to a high level in 100ms or so, right? Now RESET is no longer being
> asserted, even though the key is still down. When you release the RESET
> key, the capacitor discharges thru the 470K again. Any down levels once
> the capacitor is partially discharged will produce another RESET.

Makes perfect sense. I didn't want to bother plugging in the XE's 555 circuit into LogicWorks to see how it would respond, and I don't have my XE set up yet to test the circuit.

Not that I necessarily expect to do this, but what do you think would happen if I were to conect my circuit into an XL? I see that one uses a pair of Schmitt trigger inverters, but it's still wired as a "live" connection between input and output. Think that'll respond to the same couple of microseconds?

3211. FS: Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: cvotter@prairienet.org
Message-ID: <54bih2$3gr@vixen.cso.uiuc.edu>
Source record: 79416

We have the following Atari items for sale. Unless otherwise noted, none
of these pieces include power supplies or SIO cables.

Atari 130XE with 1050 Disk Drive,
power supplies, and SIO cable: $60.00+s/h

Atari 1020 Printer with a roll of paper
(One of those narrow-carriage printers) $10.00+s/h

Atari Touch Tablet with stylus and
interface cable: $15.00+s/h

Atari XM301 300bps modem with
interface cable and manual: $ 7.00+s/h Works on 130XE, 65XE,
800XL, or 48K 800;
but not on 1200XL.

Atari 850 Parallel/Serial Interface: $15.00+s/h

Atari XEP 80 80 column controller
and parallel printer port with
software and manual: $20.00+s/h

Atari CX85 10-key Keypad: $10.00+s/h

Cartridges:

Atari 2600: Demon Attack $ 2.00+s/h
Street Racer $ 2.00+s/h

Atari 5200: Football $ 3.00+s/h
Galaxian $ 3.00+s/h
Pac-Man $ 3.00+s/h

Atari 7800: Choplifter $ 3.00+s/h

Computer : Action $ 3.00+s/h
Battlin' Bands $ 3.00+s/h

Otter
cvotter@prairienet.org

3212. Re: XL/XE/400: Will up 1000+ games if someone delivers working emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: MegaManX@Hiroshima.Japan
Message-ID: <326952d7.8338893@netnews.worldnet.att.net>
Source record: 79417

On 18 Oct 1996 08:29:32 GMT, "BlacKat" <blackat@direct.ca> wrote:

>Try XL-It! v0.16, it seems to be the most stable of the bunch...
>and where are you gonna send these 1000+ games? Are they all cracked???
>
As a matter of fact, they are ALL cracked or at least lack protection.
Yeah, I collected and traded for them way back in the 70's and early
80's. I'll give the XL-It a try. I can u/l them directly onto the
newsgroup(s) by using the MIME or UUENCODE method.

3213. FS: Atari Modem CHEAP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-19 00:00:00 UTC
From: smtrimbl@kuhub.cc.ukans.edu
Message-ID: <1996Oct19.172107@kuhub.cc.ukans.edu>
Source record: 79418

Atari SX212 modem with power supply. works fine. no problems. make me an offer and its yours. I'm willing to let it go real cheap.

E-mail only
smtrimbl@kuhub.cc.ukans.edu

3214. Re: computer/tv cable for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <54ce0a$3s3@news.aros.net>
Source record: 79327

Matthew Smith (msmith@direct.ca) wrote:

: I have the switch box. I need the cable. Matthew Smith

An ordinary RCA audio cable should work just fine. You can find one at
your local Radio Shack or a lot of other places.

3215. Re: Netscape Gold??

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <3269D61C.2EC2@tcd.net>
Source record: 79328

Just with in the past couple months bought Netscape Gold direct..Big Mistake..Granted it is a fine program for several things..but Support which they state as WORLD CLASS is not!.. I work for a company that offers World Class Service and it totaly excells Netscape by 900%.

I have replied to all the messages coming back and have at least an 80% failure to deliver factor...something is definately wrong.so I have shut off the mail server in Netscape..

If you have replied to one of my post and have not received and ansere..I did anser all request for items I had posted..then re-send the reply..I have enabled Endura and that E-Mail server has not failed me once in over a year at delivering mail or a file..

I do apologise for Nestcapes failure..and will raise h..l with them Monday voice..as their World Class Support does nothing for me..

bob

3216. Re: WTB [GER]: ATARI 1050 or similar

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <3269D1BF.2777@tcd.net>
Source record: 79329

I have several 1050 disk drives Atari stock..density and 1/2..shipping
is a problem. Cost much to send to Germany.if you can't find one localy
then let me know..

bob

3217. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bbbe4d$0e66d4c0$189072ce@forester>
Source record: 79330

Actually, I just tried it out.. you go into the game (press START or whatever) type in the phone number 2137826861 and then press SHIFT # (# = level to warp to) and your there.

Richard

Tony Smolar <asmolar@nscs.fast.net> wrote in article <slrn56euaq.63.asmolar@nscs.fast.net>...
> On 18 Oct 1996 05:07:33 GMT, Richard Forester <forester@blarg.net> wrote:
> >Wow.. I remember this one too.. Are you sure it isn't the phone number?
> >Hmm.. I hope someone knows!
> >
> >Richard
> >
>
> I'm pretty sure it's the phone number in some form. I can't remember
> if you have to type the ()'s and -'s also. You can't type it from the
> title screen, so I guess it has to be typed from within the game.
>
>

3218. HELP WITH ICE-T

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: ajbufort@mail2.sas.upenn.edu
Message-ID: <54cseu$c7o@netnews.upenn.edu>
Source record: 79331

Hello all...

Recently I downloaded an arced/diskcommed file of ICE-T. Got it
on my disk no problem. But when I appended ICET.BAK onto my handler
(the handler on the XE TERM disk that came with my XM-301, it didn't
work. In retrospect, I figured that this was because ICE-T takes an R:
handler, and the handler for the XM-301, according to the docs on my
XE-TERM disk, is supposed to be addressed as T:. My question to anyone
who can help is... how do I get ICE-T to work with my XM-301???

Thanks in advance,

Tony :)

(ardent Atari 8-bit enthusiast!)

3219. Re: Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <54dj1b$emm@sjx-ixn4.ix.netcom.com>
Source record: 79332

>Not that I necessarily expect to do this, but what do you think would
>happen if I were to conect my circuit into an XL? I see that one uses
a
>pair of Schmitt trigger inverters, but it's still wired as a "live"
>connection between input and output. Think that'll respond to the same
>couple of microseconds?
>

The 800XL RESET switch is used to discharge a .1ufd capacitor - which asserts RESET to the system. The time required to do this is determined by how much current you can suck out of the capacitor.... Be hard to do in less than 10usec. or so.

Bob

3220. 1040ST-F ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: SKYHAWK <SKY444@worldnet.att.net>
Message-ID: <326A7F7C.4C27@worldnet.att.net>
Source record: 79333

Anybody familiar with this system? I was given one with a 124
monitor,supra 20 meg hard disk,mouse,etc.. but no manual..
anyplace I can get one ..I am trying to set this up for my kids and I
know zero about Atari systems....
--
"The SKY's the limit"
TPS 207-874-0574

3221. Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <326A64A1.211A@cdsnet.net>
Source record: 79334

All Items have been tested and are in good condtion
unless Stated.

Shipping, mostly by US Priority mail, had excellent
results. $3.00 to $8.00 shipping charges.

Payment, Checks take 8 days to clear, Money orders
are shipped same/next day, COD with $5.00 deposit
only.

Computes 1ST book of Atari $6.00
Computes 2ND book of Atari $5.00
Computes 1ST book of Atari graphics $5.00 (2)
Computes 2ND book of Atari graphics $5.00 (2)
Computes mapping the Atari 400/800 $5.00

Atari XL Users handbook $5.00
Atari games and recreation $4.00 (2)
Easy guide to your Atari 600/800xl $4.00
Dr. Wacko's Atari Miracle guide $4.00
Analog's 8Bit Extra $6.00
The Creative Atari $5.00
Atari sounds and graphics $5.00
Atari graphics, Designs from your mind $5.00
Your First Atari Program, (Rodnay Zaks) $4.00

Mike LaRue
830 W 2nd St.
Medford, Or 97501
541-772-7830

3222. Atari Computer items - bi

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CAA30E.10C1000DEC.uuout@compudata.com>
Source record: 79335

```
Atari Items for Sale plus shipping

Atari 800 Computer with power supply (2)..... $44 each
Atari XMM801 printer........................... $39
Atari 1020 Printer............................. $25
Atari XM301 Modem.............................. $19
Atari 810 Diskette Drive....................... $39
Atari 850 Serial Interface..................... $33
Atari 1050 Disk Drive (2)...................... $29
Atari 410 Program Recorder (tape deck) (2)..... $24
Atari 400 Program Recorder (tape deck)......... $19
Atari Power Supply part # C017945.............. $10
Cables for Atari etc from Chelco (6) ........... $ 8 each
Commodore 1701 Monitor......................... $49
Wico Command Control Joysticks (2)............. $13 each
Small Joysticks (square) (2)................... $ 8 each
Paddles (4).................................... $ 8 each
Atari Controllers (4)......................... $ 8 each
DVE Printer Power Supply Model DV-2412A........ $10
U-Print Model A printer interface for Atari Comp.... $ 9
.................................................................
Wishbringer from Infocom on Disktte w/box & docs.... $20
.................................................................

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
DISKEY - Disk Editor ULTRA Utility Series
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
```

MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts (2)
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Atari DOS 2.5
Blue Max 2001
Cardware High Tech Expressions

Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Basic Computing Language
Donkey Kong Ducks Ahoy
Eastern Front (1941) Jungle Hunt
Microsoft Basic II Miner 2049er w/box & docs
Missile Command Music Composer
Star Raiders The Monkey Wrench II w/docs

Memory Manor by Fisher Price w/box & docs
Pilot w/Turtle Graphics w/box & docs
Sesame Street Ernie's Magic Shapes w/box & docs
Sesame Street Big Birds Special Delivery w/box & docs
Websters The Word Game w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)

Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide (2)
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Mapping the Atari by Ida Chadwick
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book

```
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.................................................................
Ribbons for Okidata 80, 82A, 83, 92, 93 Color....... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks.............. $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.................................................

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

generic@voicenet.com (soon) gene.ehrich@compudata.com

OLXWin 1.00b Suicidal twin kills brother by mistake

3223. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <54e4t0$jd1@newsbf02.news.aol.com>
Source record: 79336

The warp trick was also great for saving your guy just before he completely died or to get you ridiculously high points with "infinite" lives.

3224. Re: Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961020143854.11336A-100000@pathogen.ecst.csuchico.edu>
Source record: 79337

On 20 Oct 1996, Robert Woolley wrote:

> The 800XL RESET switch is used to discharge a .1ufd capacitor - which
> asserts RESET to the system. The time required to do this is determined
> by how much current you can suck out of the capacitor.... Be hard to do
> in less than 10usec. or so.

Where is this .1ufd cap of which you speak? According to my XL schematics,
the reset circuit has the following components:

R40: 100
R39: 56K
CR1: 1N4148
C49: 47uF
U19: 74LS14N

3225. Re: WANTED: Atari 8-Bit Software Docs and Cheats/Easter Eggs

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <54e91d$bi2@news.asu.edu>
Source record: 79338

For game cheats, check out http://www.yab.com/~coolzip

--
++
+ John H Collins The Northwest Phoenix +
+ coolzip@host.yab.com Atari Connection +
+ irata@aztec.asu.edu P.O. Box 67511 +

3226. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <54eao1$p2m@news.asu.edu>
Source record: 79339

I have it on our web page at: http://www.yab.com/~coolzip

--
++
+ John H Collins The Northwest Phoenix +
+ coolzip@host.yab.com Atari Connection +
+ irata@aztec.asu.edu P.O. Box 67511 +

3227. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <54ebar$ds@news.asu.edu>
Source record: 79340

Ahh! But you forgot the <space> between the area code and the
phone number!!!
--
++
+ John H Collins The Northwest Phoenix +
+ coolzip@host.yab.com Atari Connection +
+ irata@aztec.asu.edu P.O. Box 67511 +

3228. Re: HELP WITH ICE-T

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <54ebjp$25a@news.asu.edu>
Source record: 79341

Ooooo! 300 baud! Ouch! Well, I have tried to find a handler
for use with 300 baud modems, but it's a no-go. Better to go to
at least 2400 baud. These modems can be picked up for nearly
nothing ($5-10) nowadays.

Of course you will need a P:R:C or an 850 (there's the catch, eh?)

--
++
+ John H Collins The Northwest Phoenix +
+ coolzip@host.yab.com Atari Connection +
+ irata@aztec.asu.edu P.O. Box 67511 +

3229. Re: 1040ST-F ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: Bob Klaas <bobkla19@tcd.net>
Message-ID: <326AA639.19E9@tcd.net>
Source record: 79342

I do assume you have it all wired toghether and get a screen..look at the screen and find a drive above a/b?? Not sure if it has an external floppy or not..then take the mouse and go to a higher drive..double click on it should give you some folders. Click on one of them. the open the files you want to run..Simple???haha

At least this should get you started..The 20mg hard drive has to have files on it that are executable..you probably have what you need on the hard drive..

Hope this helps..
Bob

3230. Atari XF551 Disk Drive.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: "Jay R. Jenicek" <JJenicek@ix.netcom.com>
Message-ID: <326A7F4D.2071@ix.netcom.com>
Source record: 79343

Anyone out there know where I can get my hands on an Atari XF551 disk drive? Please let me know.

3231. Re: necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: twonoahs@aol.com
Message-ID: <54ehln$p8t@newsbf02.news.aol.com>
Source record: 79344

Necromancer was the first Atari 800 game I ever bought. It was on a datatape and took about 12 minutes to load up and sometimes the load wouldn't always work (remember tape drives?).
The game was (and is) awesome and a lot of fun. The graphics at the time blew me away (shimmering trees). The sounds were cool and the theme music in the beginning was so cool and eerie that I used to just sit and listen to it. I'd go as far as to say it is tied with M.U.L.E. for best videogame theme song EVER including the SNES, Saturn, PSX, etc.
The game has a ton of replay value and I don't even think I ever got to kill the evil dude at the end.
What would I pay? You can probably get it for free, but with docs it's worth $7.00 or so, I'd say...

3232. Re: necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <54elr3$rd5@newsbf02.news.aol.com>
Source record: 79345

I would probably say that Necromancer was one of the top 10 Atari 8-bit games ever made. Well, heck, it's a lot better than most stuff that came out afterwards and even today.

Synapse often used the Atari computer to its full potential, and this was no exception. I just loved the dreamy graphics and sound effects. Never made it to the last wave, but at least I had fun!

3233. Shamus and XL-it! 0.16

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: rayber <rayber@ibm.net>
Message-ID: <326ADAD8.64A0@ibm.net>
Source record: 79346

Hi all,
I got XL-it! 0.16 up and running (Thanks Markus), but I am having problems trying to run the game Shamus. I load the game up and the title screen appears. Every thing looks fine, but when I press the "start" key to start the game, the screen flashes momentarily (it aperears as if the game might run) and then returns to the shamus options/startup screen. Any help would be apreciated. Thanks,
-Ray Berendsen
rayber@ibm.net

3234. FS/T Various Atari Items

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: Jim <jimbo@connect.ab.ca>
Message-ID: <01bbbefc$e000b780$35bf4bce@pentium-100>
Source record: 79347

I have the following Atari items for sale (or trade), all are clean and in working condition with accessories as specified. All offers to buy or trade hardware and cartridges will take priority over offers for just the cartridges alone.

Hardware
-Atari 1200XL With BASIC cartridge, Power Supply, RF Cable
-Atari 800XL With Power Supply, RF Cable
-Atari 800XL Without Power Supply
-Atari 600XL With Power Supply
-Atari 1050 Disk Drive With Power Supply and connection cable
-Atari 1050 Disk Drive Without Power Supply
-Atari XMM801 Printer With manual and Atari Writer Plus (unit has built-in power supply)
-Atari SX212 Modem With Power Supply
-Atari 520 ST Missing all accesories
-Atari XL/XE Paddles
-2x Suncom Tac Controllers

Cartridges
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Miner 2049er
Missle Command
Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084
Star Raiders
Tennis

Books and Manuals
-Atari 800XL Manual and conection guide
-Atari 1050 Manual
-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"

-Compute's "The Atari Basic Source Book"

If you are interested in any of these items, please make me a serious offer in US funds (buyer pays shipping), as far as trades go, I am interested in the following types of items...

Intellivision - Rare Hardware and cartridges, Shrink-wrapped cartridges, Bilingual boxes released in South America
Vectrex - Hardware and cartridges, on screen Multicart(s)
Atari Lynx - Hardware and cartridges
Mattel Electronics - Handhelds (especially Backgammon), Aquarius computer items, etc.
Coleco - Handhelds, Total Control 4 carts, tabletops, as well as some ColecoVision items
Microvision - Hardware and cartridges
--
Jim Lazarenko - jimbo@connect.ab.ca

3235. Re: Atari 130XE reset switch?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-20 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961020223956.23728A-100000@pathogen.ecst.csuchico.edu>
Source record: 79348

On Mon, 21 Oct 1996, Steven Reynolds wrote:

> I was wondering if it is possible to install a momentary switch between
> 2 points inside the 130XE to cause the same effect as a power-on reset?

On one of my 800XLs, I added a "cold start switch" that operates as you described. On down the road, when I decided to modify my 130XE, I had become a constant user of SpartaDOS X and OSS cartridges (Basic XE, Action, and MAC/65). Since each of these has the ability to be "unplugged" via software, I decided my new Reset modification would need to be able not only to cold start the machine, but to re-enable these cartridges as well. My solution was a small modification to the Operating System ROM. Now I can press RESET for a normal reset, HELP+RESET for a full reboot, and SHIFT+HELP+RESET for a full reboot with all ICD/OSS cartridges enabled.

3236. OS-disabling

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <326B6BB1.41C6@htw.uni-sb.de>
Source record: 79349

Hi !

I read in a disk-mag that some cracks "disable" the OS-ROM by
changing the PORTB from output to input.
Does anyone know a game that has been cracked in that matter ?

BTW: If someone has an idea (or two) why Koronis Rift (and
other Lucasfilm-Games) don't work -> E-Mail. Thanks.

Bye,
Markus

PS: Short hint for XL-it! 0.16: The user-interface library
is somewhat buggy. If it doesn't work with your system
use the command-line switches please.

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3237. Re: FT/S: Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <54f8ct$n64@kensie.dorsai.org>
Source record: 79350

eplicon@aol.com (Eplicon) wrote:

>No, it is "Return of the Jedi." It really had nothing to do with the

Oh, OK, it's just that all of the files of it I have are named
Deathstar, and it's not like the game even has a title screen or
anything to indicate its title.

>Speaking of which, Parker Bros. pretty much botched "Star Wars: The
>Arcade Game," too, which was actually designed for them by Imagic. The
>poor gameplay and watered down translation made it almost unplayable for
>me. I knew the Atari arcade game by heart, and played it well. The 8-bit
>cart lacked all the features of the arcade version. The programmers of

What features were there? I thought it was a pretty straightforward
game, shoot the Tie fighters and then blow up the Death Star.
Gets tedious pretty quickly.

I liked the controller used in the arcade version.....

>the former obviously didn't think the game would last that long because it
>would only count to wave 99, after which, the wave 12 trench is repeated
>indefinitely. One time I played for 5 hours straight and got 44 million
>some points (wave 154, which I had to manually keep track of), but quit
>over boredom. <g>

Is this the file with the unlimited shields? The ones I have all have
unlimited shields, when it gets down to 0 shields and uyou get hit, it
jumps back up to 9.

3238. Re: FT/S: Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <54f99i$o2a@kensie.dorsai.org>
Source record: 79351

eplicon@aol.com (Eplicon) wrote:

>No, it is "Return of the Jedi." It really had nothing to do with the

Oh, OK, it's just that all of the files of it I have are named
Deathstar, and it's not like the game even has a title screen or
anything to indicate its title.

>Speaking of which, Parker Bros. pretty much botched "Star Wars: The
>Arcade Game," too, which was actually designed for them by Imagic. The
>poor gameplay and watered down translation made it almost unplayable for
>me. I knew the Atari arcade game by heart, and played it well. The 8-bit
>cart lacked all the features of the arcade version. The programmers of

What features were there? I thought it was a pretty straightforward
game, shoot the Tie fighters and then blow up the Death Star.
Gets tedious pretty quickly.

I liked the controller used in the arcade version.....

>the former obviously didn't think the game would last that long because it
>would only count to wave 99, after which, the wave 12 trench is repeated
>indefinitely. One time I played for 5 hours straight and got 44 million
>some points (wave 154, which I had to manually keep track of), but quit
>over boredom. <g>

Is this the file with the unlimited shields? The ones I have all have
unlimited shields, when it gets down to 0 shields and uyou get hit, it
jumps back up to 9.

3239. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <54fmqv$7o2@dfw-ixnews7.ix.netcom.com>
Source record: 79352

In <54f0s6$iv1@nw101.infi.net> telmnstr@infi.net (tele monster) writes:

>
>Looking for 8bit BBS Software for 800xl. Already checked the popular
>FTP sites. Nothing in the umich mirrors. Any ideas or does anyone
>have some in original arc? Need something cool. This will be accesable
>to 1 user via telnet over the internet.

I have one that requires BASIC XE, a 130XE, an R-Time8 cart abd
SpartaDOS. It needs some work, but it seems to be very much like other
PC type BBSes (Citadel to be exact). If you wan a copy, e-mail me at
the address below.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3240. FS: 10 yr collection of Atari equipment

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: bradb40494@aol.com
Message-ID: <54fq6b$89p@newsbf02.news.aol.com>
Source record: 79353

OK, last time I posted the best offer I got was 100$ and I was asking 200$
Lots of hardware and software I would like to sell together.
>>>>>>>>>150$ or best offer takes all!!!!<<<<<<<<<<<
E-Mail BradB40494@aol.com if interested

Atari XE game system, good condition, manuals included.
Atari 800 computer, works, fair condition, has owners guide.
Atari 1050 disk drive, good condition with owners manual.
Atari 410 program recorder, works, fair condition, has owners guide
Atari 1025 printer, good condition, with owners guide and dust cover.
Covox voice master, sound digitizer and playback, speech recognition, with
owners manual diskette and microphone/headset.
3 joysticks, 2 standard Atari 1 aftermarket
Atari remote control joysticks, 2 joysticks and receiver, owners manual
and universal power supply, good condition. (originally designed for 2600
but works good with computers)
2 standard power supplies
1 XEGS power supply
3 books Atari basic, Inside Atari basic, Atari in wonderland.
misc interface cables etc....

30 cartridges *manual, **box,***both

video easel
krazy kritters*
centipede*
ace of aces***
joust*
frogger*
basketball*
kstar patrol*
alf in the color caves***
demon attack
music composer*
ms pac man*
flight sim II *
krazy shoot out*
ernie's magic shapes
atarigraphics w/light pen*
super breakout w/paddles*
pac man*
missile command
krazy antics*
facemaker**
donkey kong jr*

basic
mountain king*
return of the jedi*
asteroids*
star raiders*
atariwriter*
bug hunt w/light gun
et phone home*

30 disks
manuals and or boxes for the following
one on one***
la swat/panther**
silent service***
gauntlet***
dr seuss, fix up the mix up puzzler***
math blaster***
movie maker***
match wits*
jumpman junior*
richard petty's talledega*
super huey*
typing tutor/word invaders*
pit stop*
blazing paddles*
micro painter*

47 program tapes
manuals for the following
aztec challenge
frenzy & flip flop
states & capitals
planet miners
space invaders

genrally the tapes are unrealiable many may not work

3241. BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: telmnstr@infi.net
Message-ID: <54f0s6$iv1@nw101.infi.net>
Source record: 79354

Looking for 8bit BBS Software for 800xl. Already checked the popular FTP sites. Nothing in the umich mirrors. Any ideas or does anyone have some in original arc? Need something cool. This will be accesable to 1 user via telnet over the internet.

3242. BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <54g0eb$14cc@usenetw1.news.prodigy.com>
Source record: 79355

AMIS was a nice BBS system that was public domain I believe. If you have trouble getting it or anything else, I know that B&C Computervisions at 408-986-9960 has it and also the BBS Construction Set. I think the PD AMIS disk is 5 bucks and the BBS Construction Set is more.

3243. Re: FT/S: Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <54g2m2$afb@newsbf02.news.aol.com>
Source record: 79356

Re: Star Wars

> What features were there? I thought it was a pretty
> straightforward game, shoot the Tie fighters and then blow
> up the Death Star. Gets tedious pretty quickly.

The only thing that was right was the look of the X-Wing. The movement did not correspond to the screen (only the cursor moved). And as for the cursor, it was not self-centering like the arcade version, which meant you had to quickly jostle the joystick back and forth. There was also no flight sensation. The Death Star only stayed one size, and its explosion was a joke. The TIE Fighters flew in a fixed pattern (diagonally) and also never changed size. There was no music to accompany the scenes, either. The game only used the opening bars of the theme music, but it was the wrong version -- they used the piano arrangement instead of the film arrangement! There were countless of other ommissions or simply badly watered down things put in (e.g. 2600 quality sound effects). However, I understand subsequent versions for the PC and ST that came out in the late 80s were closer to the arcade than this one.

> I liked the controller used in the arcade version.....

Ditto.

> Is this the file with the unlimited shields? The ones
> I have all have unlimited shields, when it gets down to 0
> shields and uyou get hit, it jumps back up to 9.

Poor me, I only had the cart version ($50 from Toys 'R Us), which meant I could not be generous over my shield use! I actually almost had my game end on several occasions when I was down to one shield or no shield.

I hope with the recent releases of classic arcade games to the PC, that Atari Games will do the same for this and others!

3244. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <54gfj3$ej5@nnrp1.news.primenet.com>
Source record: 79357

In article <54f0s6$iv1@nw101.infi.net>,
tele monster <telmnstr@norfolk.infi.net> wrote:
>Looking for 8bit BBS Software for 800xl. Already checked the popular
>FTP sites. Nothing in the umich mirrors. Any ideas or does anyone
>have some in original arc? Need something cool. This will be accesable
>to 1 user via telnet over the internet.

I heard that the ORIGINAL BBS Express was made freeware recently, but I
can't find it on the Net. It had a few cool things like its own hypertext
system.

BBS Express Pro, however, still costs money, but well worth it if you plan
on having lots and lots of loyal callers who demand the best. It sort of
makes you feel like you're on an old, old IBM board.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3245. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961021163427.31112A-100000@moose.erie.net>
Source record: 79358

On 21 Oct 1996, Robert Stone wrote:

> AMIS was a nice BBS system that was public domain I believe. If you have
> trouble getting it or anything else, I know that B&C Computervisions at
> 408-986-9960 has it and also the BBS Construction Set. I think the PD
> AMIS disk is 5 bucks and the BBS Construction Set is more.

DON'T, DON'T, DON'T get BBS Construction Set!!! Buggiest thing ever. It was written on an Apple II then ported to the Atari by a guy who didn't even own one. I've been a sysop since early in the 8-bit days and I don't know anyone who ran BBS Construction Set for more than a week. I gave away my copy to a guy I didn't like! :^)

AMIS is okay to get your feet wet. It's entirely in BASIC so it can be hacked as you see fit. Our user group (SAGE) put out a version that ran all of the disk based files from a RAMdisk on the 130XE or an expanded XL. It sent all of the log stuff to the RAMdisk also. So, it allowed you to run a BBS with a single disk drive and no printer. It also saved a lot of wear and tear on the disk drive because it only ran for uploads and downloads. It was intended as a starter program and was called AMISXLRD, I think.

The best way to go though is to run BBS Express. This is easy to set-up, easy for the sysop to learn, and easy for the callers also. More importantly, it is also extremely reliable. It was released as shareware after Express Pro came out.

3246. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <326BD74E.185B@iexist.flw.lucent.com>
Source record: 79359

Tony Smolar wrote:
>
> On 18 Oct 1996 05:07:33 GMT, Richard Forester <forester@blarg.net> wrote:
> >Wow.. I remember this one too.. Are you sure it isn't the phone number?
> >Hmm.. I hope someone knows!
> >
> >Richard
> >
>
> I'm pretty sure it's the phone number in some form. I can't remember
> if you have to type the ()'s and -'s also. You can't type it from the
> title screen, so I guess it has to be typed from within the game.

It took a bit of digging but I found my old cheat sheet on Miner 2049er.
Here is what you do.

"Go to level one and move to the right hand edge of the first platform
(so you have time to do this without getting zapped). Type in the 10
digit phone Number which is 2137826861 (no dashes or brackets). Now any
time you want to go to a different level, hold down the shift key and
press the level number. You may have to tap the level number 2 or 3
times while holding down the shift key but it works. No need to type in
the 10 digit number after the first time unless you shut the game off or
hit reset."

I know it works. I used to do it regularly.

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

3247. Super Breakout question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961021192102.26110J-100000@ns1.ptd.net>
Source record: 79360
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I was wondering what are the differences between the 2600 and 8-bit version of Super Breakout? Does the 8-bit have the same sound effects as the 2600? That's why I mainly play SB. I try to get 8-bit games if I could. Thanx! :)

Eric Noss
a.k.a
Mr. Maddog

3248. Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <326C0958.142A@interpoint.net>
Source record: 79361

Necromancer is one of the BEST games of all time, The freakin' game just gets TOO DAMN HARD though towards the end!, It becomes a matter of luck if you get further, and my hands literally KILL me from putting up more trees and moving the joystick every which way but loose to defend myself! Now that I can use a Sega gamepad type controller with the game, I wonder if I could get further? I'm going to play it again soon.

The game is downright SCARY at times! Ever played it alone with the lights out? The music and sound effects freak me out a little!

-Rich.

3249. Info. about Atari XF551 Disk Drive.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: "Jay R. Jenicek" <JJenicek@ix.netcom.com>
Message-ID: <326C0ACE.F1A@ix.netcom.com>
Source record: 79362

To whom it may concern:

I am on the market to purchase an Atari XF551 drive to accomodate my Atari 130XE. The main reason why I'm choosing an Atari XF551 drive is because it matches the 130XE in color. I've never seen an XF551 drive in person, but am I correct in assuming they color coordinate?!? I know this is trivia, but aesthetics are important to me as I have started a computer museum and Atari is the centerpoint. I need a second drive anyway because my 1050 sounds like crap, it works, but sounds like trash.

Anyway, could someone with knowledge give me an opinion on the XF551? I've read mixed messages about the XF551 in that it changes speeds and may have problems running certain software. What is your opinion on this? I need it merely to run my existing Atari games, in low density and double density, and would really like to know if my choice is a good one before I spend the money.

Thank you very much!

3250. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: telmnstr@norfolk.infi.net
Message-ID: <54gntm$3ui@nw101.infi.net>
Source record: 79363

In article <54gfj3$ej5@nnrp1.news.primenet.com>, nickb@primenet.com says...
>
>In article <54f0s6$iv1@nw101.infi.net>,
>tele monster <telmnstr@norfolk.infi.net> wrote:
>>Looking for 8bit BBS Software for 800xl. Already checked the popular
>>FTP sites. Nothing in the umich mirrors. Any ideas or does anyone
>>have some in original arc? Need something cool. This will be accesable
>>to 1 user via telnet over the internet.
>
>I heard that the ORIGINAL BBS Express was made freeware recently, but I
>can't find it on the Net. It had a few cool things like its own hypertext
>system.
>
>BBS Express Pro, however, still costs money, but well worth it if you plan
>on having lots and lots of loyal callers who demand the best. It sort of
>makes you feel like you're on an old, old IBM board.
>
>--
>N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
,-._|\
>~ /
\
>
Phoenix-->*_,--._/
>98-KUPD Red Card Holder #710563 WedSpc License #71.0563
v

I would like the original bbs express? It doesn't require atascii does it? The atari will be connected into a terminal server that will probably have 4 or 5 other computers running other bbses. It is more of a experiement in hooking older machines to the net.

AND THERE WILL BE _NO_ Commodore 64s. :-)

Any idea of where I can find it on the net?

And is there any problem using 8 1050's with it? :-) Ive got a huge stack of them, havent tried to use them (I realize if would have to internally mod some of the (5-8).

- tele

3251. 130xe mod

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <326C3B91.3022@interpoint.net>
Source record: 79364

Well, I must say I didn't believe it when he told me he could do it, but I sent my 130xe and a small fee to Steve Tucker and he transformed it into an Atari 8-bit dream!!

Two switches that look totally professional, like he never did anything to it, allow me to choose a combination of 4 different ROMs to use with it. I can bypass basic without holding the option down, switch between Fix-xl and Omnimon to boot my old 800 stuff, or just leave it alone unmodified. Finally all my Atari's combined into one computer, It's like having an 800 with 128k and a better video output that runs XE files, COOL!! Thanks Steve, no more Translator disks and holding that damn option key down anymore!!

-Rich.

3252. Connecting an 800XL to an ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: skr@dcs.ed.ac.uk
Message-ID: <DzMr4C.K79.0.staffin.dcs.ed.ac.uk@dcs.ed.ac.uk>
Source record: 79365

I would like to be able to connect my ST to my 800XL perhaps via serial ports to be able to download software to the 800XL.

I use ST X-Former to emulate the 8-bit but it cannot run games.
I would like to know if the ST Xfer, program which transfers 8-bit files to 8-bit disk image files, is capable of this.

Note that I do not have a disk drive for the 800XL.
--> I want to be able to use the Xfer programme to transfer files to the 800XL from the virtual disks on my ST.

Can I do this without an 8-bit disk drive?????

--
Cheers:
:=----Steve.

3253. Atari 130XE reset switch?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: steven@rain.org
Message-ID: <54eugl$f89@news.rain.org>
Source record: 79366

Considering that most Atari games don't allow you to reboot using the
Reset key, I find that I have to turn my 130XE on and off after almost
every game. The 130XE seems to be tough enough to handle this, but I
was wondering if it is possible to install a momentary switch between
2 points inside the 130XE to cause the same effect as a power-on reset?

After all, a Commodore 64 can do it, so surely an Atari 130XE can...?

If you can describe the locations to solder to inside the 130XE, ie. the
chip U and pin numbers, please send me the instructions in e-mail.

Thanks.

--
Steven A. Reynolds Amateur Radio AA6OT
steven@rain.org Santa Barbara, CA
http://www.rain.org/~steven -- Updated 9/26/96
1991 Suzuki GS500E

3254. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <326BA40E.5D79@uofrlaw.urich.edu>
Source record: 79367

Tony Smolar wrote:
>
> I remember that there was some trick in The Miner 2049er cartridge
> where you could warp to any level that you want. I know you had to
> type something to turn on that feature. What was it? Big Five's
> phone number? I tried that and it didn't seem to work.
>
> If anyone can refresh my memory, please do!
>
> Thank you

I remember this trick as well: you had to type in the entire phone number, including area code, and then (I think) hold down shift while pressing the number of the level you wanted to play. Try that. If that doesn't work, there was a special version of the game floating around on some archive that let you pick your level and increase your lives in a custom screen before going into Miner. Let me know if it works.

Falcon

3255. Re: Info. about Atari XF551 Disk Drive.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-21 00:00:00 UTC
From: JNel <estop23@jps.net>
Message-ID: <326C10E3.BF@jps.net>
Source record: 79368

The XF551 is the color of a Macintosh computer (I believe it's the same as an XE). Anyway, it's a great drive - I have two, plus a 1050. It's much slimmer and quieter than the 1050 and they have never given me any problem (whereas I've had to re-solder the serial port on my 1050 several times)

3256. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <54h227$o5a@triglav.iwaynet.net>
Source record: 79269

bmcbrine@pine.alberni.net (Bill_McBrine) wrote:

>I don't know what changes Atari made to their kb's, but some are great,
>some are cruddy. The XE kb's are not great, but not as bad as the 600xl
>kb I have.

> LONG LIFE ARCHON! :-)

>TC,
>=Bill=
>--

Of course, the old 800 had the best keyboard of all. Now if there
were only a way to cram all of my 130XE's functionality (a COMPATIBLE
memory upgrade, both OSes, and the expansion port) into that nice
chassis.

3257. Re: necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bbbfc7$4662d560$169072ce@forester>
Source record: 79270

It's one of the best games ever made for the Atari 800. If you can get
your hands on it.. do.

Richard

Stephen Laisch <yakumo@xnet.com> wrote in article
<32698FEB.6E04@xnet.com>...
> Does anyone know what this game is about?
>
> All I have been able to find out is that it has alot to do with "trees"
>
> Is their any story behind this game? What is the replay value? And
> what is the most you would spend for it?
>
> I believe it was made by Synapse
>
>
> --
> yakumo@xnet.com
> "Ahhh.. mods.. finally theres a use for soundcards"
>

3258. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bbbfc6$f047fca0$169072ce@forester>
Source record: 79271

Actually, you don't need a space between the area code and phone number.

Richard

JOHN COLLINS <irata@aztec.asu.edu> wrote in article
<54ebar$ds@news.asu.edu>...
>
> Ahh! But you forgot the <space> between the area code and the
> phone number!!!
> --
> ++
> + John H Collins The Northwest Phoenix +
> + coolzip@host.yab.com Atari Connection +
> + irata@aztec.asu.edu P.O. Box 67511 +
>

3259. Re: Info. about Atari XF551 Disk Drive.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <54heom$idq@news.mel.aone.net.au>
Source record: 79272

In article <326C0ACE.F1A@ix.netcom.com>, JJenicek@ix.netcom.com says...
>
>To whom it may concern:
>
>I am on the market to purchase an Atari XF551 drive to accomodate my
>Atari 130XE. The main reason why I'm choosing an Atari XF551 drive is
>because it matches the 130XE in color. I've never seen an XF551 drive
>in person, but am I correct in assuming they color coordinate?!? I know
>this is trivia, but aesthetics are important to me as I have started a
>computer museum and Atari is the centerpoint. I need a second drive
>anyway because my 1050 sounds like crap, it works, but sounds like
>trash.
>
>Anyway, could someone with knowledge give me an opinion on the XF551?
>I've read mixed messages about the XF551 in that it changes speeds and
>may have problems running certain software. What is your opinion on
>this? I need it merely to run my existing Atari games, in low density
>and double density, and would really like to know if my choice is a good
>one before I spend the money.
>
>Thank you very much!

Yes, the XF551 does match the XE line of computers in color and style.
There are a few little bugs in the drive, like when you change disks from D/D
to S/D the drive doesn't change densities too well. I have found that to
quickly change the drive density to what you want- is to pretend to format a
disk in the density u want (ie no disk in drive). Otherwise it is a very good
Disk Drive, runs high speed too with SuperDOS 5.1 as well as true Double sided
disk access. One other problem is it will not format the back of a disk- so no
more "flippy" disks. You Can actually upgrade it to use a 720k disk drive, or
both if you want, but I'm unsure where you can get this upgrade from. Anyway,
I hope this has been slightly helpful for you

Stevo <stev@networx.net.au>

3260. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <54hfb7$idq@news.mel.aone.net.au>
Source record: 79273

In article <54f0s6$iv1@nw101.infi.net>, telmnstr@infi.net says...
>
>Looking for 8bit BBS Software for 800xl. Already checked the popular
>FTP sites. Nothing in the umich mirrors. Any ideas or does anyone
>have some in original arc? Need something cool. This will be accesable
>to 1 user via telnet over the internet.

I have a Full copy of OASIS BBS system if your interested, although I'm damned
if I can figure out how to set it up. The main point is it runs under
SpartaDOS,
which can access all 8 disk drives. BUT you need at least a 130 XE to run as
it
uses the ramdisk to store a lot of files (the more memory the better: 320XE?)

Stevo <stev@networx.net.au>

3261. Re: Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <54hid7$2u2@newsbf02.news.aol.com>
Source record: 79274

In article <326A64A1.211A@cdsnet.net>, Mike LaRue <bandit@cdsnet.net>
writes:

>All Items have been tested and are in good condtion
> unless Stated.
>
>

Mike, how do you test a book (said with tongue firmly planted in cheek?)

3262. Re: OS-disabling

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbfd9$435d0a40$aaf7aecc@127.0.0.1>
Source record: 79275

> I read in a disk-mag that some cracks "disable" the OS-ROM by
> changing the PORTB from output to input.
> Does anyone know a game that has been cracked in that matter ?
>
> BTW: If someone has an idea (or two) why Koronis Rift (and
> other Lucasfilm-Games) don't work -> E-Mail. Thanks.
>
> Bye,
> Markus
>
> PS: Short hint for XL-it! 0.16: The user-interface library
> is somewhat buggy. If it doesn't work with your system
> use the command-line switches please.

Just to let you know Marcus, the user-interface doesn't work at all on my computer, none of the options are set right when i enter the mode and none of my changes do anything... my pc is a p-120 w/16mb ram and win95... if you need a more specific system info e-mail me. =)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

3263. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbfd9$6c38f0a0$aaf7aecc@127.0.0.1>
Source record: 79276

> "Go to level one and move to the right hand edge of the first platform
> (so you have time to do this without getting zapped). Type in the 10
> digit phone Number which is 2137826861 (no dashes or brackets). Now any
> time you want to go to a different level, hold down the shift key and
> press the level number. You may have to tap the level number 2 or 3
> times while holding down the shift key but it works. No need to type in
> the 10 digit number after the first time unless you shut the game off or
> hit reset."

Kit, do you mind if i use this cheat on my new atari 8-bit page? i will
give you credit for it! =)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca

3264. WANTED: Atari 8-Bit Docs, Cheats, and Easter Eggs

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbfd9$a600cf60$aaf7aecc@127.0.0.1>
Source record: 79277

PLEASE...

If you have any Atari 8bit Game Documents, cheats, or Easter Eggs (thingys
that programmers put into games that do neat-o things but are otherwise
useless). please e-mail me at blackat@direct.ca, you will be given full
mention on the new atari 8-bit homepage i am setting up.

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
http://www.ogopogo.com/blackat

3265. Re: 10 yr collection of Atari equipment

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbfda$5eb64580$aaf7aecc@127.0.0.1>
Source record: 79278

> manuals for the following
> aztec challenge
> frenzy & flip flop
> states & capitals
> planet miners
> space invaders

If possible could you send a copy of the manuals to be via e-mail (scan them and ocr them, or type 'em in)??????

Please? I am looking for any and all 8bit game documentation i can get! =)

--
William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3266. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JvISGJq.lmcclure@delphi.com>
Source record: 79279

In a message dated 10-22-96, David Maxwell said:
|
| Of course, the old 800 had the best keyboard of all.
|
|
I am certain their are many 1200XL owners out there who will argue with
you on that point.
-
Personally, having owned an old 800 before, and still possessing my
1200XL, I might have to give the original 800 the top score for "touch",
but the 1200XL keyboard beats all the other Atari 8-bit keyboards hands
down in the ergonomics and layout departments, IMO.

--
LMCCLURE@delphi.com
Little Rock, AR

3267. Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbbfd9$f5764d40$aaf7aecc@127.0.0.1>
Source record: 79280

There is a new atari 8-bit homepage being constructed at

http://www.ogopogo.com/blackat
(You *MUST* Have A JavaScript Enabled Browser!)

NOTICE: THIS PAGE IS STILL IN ETA FORMAT!
Check back often to see what's been changed! =)

If you have any ideas please do not hesitate to send e-mail, also if you
see any bugs or other strange things please e-mail...

William J. Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3268. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <54ihap$129@nnrp1.news.primenet.com>
Source record: 79281

In article <01bbbfd9$f5764d40$aaf7aecc@127.0.0.1>,
BlacKat <blackat@direct.ca> wrote:
>There is a new atari 8-bit homepage being constructed at
>
>http://www.ogopogo.com/blackat
>(You *MUST* Have A JavaScript Enabled Browser!)

And what, praytell, is so important that it MUST be represented in
JavaScript?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3269. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <54iio7$6pl@News.Dal.Ca>
Source record: 79282

In article <54h227$o5a@triglav.iwaynet.net>, dmaxwell@iwaynet.net (David A. Maxwell) writes:
>bmcbrine@pine.alberni.net (Bill_McBrine) wrote:
>
>
>>I don't know what changes Atari made to their kb's, but some are great,
>>some are cruddy. The XE kb's are not great, but not as bad as the 600xl
>>kb I have.
>
>> LONG LIFE ARCHON! :-)
>
>>TC,
>>=Bill=
>>--
>
>Of course, the old 800 had the best keyboard of all. Now if there
>were only a way to cram all of my 130XE's functionality (a COMPATIBLE
>memory upgrade, both OSes, and the expansion port) into that nice
>chassis.
>

I've never had a problem with an Atari keyboard, or noticed any differences.
I have my first ever Atari 600xl(expanded to 64k) and the keyboard is identical
to the 3 other 800xl's(2 64k,1 256k) that I have in form and function.

One problem recently arose after 10 years of use: The 256k 800xl I have. The
select key doesn't work anymore. I could care less really, since I have the
others to play Star Raiders on but when I use Atariwriter+ I like to use the
3 memory banks, and you need the Select Key to set the tabs.

Anyway, I know it isn't the key itself because I've taken other keyboards
off and put them on this one and it still doesn't work.

Any suggestions?

Randy.

3270. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <54ikte$sri@ns.mcs.kent.edu>
Source record: 79283

Nick S Bensema (nickb@primenet.com) wrote:
: In article <01bbbfd9$f5764d40$aaf7aecc@127.0.0.1>,
: BlacKat <blackat@direct.ca> wrote:
: >There is a new atari 8-bit homepage being constructed at
: >http://www.ogopogo.com/blackat
: >(You *MUST* Have A JavaScript Enabled Browser!)
: And what, praytell, is so important that it MUST be represented in
: JavaScript?

Sounds to me like a java-virus. (:

--Craig

3271. Atari 130XE reset switch?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <54ik4d$2h30@usenetw1.news.prodigy.com>
Source record: 79284

What a great idea! Can you share with us the changes you made? Did you actually burn an eprom or is the new OS booted each time from disk? If eprom, can you burn more and sell them?

3272. Atari 800/XL/XE/XEGS Cartridge List 2.3

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: krieg@earth.execpc.com
Message-ID: <54iltb$ga1@earth.alpha.net>
Source record: 79285
Cross-posted to: rec.games.video.classic,rec.games.video.atari,comp.sys.atari.8bit

```
================================================================================
= Cartridge List for the Classic Atari 800/XL/XE Computers =
================================================================================
= Rev. 2.3 October 18th, 1996 =
= =
= Author: Andrew Krieg krieg@execpc.com =
= =
= This list is also available via the WWW at: =
= http://www.cs.uwm.edu/public/krieg/fun.html =
================================================================================
= Welcome to the Classic Atari Computers Cartridge List! This list is based =
= on a list originally started by Kevin Chase. Many personalized versions of =
= Kevin's list started to pop-up, so I have attempted to consolidate every =
= bit of data I could find into one list. I hope you find it useful! =
================================================================================
= Key =
= ------ =
= NR = Never released =
= ?xx = Year of release not known for certain. =
= kbo = Keyboard overlay was included with cartridge. =
= kp = Works with a Koala pad device. =
= lp = Works with a lightpen device. =
= ppt = Requires Chalkboard Inc.'s Powerpad Tablet device. =
= rso = This is a right slot only cart, exclusively for 800 computers. =
= CPS = Consumer Products Service, a division of Atari.
= * = This cart only runs on 400 and 800 model computers. =
= 2 = This cart requires 2 joysticks to play. =
= + = This cart was released more than once in different cart cases. =
= <none> = No catalog # for this cart =
= [O] = Checklist for cartridge ownership =
= [M] = Checklist for manual ownership =
= [B] = Checklist for original box ownership =
= =
= To reuse the checklists, use your favorite editor and replace all of the =
= string patterns "[x]" with "[ ]". You have to calculate your own ownership =
= and ratio values as well. =
================================================================================
= The rarity ratings are still undergoing fine tuning. I would appreciate =
= any feedback on them. It should be noted that common carts for the Atari =
= computers are harder to find than common 2600 carts. They would probably =
= rank as uncommon or rare on the VGR 2600 list. =
= =
= Rarity =
```

```
= ------ =
= C Common These carts can be found fairly easily at thrift =
= stores, in sale posts on the 'Net, or in Atari =
= computer vendor catalogs (yes there still are some =
= vendors!). =
= U Uncommon A little harder to find, but they pop up on the 'Net =
= infrequently. =
= R Rare Very elusive to find carts. Some vendors still have =
= them in stock, but they are generally more expensive. =
= ER Extremely These are very, very hard to find. They usually have =
= Rare had a very low production run. Consider yourself =
= very lucky to come across one! =
= PR Prototype Never formally released. Only pre-release prototypes =
= exist. The ultimate rarity! =
================================================================================
= Total = 343 carts Own = 166 carts Ratio = 48% =
================================================================================
Rar-
Manufacturer Catalog # Yr Title ity [O][M][B]
--------------- --------- -- ----------------------------------- --- - - -
Activision Beamrider R [ ][ ][ ]
Activision CC-008-04 83 Decathlon U [x][x][ ]
Activision CC-102-04 84 Designer's Pencil, The U [x][ ][ ]
Activision CZ-005-04 84 Dreadnought Factor, The C [x][x][ ]
Activision CZ-007-04 84 H.E.R.O. U [ ][ ][ ]
Activision CZ-002-04 83 Kaboom! U [x][x][x]
Activision CZ-006-04 84 Keystone Kapers U [ ][ ][ ]
Activision CZ-003-04 83 MegaMania U [x][x][x]
Activision Pastfinder R [ ][ ][ ]
Activision CZ-004-04 84 Pitfall! U [ ][ ][ ]
Activision CA-011-04 84 Pitfall II U [x][x][ ]
Activision CZ-001-04 83 River Raid U [x][ ][ ]
Activision CA-012-04 83 Space Shuttle: A Journey Into Space U [x][ ][ ]
Activision CZ-010-04 84 Zenji U [x][x][ ]
Activision CC-101-04 84 Zone Ranger U [x][ ][ ]
Adventure Intl Rally X Speedway R [ ][ ][ ]
Atari CXL4010 79 3-D Tic-Tac-Toe U [x][ ][ ]
Atari [CPS] FD100335 1200XL SuperSALT Diag. cart (w/ kit) ER [ ][ ][ ]
Atari 79 400/800 SALT Diagnostic cartridge ER [x][ ][ ]
Atari TE15644 82 400/800 SALT II Diag. cartridge 2.05 ER [ ][ ][ ]
Atari [CPS] FD100006 810 Diagnostic cartridge ER [ ][ ][ ]
Atari RX8099 88 Ace of Aces (by Accolade) C [x][x][ ]
Atari RX8109 88 Airball R [x][x][ ]
Atari RX8092 87 Archon (by Electronic Arts) C [x][x][ ]
Atari CXL4003 79 Assembler Editor Computing Language U [x][ ][ ]
Atari CXL4013 81 Asteroids C [x][x][ ]
Atari RX8054 83 Atari Graphics [w/ CX75 Light Pen] R [ ][ ][ ]
Atari RX8032 83 Atari LOGO Computing Language U [x][ ][ ]
Atari RX8053 83 Atariartist [w/ CX77 Touch Tablet] U [x][ ][ ]
Atari AED80013 83 AtariLab: Light Module U [ ][ ][ ]
```

Atari AED80014 84 AtariLab: Temperature Module U [ ][ ][ ]
Atari RX8036 82 AtariWriter [version A, brown] C [x][ ][ ]
Atari RX8036 84 AtariWriter [version C, silver] U [x][ ][ ]
Atari RX8064 87 Ballblazer (by Lucasfilm) C [x][x][x]
Atari RX8086 87 Barnyard Blaster [uses lightgun] U [x][x][x]
Atari CXL4002 79 BASIC Computing Language [ver. A] C [x][x][ ]
Atari CXL4002B ?81 BASIC Computing Language [ver. B] ER [ ][ ][ ]
Atari CXL4002C ?83 BASIC Computing Language [ver. C] R [ ][ ][ ]
Atari CXL4004 79 Basketball C [x][x][ ]
Atari RX8077 87 Battlezone U [x][x][x]
Atari Berzerk PR [ ][ ][ ]
Atari RX8081 87 Blue Max (by Synapse) U [x][x][x]
Atari RX8087 87 Bug Hunt [uses lightgun] U [x][ ][ ]
Atari RX8021 87 Caverns of Mars C [x][x][ ]
Atari CXL4020 82 Centipede C [x][x][ ]
Atari RX8096 88 Choplifter! (by Br0derbund) U [x][x][x]
Atari RX8094 Commando R [ ][ ][ ]
Atari CXL4009 79 Computer Chess U [x][ ][ ]
Atari RX8104 88 Crime Buster [uses lightgun] U [x][x][x]
Atari RX8088 87 Crossbow [uses lightgun] U [x][ ][ ]
Atari RX8102 88 Crystal Castles U [x][x][x]
Atari RX8101 88 Dark Chambers U [x][x][ ]
Atari RX8083 87 David's Midnight Magic(by Br0derbund) U [x][x][x]
Atari CXL4025 82 Defender C [x][x][ ]
Atari RX8??? Deflektor R [ ][ ][ ]
Atari RX8089 88 Desert Falcon U [x][x][x]
Atari RX8026 83 Dig Dug C [x][x][ ]
Atari RX8031 83 Donkey Kong C [x][x][ ]
Atari RX8040 83 Donkey Kong Jr. C [x][x][ ]
Atari RX8039 83 Eastern Front (by APX) C [x][d][ ]
Atari CXL4001 79 Educational System Master Cartridge U [x][ ][ ]
Atari RX8030 83 E.T. Phone Home! C [x][ ][ ]
Atari RX8085 87 Fight Night (by Accolade) U [x][ ][ ]
Atari RX8067 84 Final Legacy U [x][x][ ]
Atari RX8091 87 Flight Simulator II (by subLOGIC) C [x][x][ ]
Atari RX8079 87 Food Fight U [x][x][ ]
Atari CXL4024 82 Galaxian C [x][x][x]
Atari RX8090 87 GATO (by Spectrum Holobyte) U [x][x][x]
Atari RX8084 87 Hardball (by Accolade) U [x][x][ ]
Atari CXL4019 In-Store Demonstration Program Cart R [x][ ][ ]
Atari RX8114 88 Into the Eagle's Nest (by Pandora) U [x][x][x]
Atari RX8044 83 Joust C [x][x][ ]
Atari RX8049 83 Jungle Hunt [+] U [x][x][ ]
Atari Kangaroo PR [ ][ ][ ]
Atari RX8095 Karateka (by Br0derbund) U [ ][ ][ ]
Atari Letter Tutor PR [ ][ ][ ]
Atari RX8082 87 Lode Runner (by Br0derbund) U [x][x][x]
Atari CXL4014 Mailing List R [ ][ ][ ]
Atari RX8103 88 Mario Bros. U [x][x][ ]
Atari RX8035 82 Microsoft BASIC II Programming Lang. U [x][ ][ ]

Atari RX8048 84 Millipede U [x][x][ ]
Atari CXL4012 81 Missile Command C [x][x][ ]
Atari RX8052 87 Moon Patrol C [x][x][ ]
Atari RX8043 83 Ms. Pac-Man C [x][x][ ]
Atari CXL4007 80 Music Composer C [x][x][ ]
Atari RX8108 88 Necromancer U [x][x][x]
Atari RX8093 87 One-on-One Basketball (by Elec. Arts) U [x][x][ ]
Atari CXL4022 82 Pac-Man C [x][x][ ]
Atari RX8045 83 Pengo U [x][x][x]
Atari CXL4018 80 Pilot Computing Language U [x][ ][ ]
Atari RX8080 85 The Learning Phone (PLATO) R [x][ ][ ]
Atari RX8034 83 Pole Position C [x][x][ ]
Atari CXL4027 82 Qix C [x][x][ ]
Atari RX8029 83 RealSports Football C [x][x][ ]
Atari RX8063 87 Rescue on Fractalus (by Lucasfilm) U [x][x][x]
Atari RX8033 83 Robotron: 2084 C [x][x][ ]
Atari RX8059 84 Skywriter (by EduFun!) U [x][x][x]
Atari CXL4008 81 Space Invaders U [x][x][x]
Atari CXL4011 80 Star Raiders C [x][x][ ]
Atari RX8078 87 Star Raiders II U [x][x][x]
Atari RX8098 88 Summer Games (by Epyx) U [x][ ][ ]
Atari CXL4006 79 Super Breakout C [x][ ][ ]
Atari CB101931 Super Pac-Man PR [ ][ ][ ]
Atari 83 XL SuperSALT Diag. cartridge 3.04 ER [ ][ ][ ]
Atari <none> 83 Superman III PR [ ][ ][ ]
Atari CXL4015 81 Telelink I U [x][x][ ]
Atari CXL4016 Telelink II R [ ][ ][ ]
Atari RX8042 83 Tennis C [x][ ][ ]
Atari RX8113 88 Thunderfox U [x][x][x]
Atari RX8111 Tower Toppler PR [ ][ ][ ]
Atari RX8069 Track and Field R [ ][ ][ ]
Atari RX8057 84 Typo Attack (by APX) U [x][ ][ ]
Atari CXL4005 79 Video Easel U [x][ ][ ]
Atari CA400201 XE Demo Cartridge [4 games] ER [ ][ ][ ]
Beaumont PUP (Primary Utility Pack) ER [ ][ ][ ]
Big Five <none> 84 Bounty Bob Strikes Back! ER [x][ ][ ]
Big Five <none> 83 Miner 2049er C [x][x][ ]
Br0derbund 82 Choplifter! U [x][ ][ ]
Br0derbund Sea Fox R [ ][ ][ ]
Br0derbund ATCART190 82 Serpentine C [x][x][ ]
CBS Software 4L-0502 84 Astro-Grover [kbo] U [ ][ ][ ]
CBS Software 4L-0505 84 Big Bird's Funhouse U [ ][ ][ ]
CBS Software 84 Big Bird's Special Delivery U [ ][ ][ ]
CBS Software Blue Print R [ ][ ][ ]
CBS Software Boulders & Bombs R [ ][ ][ ]
CBS Software 4L-9847 84 Coconotes U [x][ ][ ]
CBS Software Domino Man R [ ][ ][ ]
CBS Software 4L-9889 84 Ducks Ahoy! U [ ][ ][ ]
CBS Software 84 Ernie's Magic Shapes U [ ][ ][ ]
CBS Software 84 Halftime Battlin' Bands R [ ][ ][ ]

CBS Software M8786 82 K-razy Antiks (by K-Byte) C [x][x][ ]
CBS Software M8788 82 K-razy Kritters (by K-Byte) [*] U [x][ ][ ]
CBS Software M8784 82 K-razy Shoot-Out (by K-Byte) C [x][x][ ]
CBS Software M8790 82 K-star Patrol (by K-Byte) U [x][x][ ]
CBS Software Madden's Football R [ ][ ][ ]
CBS Software 75010 84 Math Mileage U [ ][ ][ ]
CBS Software 4L-2541 83 Mountain King (by K-Byte) U [x][ ][ ]
CBS Software 84 Movie Musical Madness U [ ][ ][ ]
CBS Software Omega Race R [ ][ ][ ]
CBS Software 84 Peanut Butter Panic R [ ][ ][ ]
CBS Software Satan's Hollow R [ ][ ][ ]
CBS Software 4L-9890 84 Sea Horse Hide'n Seek U [ ][ ][ ]
CBS Software 4L-0365 84 Sesame Street Letter-Go-Round[2 kbo] U [x][x][x]
CBS Software Solar Fox R [ ][ ][ ]
CBS Software 4L-0111 Time Bound U [x][x][ ]
CBS Software Time Trials R [ ][ ][ ]
CBS Software 84 Webster: The Word Game U [ ][ ][ ]
CBS Software Wings R [ ][ ][ ]
Chalkboard Inc. 10031A-3 83 BearJam [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10011A-3 83 Leo's 'Lectric Paintbrush [ppt] [*] ER [x][x][x]
Chalkboard Inc. Leo's Links [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10042A-3 83 LogicMaster [ppt] [*] ER [ ][ ][ ]
Chalkboard Inc. 10021A-3 83 MicroMaestro [ppt] [*] ER [x][x][x]
Chalkboard Inc. 10016A-3 Micro Illustrator [ppt] [*] ER [ ][ ][ ]
Citibank 84 Direct Access (home banking) ER [ ][ ][ ]
Dana <none> 83 Alien Ambush U [ ][ ][ ]
Dana <none> 83 Cloudburst (by Tensor Technologies) R [ ][ ][ ]
Datasoft Letter Wizard R [ ][ ][ ]
Eastern House KISS [rso] R [ ][ ][ ]
Eastern House Monkey Wrench [rso] R [ ][ ][ ]
Eastern House 83 Monkey Wrench II [rso] R [ ][ ][ ]
Elcomp Atext-1 (word processor) ER [ ][ ][ ]
Elcomp Atmas (macro assembler) ER [ ][ ][ ]
Elcomp Atmona-1 (machine language monitor) ER [ ][ ][ ]
Epyx 54 82 Alien Garden U [x][x][ ]
Epyx 83 Fun with Art U [x][ ][ ]
Epyx Fun with Music R [ ][ ][ ]
Epyx 614R 83 Gateway to Apshai U [x][x][ ]
Epyx <none> 83 Jumpman Junior U [x][x][ ]
Epyx Lunar Outpost R [ ][ ][ ]
Epyx <none> 82 Monster Maze [*] U [x][ ][ ]
Epyx 604R 83 Pitstop U [x][x][ ]
Epyx 55 82 Plattermania U [x][x][ ]
Epyx 664R 83 Silicon Warrior C [x][x][ ]
Epyx SWAT Rescue R [ ][ ][ ]
Exidy Demo Cartridge ER [ ][ ][ ]
First Star 82 Astrochase ER [ ][ ][ ]
First Star <none> 83 Bristles ER [ ][ ][ ]
First Star <none> 84 Boulder Dash ER [ ][ ][ ]
First Star <none> 83 Flip and Flop ER [ ][ ][ ]

Fisher-Price DCF-AT 84 Dance Fantasy U [ ][ ][ ]
Fisher-Price LNL-AT 84 Linking Logic U [x][ ][ ]
Fisher-Price LLV-AT 84 Logic Levels U [x][ ][ ]
Fisher-Price MEM-AT 84 Memory Manor U [ ][ ][ ]
FTe SpartaDOS X (OS) (by ICD) U [ ][ ][ ]
Gebelli Doc Goodlode's Cavern ER [ ][ ][ ]
Gebelli <none> 82 Embargo (by Solitare Group) ER [x][x][x]
Gebelli <none> 81 Firebird ER [x][x][x]
GeminiSoft Magic Dump [rso] R [ ][ ][ ]
HES 83 Gridrunner R [ ][ ][ ]
HES C730 Mr. TNT ER [ ][ ][ ]
Hsu Software Math Encounter R [ ][ ][ ]
ICD Basic XL (by O.S.S.) U [ ][ ][ ]
ICD R-Time 8 (clock cartridge) U [ ][ ][ ]
ICD SpartaDOS X (OS) U [ ][ ][ ]
IDSI 81 Pool 400 R [ ][ ][ ]
IDSI AC1021 82 Speedway Blast R [x][ ][ ]
IDSI Survival of the Fittest R [ ][ ][ ]
Imagic 720125-1A 83 Atlantis C [x][x][ ]
Imagic 720149-1A 82 Demon Attack U [x][ ][ ]
InHome Software Baseball ER [ ][ ][ ]
InHome Software Captain Beeble ER [ ][ ][ ]
K-Byte 81 K-razy Antiks R [ ][ ][ ]
K-Byte ATR 1000 81 K-razy Shoot-Out R [x][x][x]
Koala AT00315-1 83 KoalaPainter [lp?] [kp] [*] U [x][ ][ ]
LindaSoft Conquest of the Crown ER [ ][ ][ ]
LindaSoft Hypnotic Land ER [ ][ ][ ]
LJK Data Perfect [80 column] R [ ][ ][ ]
LJK Edit 6502 R [ ][ ][ ]
LJK Letter Perfect [40 column] U [ ][ ][ ]
LJK Letter Perfect [80 column] R [ ][ ][ ]
MPP Microfiler (database) R [ ][ ][ ]
MPP <none> 83 Smart Terminal R [x][ ][ ]
MPP 85 Supercharger (BBS software) U [ ][ ][ ]
OrionMicro Express! R [ ][ ][ ]
O.S.S. <none> 84 Action! C [x][x][ ]
O.S.S. <none> 85 Basic XE U [ ][ ][ ]
O.S.S. <none> Basic XL U [ ][ ][ ]
O.S.S. <none> 84 Mac/65 U [ ][ ][ ]
O.S.S. <none> Writer's Tool, The U [ ][ ][ ]
Pandora <none> 85 Powerstar ER [x][x][x]
Parker Bros. 83 Astrochase (by First Star Software) R [x][ ][ ]
Parker Bros. Chess R [ ][ ][ ]
Parker Bros. PB1110 83 Frogger C [x][x][ ]
Parker Bros. Frogger II: Threedeep R [ ][ ][ ]
Parker Bros. PB1280 84 Gyruss U [ ][ ][ ]
Parker Bros. 84 James Bond 007 R [ ][ ][ ]
Parker Bros. <none> 83 Popeye C [x][x][ ]
Parker Bros. <none> 83 Q*Bert C [x][x][ ]
Parker Bros. Risk R [ ][ ][ ]

Parker Bros. 84 Star Wars: The Arcade Game U [x][ ][ ]
Parker Bros. PB101303 83 Star Wars: RotJ-Death Star Battle R [x][ ][ ]
Parker Bros. PB1140 83 Super Cobra U [x][ ][ ]
Parker Bros. Tutankham R [ ][ ][ ]
PPI G2300 Super Sketch Graphics Master ER [ ][ ][ ]
Rantom Trust R [ ][ ][ ]
Reevesoft Diamond GOS 1.0 R [ ][ ][ ]
Reevesoft Diamond GOS 2.0 R [ ][ ][ ]
Reston Movie Maker R [ ][ ][ ]
Roklan <none> 83 Castle Hassle R [x][ ][ ]
Roklan 09-01101 83 Deluxe Invaders C [x][x][ ]
Roklan 09-01131 83 Diamond Mine U [x][x][ ]
Roklan 09-01102 83 Gorf [*] C [x][x][ ]
Roklan 09-01124 83 Journey to the Planets C [x][x][ ]
Roklan Lifespan R [ ][ ][ ]
Roklan Rack Em Up R [ ][ ][ ]
Roklan 09-01116 83 Space Journey U [x][x][ ]
Roklan <none> 81 Wizard of Wor C [x][x][ ]
Romox <none> 82 Ant Eater R [x][-][x]
Romox <none> 82 Attack at EP-CYG-4 (by Bram) [*] R [x][-][x]
Romox Flapper ER [ ][ ][ ]
Romox <none> 82 Fortune Hunter R [x][-][x]
Romox <none> Princess and the Frog R [x][-][x]
Romox Sea Chase R [ ][ ][ ]
Romox Spark Bugs R [ ][ ][ ]
Romox Starion R [ ][ ][ ]
Romox Typo R [ ][ ][ ]
Romox Whiz Kid R [ ][ ][ ]
Scarborough #102 83 MasterType U [ ][ ][ ]
Sega 005-03 83 Buck Rogers: Planet of Zoom U [x][ ][ ]
Sega 006-03 83 Congo Bongo R [x][ ][ ]
Sega 011-03 84 Spy Hunter [2] R [x][ ][ ]
Sega 004-03 83 Star Trek: Strategic Operations Sim. U [x][ ][ ]
Sega 012-03 84 Super Zaxxon R [ ][ ][ ]
Sega Tac-Scan R [ ][ ][ ]
Sega Tapper R [ ][ ][ ]
Sega 009-03 84 Up N Down U [ ][ ][ ]
Sega 008-03 84 Zaxxon U [ ][ ][ ]
Sierra On-Line 83 BC's Quest for Tires U [ ][x][ ]
Sierra On-Line Creepy Corridors U [ ][ ][ ]
Sierra On-Line ORM-001 81 Crossfire U [x][x][x]
Sierra On-Line Jawbreaker U [ ][ ][ ]
Sierra On-Line Jawbreaker II U [ ][ ][ ]
Sierra On-Line Learning with Leeper U [ ][ ][ ]
Sierra On-Line Maurauder R [ ][ ][ ]
Sierra On-Line MCL-201 83 Mr. Cool R [ ][ ][ ]
Sierra On-Line Sammy Lightfoot ER [ ][ ][ ]
Sirius <none> 83 Alpha Shield R [ ][ ][ ]
Sirius Capture the Flag ER [ ][ ][ ]
Sirius <none> 82 Fantastic Voyage(by 20th Century Fox) R [ ][ ][ ]

Sirius <none> 82 Fast Eddie R [ ][ ][ ]
Sirius <none> 83 Final Orbit R [x][x][ ]
Sirius <none> 83 Spider City U [x][ ][ ]
Sirius <none> 83 Squish 'Em R [x][ ][ ]
Sirius <none> 82 Turmoil (by 20th Century Fox) U [x][ ][ ]
Sirius Worm War I R [ ][ ][ ]
SoftCountry Chessmaster 2000 ER [ ][ ][ ]
Softmark 86 ESP Mindlock BBS ER [ ][ ][ ]
Spinnaker ADV-AT 84 Adventure Creator U [x][x][ ]
Spinnaker Aegean Voyage R [ ][ ][ ]
Spinnaker ALF-AT Alf in the Color Caves R [ ][ ][ ]
Spinnaker ABZ-AT 83 Alphabet Zoo U [x][x][ ]
Spinnaker Cosmic Life U [ ][ ][ ]
Spinnaker DLD-AT 83 Delta Drawing Learning Program U [x][ ][ ]
Spinnaker Delta Music U [ ][ ][ ]
Spinnaker FMK-AT 83 Facemaker U [x][x][x]
Spinnaker FRF-AT Fraction Fever U [ ][ ][ ]
Spinnaker JUK-AT Jukebox R [ ][ ][ ]
Spinnaker Kid Writer U [ ][ ][ ]
Spinnaker KOK-AT 83 Kids on Keys U [x][ ][ ]
Spinnaker KDC-AT 83 Kindercomp U [x][ ][ ]
Spinnaker Ranch ER [ ][ ][ ]
Spinnaker SMC-AT 83 Story Machine U [x][d][ ]
Spinnaker Up for Grabs U [ ][ ][ ]
Synapse <none> 82 Chicken [*] U [x][x][ ]
Synapse <none> 82 Claim Jumper U [x][x][ ]
Synapse <none> Drelbs R [ ][ ][ ]
Synapse <none> File Manager R [ ][ ][ ]
Synapse <none> Fort Apocalypse U [ ][ ][ ]
Synapse <none> Nautilus R [ ][ ][ ]
Synapse <none> Necromancer R [ ][ ][ ]
Synapse <none> Pharoah's Curse, The R [ ][ ][ ]
Synapse <none> 82 Picnic Paranoia [*] R [x][x][x]
Synapse <none> 82 Protector II R [ ][ ][ ]
Synapse <none> Shadow World R [ ][ ][ ]
Synapse <none> 82 Shamus [*] C [x][x][ ]
Synapse <none> Slamball R [ ][ ][ ]
Synapse <none> 82 Slime [*] U [x][x][ ]
Synapse <none> Survivor U [ ][ ][ ]
Synapse <none> Synassembler R [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level I[uses lightpen] ER [ ][ ][ ]
Tech-Sketch Paint-N-Sketch Level II[uses lightpen]ER [ ][ ][ ]
TG Software <none> 83 Abracadabra U [ ][ ][ ]
TG Software <none> 83 Droids R [ ][ ][ ]
TG Software <none> 83 Nightstrike R [ ][ ][ ]
TG Software <none> Ozzy's Orchard U [ ][ ][ ]
Thompson Elec. Proburner R [ ][ ][ ]
Thorn EMI THA12010 83 Computer War U [x][x][ ]
Thorn EMI THA12002 82 Jumbo Jet Pilot U [x][x][ ]
Thorn EMI THB12004 82 Kickback U [x][x][ ]

Thorn EMI THB12009 83 Major League Hockey U [x][ ][ ]
Thorn EMI THB12008 ORC Attack ER [ ][ ][ ]
Thorn EMI THB12005 83 River Rescue U [x][x][ ]
Thorn EMI THB12003 82 Soccer U [x][x][x]
Thorn EMI THA12001 82 Submarine Commander U [x][x][ ]
Thorn EMI Tank Commander R [ ][ ][ ]
TigerVision 84 MatterHorn R [ ][ ][ ]
TigerVision 83 Springer R [ ][ ][ ]
Walling Co. AProm ER [ ][ ][ ]
Walling Co. AProm XL ER [ ][ ][ ]
Walling Co. Six Pack I ER [ ][ ][ ]
Walling Co. Six Pack II ER [ ][ ][ ]
??? Bumper Bash ER [ ][ ][ ]
==========
= The following games were never released but prototypes may exist. Until =
= someone claims to own a prototype, they will not be part of the regular =
= list. =
==========
Atari Blast 'Em NR [ ][ ][ ]
Atari Macro Assembler NR [ ][ ][ ]
Atari RX8124 MidiMaze NR [ ][ ][ ]
Atari RX8028 RealSports Soccer NR [ ][ ][ ]
Atari RX8037 Star Trux NR [ ][ ][ ]
Atari RX8120 Super Football NR [ ][ ][ ]
Atari SuperPILOT NR [ ][ ][ ]
Atari RX8118 89 Xenophobe NR [ ][ ][ ]
Atari Xevious NR [ ][ ][ ]
CBS Software Big Bird's Egg Catch NR [ ][ ][ ]
MPP Assault Force 3-D R [ ][ ][ ]
Parker Bros. Montezuma's Revenge NR [ ][ ][ ]
Roklan Anti-Sub Patrol NR [ ][ ][ ]
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=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ _ __==========
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
==========
--
=__ __ __ _ __ _= Andrew Krieg - Software Engineering Consultant =
=_ __ _ __ _ _ __= E-mail: krieg@execpc.com =

```
=_ _ _ ___= WWW: http://www.cs.uwm.edu/public/krieg/index.html =
=_ __ _ __ _ __ _= Treguna Mekoides Trecorum Satis Dee - Astoroth =
```

3273. Re: Atari Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <326CDBB8.49FC@cdsnet.net>
Source record: 79286

ASharkis wrote:
>
> In article <326A64A1.211A@cdsnet.net>, Mike LaRue <bandit@cdsnet.net>
> writes:
>
> >All Items have been tested and are in good condtion
> > unless Stated.
> >
> >
>
> Mike, how do you test a book (said with tongue firmly planted in cheek?)

I guess maybe read them and spell check, ??

I was going to add other things but I did not.

3274. r-verter interface as sio2pc?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <326CD4C2.2B0A@midwest.net>
Source record: 79287

I have an r-verter interface. It has an sio cable on one end and a 5pin DIN on the other. The 5pin din plug has 5 of the standard rs232 connections in it. Inside the box sits a 1489 chip. If this thing goes between the sio port and an rs232 plug(which i used to use in my 1200bps modem), will it work as an sio2pc cable if i either: 1) hack off the 5pin din and wire a 9/25pin serial connecter, or 2) wire up a 5pin din to 9/25 pin serial adapter? (I do have the pinouts for all of them.) I just didn't know if it would work.

Thanks
--
R. Laski, Jr.
rlaski@midwest.net

3275. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Solucoes e Informatica Ltda <seigraph@netville.com.br>
Message-ID: <326CF05D.1CA5@netville.com.br>
Source record: 79288

RANDY&TRACY wrote:
>
> In article <54h227$o5a@triglav.iwaynet.net>, dmaxwell@iwaynet.net (David A. Maxwell)
writes:
> >bmcbrine@pine.alberni.net (Bill_McBrine) wrote:
> >
> >
> >>I don't know what changes Atari made to their kb's, but some are great,
> >>some are cruddy. The XE kb's are not great, but not as bad as the 600xl
> >>kb I have.
> >
> >> LONG LIFE ARCHON! :-)
> >
> >>TC,
> >>=Bill=
> >>--
> >
> >Of course, the old 800 had the best keyboard of all. Now if there
> >were only a way to cram all of my 130XE's functionality (a COMPATIBLE
> >memory upgrade, both OSes, and the expansion port) into that nice
> >chassis.
> >
>
> I've never had a problem with an Atari keyboard, or noticed any differences.
> I have my first ever Atari 600xl(expanded to 64k) and the keyboard is identical
> to the 3 other 800xl's(2 64k,1 256k) that I have in form and function.
>
> One problem recently arose after 10 years of use: The 256k 800xl I have. The
> select key doesn't work anymore. I could care less really, since I have the
> others to play Star Raiders on but when I use Atariwriter+ I like to use the
> 3 memory banks, and you need the Select Key to set the tabs.
>
> Anyway, I know it isn't the key itself because I've taken other keyboards
> off and put them on this one and it still doesn't work.
>
> Any suggestions?
>
> Randy.

In the 800XL, near where you connect the flat cable that comes from the
keyboard are two 14-pin IC's - I don't have the codes now, but they are
the only ones, and have the same code - try to replace them (they are
cheap). It worked with me.

Werner

3276. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <326CF355.F54@ncweb.com>
Source record: 79289

No question about it ... from someone who has owned all the Atari 8bit
machines: 400,800,1200xl,600xl,800xl,130xe,game machine

The 1200xl had the best keyboard ... I'm a touch typist, and the 1200xl
had the best feel. 2nd place goes to the 800 .. 3rd place to the 130xe.
Of course, the lousiest was the 400, but the 600xl wasn't far behind.

Bill
(who sometimes wishes he hadn't sold his 1200xl with Super Video mod and
1 meg upgrade .. gawd .. what a machine that was!)
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

3277. Rare Atari Items $$$

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Curt Vendel <Cvendel@aol.com>
Message-ID: <326D1D68.51B5@aol.com>
Source record: 79290

If you are a serious Atari 2600/5200/7800, Atari 8-Bit Trade Please Read:

I am an a rare Atari item collector, I collect prototypes, vaporware, and any kind of Atari equipment that never made it out to the general public.

If you are seriously into Atari's and have any very rare items to sell
please e-mail me a response, I have the CASH and the RESOURCES to deal and purchase/trade, etc....

Respond to Cvendel@aol.com

Thank, Curt

3278. Re: Wanted: Working CTIA chip

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Curt Vendel <Cvendel@aol.com>
Message-ID: <326D1B80.3DFE@aol.com>
Source record: 79291

Christopher Brett Strong wrote:
>
> I am looking for a working CTIA chip. I have a perfectly restored
> first-version 800, with everything mint. But the CTIA chip does not work
> properly, I can only get B&W.
>
> If you have a CTIA for sale please let me know. (I am more than willing
> to trade one of my GTIAs, and I am open to any offer.)
>
> \ oo Christopher B. Strong InterNet strong@ee.utah.edu
> ____|\mm (801) 582-6301 CI$: 71777,2331
> //_//\ _\ decRAD: CSTRONG CADE: strong@eng.utah.edu
> /K-9/ \/_/
> /___/_____\
> -----------
> "If the mean don't get you, the variance will." -- James 1. Rieger

I think I've got a few palletes of assorted 400/800/810/850 chips, give
me the chip # and I'll look and send me your mail addr and I'll pop it
into an envelope and mail it to you, if it works, send me back a $1.00
for it and we'll cal it even.

Curt

3279. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc034$6ff54d00$97f7aecc@127.0.0.1>
Source record: 79292

> : >There is a new atari 8-bit homepage being constructed at
> : >http://www.ogopogo.com/blackat
> : >(You *MUST* Have A JavaScript Enabled Browser!)
> : And what, praytell, is so important that it MUST be represented in
> : JavaScript?
>
> Sounds to me like a java-virus. (:

Whoah! The atari software archives uses a cool 'tabbed' setup to disply
it's information... the entire JavaScript routines use one global variable
and parent.{frame name}.location.href commands, and that's about it...

THERE ARE NO VIRUII ON THE PAGE! =)

Please go look, I-Explorer v3.x and Netscape 2.x+ will work with my
pages...

--
William "BlacKat" Fisher
=^..^=
blackat@direct.ca
www.ogopogo.com/blackat

3280. Connecting a 410/1010 Program Recorder to a Mattel Aquarius

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: dworsky@idx.com
Message-ID: <dworsky.363.000E96DA@idx.com>
Source record: 79293

I'm interested in hooking an Atari 410 or 1010 Program Recorder up to the cassette port of a Mattel Aquarius. The pin assignments for the Atari Program Recorder are widely available, but does anyone have pinouts of the Aquarius cassette cable??? Thanks.

== Larry Dworsky
dworsky@idx.com

3281. Re: Netscape Gold??

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Kit Kimes <kimes@iexist.flw.lucent.com>
Message-ID: <326D0921.60B2@iexist.flw.lucent.com>
Source record: 79294

Bob Klaas wrote:
>
> Just with in the past couple months bought Netscape Gold direct..Big
> Mistake..Granted it is a fine program for several things..but Support
> which they state as WORLD CLASS is not!.. I work for a company that
> offers World Class Service and it totaly excells Netscape by 900%.

The Oct. 14 issue of PC Week has an article on Netscape and their vision.
They are going to go hard after the Fortune 500 companies for their intranet
needs. For them to succeed, they will have to develop world class support.
One of the things that PC Week did was 'grade' Netscape Communications Corp.
Their Service/Support was a C+ (the lowest grade they got).

A related article showcased Pratt & Whitney and how happy they were that they
had gone with Netscape for their server and browser standard.

Despite being the leader in consumer browsers, Netscape derives about 80% of
of its revenues from corporate sales of its browsers and server software. That
is where it feels it's future is.

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kimes@iexist.flw.lucent.com or KitKimes@AOL.COM

3282. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <54j2hf$8rr@freenet-news.carleton.ca>
Source record: 79295

"William \"BlacKat\" Fisher" (blackat@direct.ca) writes:
>> : >There is a new atari 8-bit homepage being constructed at
>> : >http://www.ogopogo.com/blackat
>> : >(You *MUST* Have A JavaScript Enabled Browser!)
>> : And what, praytell, is so important that it MUST be represented in
>> : JavaScript?
>>
>> Sounds to me like a java-virus. (:
>
> Whoah! The atari software archives uses a cool 'tabbed' setup to disply
> it's information... the entire JavaScript routines use one global variable
> and parent.{frame name}.location.href commands, and that's about it...
>
> THERE ARE NO VIRUII ON THE PAGE! =)
>
> Please go look, I-Explorer v3.x and Netscape 2.x+ will work with my
> pages...

If your going to use frames you should try a
tag called <NOFRAMES> on your page. It will let
browsers like Lynx see just the information betteen the
NOFRAMES tag. As it lynx shows nothing but a blank
screen on your page. :(

Steve

3283. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <54jjr6$r9i@darla.visi.com>
Source record: 79296

> Solucoes e Informatica Ltda <seigraph@netville.com.br> writes:
> RANDY&TRACY wrote:
> >
> > In article <54h227$o5a@triglav.iwaynet.net>, dmaxwell@iwaynet.net (David A. Maxwell)
writes:
> > >bmcbrine@pine.alberni.net (Bill_McBrine) wrote:
(SNIP)
> > One problem recently arose after 10 years of use: The 256k 800xl I have. The
> > select key doesn't work anymore. I could care less really, since I have the
> > others to play Star Raiders on but when I use Atariwriter+ I like to use the
> > 3 memory banks, and you need the Select Key to set the tabs.
> >
> > Anyway, I know it isn't the key itself because I've taken other keyboards
> > off and put them on this one and it still doesn't work.
> >
> > Any suggestions?
> >
> > Randy.
>
> In the 800XL, near where you connect the flat cable that comes from the
> keyboard are two 14-pin IC's - I don't have the codes now, but they are
> the only ones, and have the same code - try to replace them (they are
> cheap). It worked with me.
>
> Werner
>
>>>>
No, the START, SELECT and OPTION key are foiled directly into
the GTIA chip. Pins 12, 13 and 14 and I think SELECT goes to pin 13.
Try replacing the GTIA first.

Rich Mier

3284. Re: atari 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <326D6801.4DCD@tcd.net>
Source record: 79297

Keyboard problems?

Most of you have taken them apart and have looked at the connector soldered to the mother board. If you have a key that doesn't function look into the socket it plugs into..perhaps the contact is bent in a little and not making a good connection on the marlar.

If so..then take a needle..or a pick that will fit down into the slot and move the contact out gently..dont bend it too much and your connection will become effective again.

Think of it as a bent over loop..it needs to be expanded a little.

Bob

3285. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <326D695D.66FD@tcd.net>
Source record: 79298

Thank you for the plug..the old Express can be downloaded from the Repair Shop BBS..801-967-8738..wich is the One of the Pro Support Boards. After Validation you have access to all 8-bit p/d files..baud rates 300-19.2 Hayes..have Hayes Ultra online..

If you leave me e-mail as to when you expect to call if within reasonable hours..4:00pm mdst..through about 9pm..will validate you online..and save you another call..But these programs Express...are for the 1050 and 850..and do not do what the presant version of Pro will do..

Bob

3286. Re: Info. about Atari XF551 Disk Drive.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <326D6E20.6B67@tcd.net>
Source record: 79299

You are correct they color scheme is correct..Howerver from the previous post I hav not encountered the problem he described as to switching disks I use Sparta 3.2d and 3.xx modified and corrected dos. The drive recoginises both densities..The drive does have enherant problems..it formats double sided backwards this can be fixed by getting Bob Puffs modification..if you don't need to have the data read by another drive then this is not necessary.

There are also problems with the board Atari put out with this drive the traces are so damn thin that they have a tendcy to crack.causing a break in the lines necessary to transfer data..If you buy a New drive plug it in once and don't move it in 10 years it will perform perfectly.

If you move it frequently, pull the sio cable in and out bend it a little getting anxious or same with power plug..the circuits on the board can not stand any strain..Right, Left, up or down!! Straight fact..

If you wish a used drive checked out and running I have a few for $41.00 each..guranteed to work, shipped..

Bob

3287. WTB: atari joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: ryan@metric.inch.com
Message-ID: <54j3hn$ntf@sleepy.inch.com>
Source record: 79300

hey... does anybody know who sells old-fashoned atari joysticks these days?

i just got a choicestick adapter for my mac, (www.kernel.com -- lets you plug in atari, sega, 3DO joysticks to the adb port on my mac... very cool)

next, i got Stella, the 2600 emulator for my mac.

now, i need a couple of 2600 joysticks so i can re-live my childhood on a $4000 laptop....

who sells these things, short of a flea-market? anyone?

3288. How to repair 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: tpillo@foxboro.ca
Message-ID: <54j7dd$8n6@NEWS.unitel.co.kr>
Source record: 79301

I've got a 130XE which no longer works. Turning on the power results in a blank screen (no READY prompt) almost immediately, and it doesn't try to boot from floppy at all. I've opened it up and verified that the switch and PS are OK (there is +5V on the PCB pads). It stopped working gradually and was not caused by a blow or anything like that. I was hoping that this would be enough info for someone who's had this happen to identify the culprit. Any help would be appreciated. Thanks.

3289. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <54jroi$kdg@nnrp1.news.primenet.com>
Source record: 79302

In article <326D695D.66FD@tcd.net>, BobKlaas <bobkla19@tcd.net> wrote:
>online..and save you another call..But these programs Express...are for
>the 1050 and 850..and do not do what the presant version of Pro will
>do..

Of course not, but it's free! And it's what everyone ran in the late
'80s so I'd like to just muck around and see what was going on at the
other end...

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3290. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <326D6AEC.12DB@tcd.net>
Source record: 79303

Prior to purchasing the right to BBS Express! Professional I ran Keiths old BBS Express, for the 1050 850..ran it on a Percom with 3 slaves attached..You would have to modify the dos, ect to get it to run 8 1050's and possibly not be practical..unless you upgrade them to double density.
Your message bases would be few your file area limited but not unreasonable for a small bbs..But it still could be done..

It is not Ansi compatable..you can have Ascii users and Atascii users..why eliminate Comodore users? They in the past have partisipated within the message bases and are as a rule good modemers..keeps the board active..Besides they are actually brothers/sisters to the 8-bit Atari systems..look at your original software it says one side Atari other side Commodore.???

Bob

3291. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: Sergey Zakharov <szakharo@ix.netcom.com>
Message-ID: <326D8056.3F3D@ix.netcom.com>
Source record: 79304

Rich Tirico wrote:
>
> Necromancer is one of the BEST games of all time, The freakin' game
> just gets TOO DAMN HARD though towards the end!, It becomes a matter of
> luck if you get further, and my hands literally KILL me from putting up
> more trees and moving the joystick every which way but loose to defend
> myself! Now that I can use a Sega gamepad type controller with the
> game, I wonder if I could get further? I'm going to play it again soon.
>
> The game is downright SCARY at times! Ever played it alone with the
> lights out? The music and sound effects freak me out a little!
>
> -Rich.

Rich,

I remember going to the Broadway (department store) and buying this game (on cassette) when it came out(of ALL places to buy software!!!). This game is truly an Atari 8-bit classic and deserves to be experienced by any Atari 8-bit fan the way it was meant to be: On a real Atari 8-bit computer with the REAL Atari sound! And what sound! Coming from an 8-bit no less! HOWEVER, this game did have one drawback in my opinion. It was just TOO intense, especially on the third level(cemetary). I could play this game no more than three times in a row, after which I would be sweating (and believe me, I don't sweat very easily) and be just plumb wore out. I never have 'won' on it, but my little brother did ONCE, back in the 80's. I really don't remember the 'win' screen. I think I still have the instruction sheet somewhere in my closet with the old 8-bit stuff 8) Maybe I'll crank up the old 800 and give 'er a go again! Great memories!!!

Sergey Zakharov

3292. Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <326D9207.562D@tcd.net>
Source record: 79305

Ok I know this is the Atari 8-bit section however..I am using the newest software to access it..Netscape Gold..

I purchase this software outright..direct from Netscape and am having nothing but poblems since I install it. Anyone else haveing problems?

What I have for a system..386.DX40 with 16mg ram..2+gig scsi hard drive..configured my system according to their sepcs and suggestions still have a problem with Mail..System bogs down to lower than 300baud hesitates and times out...When I send something will not attach a small simple file..shows very light that it is attached but receiver doesn't receive it.

Had a suggestion I revert to an earlier revision 2.??, is this problem inherant of Netscape and their support had become tired?? Of my questions no responce in the past few days..

Is there a pattern for this? If anyone else is haveing the same problem perhaps we can get it fixed??

Don't mind paying their price for new software but I as you expect it to preform?

Bob

3293. looking for lost adventure programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <326D15E8.518D@uofrlaw.urich.edu>
Source record: 79306

I've been able to download and use all of the classic Scott Adams text adventures 1-13 as well as 'Sorcerer of Claymorgue Castle' and 'Questprobe 1', from the various archives available. However, I seem to recall that Scott Adams rereleased some (all?) of his text adventures with graphics. Were these ever available for the Atari 8 bit? I know that the Questprobe series was, because I used to have one of them for my 130XE and it had excellent graphics and a good parser. However, the Spiderman questprobe I downloaded from the archive is text-only, split-screen like the original twelve. Does anybody out there (maybe Yogi or one of the other archivers) know what I'm talking about? And what about Return to Pirate Island? Was that ever released for the Atari platform? If anybody knows more information about these games, or knows an archive where I can get them, please let me know. I play (and collect) all of this classic software and would really appreciate it.

Falcon

3294. Abbuc Treffen in Herten

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-22 00:00:00 UTC
From: didi@didi.mayn.de
Message-ID: <didi.0710@didi.mayn.de>
Source record: 79307

Hallo Leute,

hoffentlich kommt ihr alle nach Herten (Ruhrgebiet),
wo am 26 Oktober (Samstag) das alljï¿½hrliche
Abbuc Treffen stattfinden wird.

Es ist allerhand geboten...

--
Es sind die gliï¿½cklichen Sklaven der Freiheit grï¿½iï¿½ter Feind...--

Dieter Popp, - Unterfranken - Germany didi@didi.mayn.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, Oric Atmos, Amiga 4000-040, Sony-PSX

3295. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc0a9$c4ea0e20$2bf7aecc@127.0.0.1>
Source record: 79219

> I dont care what your pages contain, but I will _NOT_ enable javascript,
> java, or active-x. Too many nasties floating around out there.
> [Although it is a fun excercise to write your own web-virus. (:]

One thing I am curious about... how *DO* you write a virus in JavaScript?
It's an interpreted language... and you get no access to anything
'important' that you could wreck... seems silly to me!

--
William "BlacKat" Fisher
=^..^=
blackat@direct.ca
www.ogopogo.com/blackat

3296. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <54kdlf$oc3@news.asu.edu>
Source record: 79220

Have you considered offering a text version of your page as well?
Hate to see those "ATARI 8-BIT WEB PAGE (people browsing with an
Atari 8-bit need not bother" type of announcements. Would be
nice.
--
++
+ John H Collins The Northwest Phoenix +
+ coolzip@host.yab.com Atari Connection +
+ irata@aztec.asu.edu P.O. Box 67511 +

3297. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc0bd$455a0520$b0f7aecc@127.0.0.1>
Source record: 79221

> Have you considered offering a text version of your page as well?
> Hate to see those "ATARI 8-BIT WEB PAGE (people browsing with an
> Atari 8-bit need not bother" type of announcements. Would be
> nice.

Definatly... once i get the site 'debugged' and running i would love to
offer
a text only version... Is there actually any way i can code ATASCII into
my pages for the 8-bitters?

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3298. Re: Xformer Sound - Major Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54kl8b$32o@login.freenet.columbus.oh.us>
Source record: 79222

BlacKat (blackat@direct.ca) wrote:
: > Yeah, unfortunately - that's the way it is. Believe it or not, I load up
: > X-Lit 6.0, and that clears bad sound hums and such from Xformer. In
: > fact, this new version of X-Lit has quite good sound emulation, enough
: > that I'm not even bothering with Xformer 3.5, since this new version
: > came out. Now, I can wait 'till the game-compatibility rate increases.
: > While many games work on XL-It, there are quite a few favs they don't. I
: > noticed on many of the incompatible games, as soon as you press start -
: > your character/player dies instantly. :-)
: >
: > XL-it 6.0 has now become my favorite emulater for 8-bit Atari. I will
: > gladly support the work of this author.
: >
: > Thanks for your input.

: Before Marcus takes note, it's "XL-It! v0.16"... =) =)

: One of the games you can get around the 'instant death' bit is Fort
: Apocolypse (sp?)... simply hold the joystick in a direction while hitting
: 'start' and you will instantly start flying around and thus won't die... =)

In "Mountain King",you just fall through the floors for ever.
--
The Doctor

3299. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54kms6$3st@login.freenet.columbus.oh.us>
Source record: 79223

Markus Gietzen (iig05-1@htw.uni-sb.de) wrote:
: Daniel Klugh wrote:

:
: > The odd thing being that the extension really is "ATR",not "atr".
: > (PCs don't do lowercase(get Linux))
: Dear Mr. "I know everything better".
: I've developed XL-it! with Linux.
: That's in fact is the reason for that behavior because all "atr" I got
: were in lower case...

What do you mean you developed it with Linux?
Is there a Linux version,or do you mean DOSEMU?

You should have it check for and extension of "ATR".
You should use "Find File",which will convert "atr" to "ATR".
(well,I guess it will.It worked on the Amiga...)
Plus,if DOS suports lowercase filenames,XL-It will be using the corect case.
(if DOS ever gets lowercase filenames)

This was a nice thing on the Amiga.Becuase some text editors simply
deleted the old file and created a new one,people who didn't bother typing
in the right case would end up with all their filenames in lowercase.
It doesn't hurt anything,of course.
Text editors that actually looked up the filename in the directory could
maintain the case.

--
The Doctor

3300. Re: TurboBASIC 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54kn0g$3u4@login.freenet.columbus.oh.us>
Source record: 79224

Konrad M.Kokoszkiewicz (draco@mi.com.pl) wrote:
: Daniel Klugh wrote:
: >
: > I have some docs for TurboBASIC.
: > But I want to know the difference between 1.0,1.5,and 2.0.
: > Also;where does 3.2q (or whatever,the one that worsk with SpartaDOS) fit in?

: What is the Turbo BASIC 2.0?

A german BASIC.It's compatible with AtariBASIC but has many new features.
--
The Doctor

3301. Re: "Graphix AT" - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54kn5d$437@login.freenet.columbus.oh.us>
Source record: 79225

BlacKat (blackat@direct.ca) wrote:
: > You can buy a generic power supply at Radio shack.Set it for 5VDC+.
: > (that is,5 volts on a DC power adapter,core/polarity possitive)

: Hey! I work at RadioShack (note that it's one word now!)... and we do have
: the adapter for you... it'll cost about $19.99 to $29.99 (higher if you
: want a regulated power supply), and that's in Canadian dollars! =)

It only costs $9 here. (in Ohio)
--
The Doctor

3302. Re: XL-It and ATR Images...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54knvc$4fu@login.freenet.columbus.oh.us>
Source record: 79226

Markus Gietzen (iig05-1@htw.uni-sb.de) wrote:
: Daniel Klugh wrote:

:
: > The odd thing being that the extension really is "ATR",not "atr".
: > (PCs don't do lowercase(get Linux))
: Dear Mr. "I know everything better".
: I've developed XL-it! with Linux.
: That's in fact is the reason for that behavior because all "atr" I got
: were in lower case...

I was thinking of this case problem.

a)DOS shouldn't've acepted lowercase filenames from the beginning.It just
foils any atempt to add lowercase functionality later.

b)SpartaDOS X converts any filespecs to uppercase.
Of course this means that any MyDOS files (or altered AtariDOS,there's
something about that in Mapping the Atari) in lowercase are inaccessible
unless you can use wildcards to identify them.
Of course SpartaDOS X doesn't recognize MyDOS disks half the time.
(you get error#148,unrecognized diskette format)
If they had told in the manual how SDX recognizes the different formats,I
could alter the disk.
--
The Doctor

3303. Re: DiskComm

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54kodm$4pq@login.freenet.columbus.oh.us>
Source record: 79227

Stevo (stev@networx.net.au) wrote:
: In article <32656FAC.5DAC@imperium.net>, justin@imperium.net says...
: >
: >I was wondering where I can find a copy of Disk Comm for use with an
: >Atari emulator. Right now, I don't have an APE or SIO2PC cable, so I
: >have to get DiskComm from the net. I found the Joy Ride demo that
: >everybody was raving about, but it ends in .DCM (if I remember right,
: >that was a Disk Comm file - a boot disk converted into a file, but it
: >has been a while, so I could be wrong). Thanks for any info

: You could try http://zippy.sonoma.edu/~kendrick/nbs/ataricat/
: I remember
: seeing a few utils here, including Diskcomm..... If you have any trouble,
: I could send you my copy- Steve <stev@networx.net.au>

I get a "File Not Found" error.

What's the full pathname on that site,including the HTML filename?
--
The Doctor

3304. Re: DiskComm

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54koru$523@login.freenet.columbus.oh.us>
Source record: 79228

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: Stevo (stev@networx.net.au) wrote:
: : In article <32656FAC.5DAC@imperium.net>, justin@imperium.net says...
: : >
: : >I was wondering where I can find a copy of Disk Comm for use with an
: : >Atari emulator. Right now, I don't have an APE or SIO2PC cable, so I
: : >have to get DiskComm from the net. I found the Joy Ride demo that
: : >everybody was raving about, but it ends in .DCM (if I remember right,
: : >that was a Disk Comm file - a boot disk converted into a file, but it
: : >has been a while, so I could be wrong). Thanks for any info

: : You could try http://zippy.sonoma.edu/~kendrick/nbs/ataricat/
: : I remember
: : seeing a few utils here, including Diskcomm..... If you have any trouble,
: : I could send you my copy- Steve <stev@networx.net.au>

: I get a "File Not Found" error.

: What's the full pathname on that site,including the HTML filename?

OK,I found it.
http://zippy.sonoma.edu/~kendrick/nbs/atari/download/
Cut off those last two directories to get a general menu of Atari and et
cetera stuff.

Funny,with Lynx I never saw the full path,just the above.
--
The Doctor

3305. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <54kob8$5md@nnrp1.news.primenet.com>
Source record: 79229

In article <01bbc0bd$455a0520$b0f7aecc@127.0.0.1>,
William \"BlacKat\" Fisher <blackat@direct.ca> wrote:
>
>Definatly... once i get the site 'debugged' and running i would love to
>offer
>a text only version... Is there actually any way i can code ATASCII into
>my pages for the 8-bitters?

Someone could make an ATASCII Plug-In.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3306. Re: 800 OS Rom pinout

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54kpd7$5jm@login.freenet.columbus.oh.us>
Source record: 79230

Bill Marcum (bmarcum@iglou1.iglou.com) wrote:
: You're confusing the original 800 with the XL/XE machines. The 800 only
: had 10K of ROM, with nothing in the addresses C000-CFFF. The XL/XEs used
: a 16Kx8 ROM chip, with a MMU chip to handle things like the math pack
: and the 2K address space used by the I/O chips.

Also:$D000 through $D7FF are the I/O chips.Or at least reserved for them.
There's a lot of empty space in that 2k,as I recall.
--
The Doctor

3307. Re: 8-bit and PC transfer help

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54kqr6$7fl@login.freenet.columbus.oh.us>
Source record: 79231

Mr. Maddog (mrmaddog@ptdprolog.net) wrote:
: This was e-mailed to me by someone who can only read newsgroups but not
: write to them. He ask me to foward this to the comp.sys.atari.8bit for
: him, though I'll later tell him how to post through e-mail.
: Please reply all e-mail responces to his address, not mine. Thank you

: Eric Noss
: a.k.a
: Mr. Maddog

: ---------- Forwarded message ----------

: Date: Thu, 17 Oct 1996 11:37:12 +1300 (NZDT)
: From: Harvey Kong-Tin <harvey.kong-tin@stonebow.otago.ac.nz>
: To: mrmaddog@prolog.net
: Subject: Dear Eric

: Dear Eric
: Can you post this request onto the comp.sys.atari.8bit
: newsgroup for me?

: I have lots of demo programs on some old 5.25" disks that I'd like to run
: under the Xformer 2.51 Atari 800/XL emulator.

: A lot of these old disks are US Doubler with skewed sectors,
: or SpartaDOS true double density disks.

: Can disk images be transferred across intact and usuable, where upon
: a self-booting machine code menu is being used. ie. the disk format is not
: standard SpartaDOS format.

yep.But PC Xformer may not run your demo,even if it can read the disk.

: The SIO2PC cable sounds like it's more costly? and has the hassle of
: transferring from computer to computer, whereupon you need the right
: software running on their respective computers which handshake each other
: to transfer the data across...

You only need software on the PC side.The atari just accesses the PC as a
disk drive. (a really expensive disk drive)

: Some? of these files are no doubt for the PAL version of the Atari
: 800/XLs,
: is there an Xformer available as a PAL version?

As I remember,most programmes will work with either PAL or NTSC Ataris
because of the way the video chips work.But some don't.
(I could be wrong,I know that thge OS needs to know what kind of Atari you

need)

You may just look for a RS232 interface or Atari modem for your Atari.
--
The Doctor

3308. Re: XL/XE/400: Will up 1000+ games if someone delivers working emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54kr6l$824@login.freenet.columbus.oh.us>
Source record: 79232

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <326952d7.8338893@netnews.worldnet.att.net>,
: MegaManX@Hiroshima.Japan (MegaMan X) wrote:

: >On 18 Oct 1996 08:29:32 GMT, "BlacKat" <blackat@direct.ca> wrote:
: >
: >>Try XL-It! v0.16, it seems to be the most stable of the bunch...
: >>and where are you gonna send these 1000+ games? Are they all cracked???
: >>
: >As a matter of fact, they are ALL cracked or at least lack protection.
: >Yeah, I collected and traded for them way back in the 70's and early
: >80's. I'll give the XL-It a try. I can u/l them directly onto the
: >newsgroup(s) by using the MIME or UUENCODE method.

Use UUencode,since I've never seen a base-64 (if that's what you mean by
"MIME") decoder for the Atari.

: Don't do that! If you post binaries to a comp.sys group, Dick Depew will
: just cancel them. And binary postings are rather unreliable anyway. A

uh,who the hell is Disk Depew ans why is he deleting other people's posts?!?

: FTP site would be a much better way of distributing the games. Check out
: ftp3.cyberspy.com/atari8. There are three archives of Atari stuff there;
: upload anything they don't already have. (Yogi at the very least has a
: writeable incoming directory to put stuff in.)

There is a Atari binaries group.Having said that,I'd prefer FTP since I
don't have access to "binaries" groups.

: Once you've done that, just post a notice to the newsgroup about what
: files you uploaded.

There is the problem of knowing if the version up on Cyberspy is the same
as you've got.I've seen two subtly different versions of PacMan.
--
The Doctor

3309. Free ATR Authentication standard

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <54kot2$ppp@freenet-news.carleton.ca>
Source record: 79233

After talking it over with Scott Charles (of Yogi's archive) it
was decided some form of abilit yto authenticate ATR images
after download was needed so its now a part of APE 1.10.

The specification and source code are all included, I hope other
people using ATR images in thier programs will pick up the
idea and incorporate it into thier programs.

The specification is attached. The complete package w/ the
SIGNATR dos executable is at http://www.nacs.net/~classics/signatr.zip
(no link on the main page yet, use this url directly to get it)

The program is freeware and the spec is free for anyone to use. If
you want to distribute SIGNATR.EXE with your applcations feel free.

Scott will be signing all the images at Yogi's with this method to
help eliminate problems determining if people have corrupt
images or real problems with the software.

Enjoy!

Steve

(p.s. to everyone waiting for Ape 1.10 hang on, its coming soon! :)

Author of APE - The Atari Peripheral Emulator
http://www.nacs.net/~classics

--
ATR Authentication and download protection specification

By Steven J Tucker - classics@nacs.net

APE Home Page: http://www.nacs.net/~classics

October 20, 1996

--
** NOTICE **

This specification was created for the benifit of the Atari
8-bit community and the information contained within may be used
as part of any project, wither for profit or not, and without
notice or payment to the author.

This document must be distributed only in its original form.

--

* Why do we need authentication? *

Most major Atari archives make ATR images available for download
in UNCOMPRESSED form to allow compatibility with all platforms
including the Atari itself.

Unlike compression envelopes like PKZIP, the ATR format provides
no protection for its contents. If an ATR image becomes damaged
at the archive, or in transit there is no way to tell other
than the image might not work right away. (even worse, it might
bug out after you spent 4 hours playing that game of Spellbreaker)

This specification provides a 32-Bit CRC like that used in
professional compression programs such as PKZIP.

As of version 1.10 APE fully supports validation of images
marked as authenticated.

--

** How does ATR Authentication work? **

The SIGNATR program included with this archive (or any program that
follows this specifiction) is used by your Archivist to sign
known-good disk images with a 32-Bit CRC that covers the total contents
and the fixed header information.

These ATR images are now considered to be 'authentic' in thier
unmodified form. When you download an image, APE (or your
favorite emulator that supports authentication) takes special steps
when the image is loaded:

Step 1: Check to see if image is a SEALED & authenticated image
Step 2: Read the CRC32 stored in the ATR header by SIGNATR
Step 3: Calculate the actual CRC32 of the Image

If the CRC32 is good, the program quietly breaks the
authentication seal (by setting a bit in the ATR header) and
goes about its buisness.

Since the authentication seal is
now broken, any program loading the file need never take
the time to authenticate it again, its loaded as quickly
as any other non-authenticated image.

If the CRC is good, the entire process is transparent to the user,
and takes less than 1/2 a second on a 486/50.

If the file was damaged, the program can take appropriate action
to let you know.

Because this method uses only extra bytes/bits in the ATR
header, it is transparent to utilities that are unaware
of authentication.

--

* Ok, How do I authenticate images for download? *

The program included, SIGNATR will do all the work for you. Just
run it with no paramaters for help. Once authenticated, you
can let users having trouble with your images use the same
freeware program to check to see if the image was corrupted.

--

* Technical stuff *

The 'authenticated image' flag is stored in BIT 1 of BYTE 15 of
the ATR header. This is the last user byte in the header.

Note: This byte should NOT be clobbered, the other bits
are in use or reserved for future use.

The CRC32 is a 32 bit signed integer stored in bytes 8, 9, 10, and 11
of the ATR header. A signed CRC with the hex representation of
$ABCDEF01 is stored in the header as:

```
8 9 10 11
-----------
01 EF CD AB
```

The CRC is generated using all bytes of the ATR including the
header. Bytes 8-15 of the header are evaluated as 0, and
NOT skipped.

The steps for signing a unsigned file are:

1) Calculate the CRC32 using the code below
2) Store the CRC32 in the header as described above
3) Set the Authentication Envelope bit as described above.

The steps for handling a authenticated file the first time it
is accessed by a user program:

1) Check to see if its an authenticated ATR (if byte 15/bit 1 = 1)
2) If not load as normal ATR and exit

3) Read CRC stored in header
4) Calcuate the acutal crc using the method below
5) If the values match CLEAR THE ENVELOPE BIT and load ATR

6) If CRC is wrong do whatever you want, warn user, etc.

The header is generated using a method common to many programs. Similar
source code snippets are available for all languages on the
net.

Complete pascal source for creating a valid CRC32 of an ATR
file is included below. If you write a C version of the
code please send me a copy so I can include it in this
document.

```
This code is not optimal, just quick stuff and it does
not check for memory, disk errors, etc. Check it over
if you use it.

const crc32tab:array[0..255] of longint=(
$00000000, $77073096, $ee0e612c, $990951ba, $076dc419, $706af48f,
$e963a535, $9e6495a3, $0edb8832, $79dcb8a4, $e0d5e91e, $97d2d988,
$09b64c2b, $7eb17cbd, $e7b82d07, $90bf1d91, $1db71064, $6ab020f2,
$f3b97148, $84be41de, $1adad47d, $6ddde4eb, $f4d4b551, $83d385c7,
$136c9856, $646ba8c0, $fd62f97a, $8a65c9ec, $14015c4f, $63066cd9,
$fa0f3d63, $8d080df5, $3b6e20c8, $4c69105e, $d56041e4, $a2677172,
$3c03e4d1, $4b04d447, $d20d85fd, $a50ab56b, $35b5a8fa, $42b2986c,
$dbbbc9d6, $acbcf940, $32d86ce3, $45df5c75, $dcd60dcf, $abd13d59,
$26d930ac, $51de003a, $c8d75180, $bfd06116, $21b4f4b5, $56b3c423,
$cfba9599, $b8bda50f, $2802b89e, $5f058808, $c60cd9b2, $b10be924,
$2f6f7c87, $58684c11, $c1611dab, $b6662d3d, $76dc4190, $01db7106,
$98d220bc, $efd5102a, $71b18589, $06b6b51f, $9fbfe4a5, $e8b8d433,
$7807c9a2, $0f00f934, $9609a88e, $e10e9818, $7f6a0dbb, $086d3d2d,
$91646c97, $e6635c01, $6b6b51f4, $1c6c6162, $856530d8, $f262004e,
$6c0695ed, $1b01a57b, $8208f4c1, $f50fc457, $65b0d9c6, $12b7e950,
$8bbeb8ea, $fcb9887c, $62dd1ddf, $15da2d49, $8cd37cf3, $fbd44c65,
$4db26158, $3ab551ce, $a3bc0074, $d4bb30e2, $4adfa541, $3dd895d7,
$a4d1c46d, $d3d6f4fb, $4369e96a, $346ed9fc, $ad678846, $da60b8d0,
$44042d73, $33031de5, $aa0a4c5f, $dd0d7cc9, $5005713c, $270241aa,
$be0b1010, $c90c2086, $5768b525, $206f85b3, $b966d409, $ce61e49f,
$5edef90e, $29d9c998, $b0d09822, $c7d7a8b4, $59b33d17, $2eb40d81,
$b7bd5c3b, $c0ba6cad, $edb88320, $9abfb3b6, $03b6e20c, $74b1d29a,
$ead54739, $9dd277af, $04db2615, $73dc1683, $e3630b12, $94643b84,
$0d6d6a3e, $7a6a5aa8, $e40ecf0b, $9309ff9d, $0a00ae27, $7d079eb1,
$f00f9344, $8708a3d2, $1e01f268, $6906c2fe, $f762575d, $806567cb,
$196c3671, $6e6b06e7, $fed41b76, $89d32be0, $10da7a5a, $67dd4acc,
$f9b9df6f, $8ebeeff9, $17b7be43, $60b08ed5, $d6d6a3e8, $a1d1937e,
$38d8c2c4, $4fdff252, $d1bb67f1, $a6bc5767, $3fb506dd, $48b2364b,
$d80d2bda, $af0a1b4c, $36034af6, $41047a60, $df60efc3, $a867df55,
$316e8eef, $4669be79, $cb61b38c, $bc66831a, $256fd2a0, $5268e236,
$cc0c7795, $bb0b4703, $220216b9, $5505262f, $c5ba3bbe, $b2bd0b28,
$2bb45a92, $5cb36a04, $c2d7ffa7, $b5d0cf31, $2cd99e8b, $5bdeae1d,
$9b64c2b0, $ec63f226, $756aa39c, $026d930a, $9c0906a9, $eb0e363f,
$72076785, $05005713, $95bf4a82, $e2b87a14, $7bb12bae, $0cb61b38,
$92d28e9b, $e5d5be0d, $7cdcefb7, $0bdbdf21, $86d3d2d4, $f1d4e242,
$68ddb3f8, $1fda836e, $81be16cd, $f6b9265b, $6fb077e1, $18b74777,
$88085ae6, $ff0f6a70, $66063bca, $11010b5c, $8f659eff, $f862ae69,
$616bffd3, $166ccf45, $a00ae278, $d70dd2ee, $4e048354, $3903b3c2,
$a7672661, $d06016f7, $4969474d, $3e6e77db, $aed16a4a, $d9d65adc,
$40df0b66, $37d83bf0, $a9bcae53, $debb9ec5, $47b2cf7f, $30b5ffe9,
$bdbdf21c, $cabac28a, $53b39330, $24b4a3a6, $bad03605, $cdd70693,
$54de5729, $23d967bf, $b3667a2e, $c4614ab8, $5d681b02, $2a6f2b94,
$b40bbe37, $c30c8ea1, $5a05df1b, $2d02ef8d);

type
tChunk = Array[1..60000] of Byte;
```

```
var
Blocks : Word;
Remain : Word;
Loop : Word;
Work : Word;
Chunk : ^tChunk;
Crc : Longint;
fCheck : File;

Function FileCrc(Filename: String): Longint;
Begin
New(Chunk);

Assign(fCheck, Filename);
Reset(fCheck, 1);

Blocks := FileSize(fCheck) div Sizeof(Chunk^);
Remain := FileSize(fCheck) - (Blocks * SizeOf(Chunk^));

Crc := $ffffffff;

For Loop := 1 to Blocks do
Begin
Blockread(fCheck, Chunk^[1], SizeOf(Chunk^));

If Loop = 1 then
For Work := 8 to 16 do
Chunk^[Work] := 0;

For Work := 1 to SizeOf(Chunk^) do
Crc := crc32tab[byte(crc xor longint(Chunk^[Work]))] xor ((crc shr 8) and $00ffffff);
End;

Blockread(fCheck, Chunk^[1], Remain);

For Work := 1 to Remain do
Crc := crc32tab[byte(crc xor longint(Chunk^[Work]))] xor ((crc shr 8) and $00ffffff);

Crc := Crc xor $ffffffff;

FileCRC := Crc;

Close(fCheck);
Dispose(Chunk);
End;
```

3310. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <54kur5$j8@sjx-ixn9.ix.netcom.com>
Source record: 79234

In <54jroi$je1@ns.mcs.kent.edu> clisowsk@aegis.mcs.kent.edu (Craig
Lisowski) writes:
>
>William \"BlacKat\" Fisher (blackat@direct.ca) wrote:
>: > : >There is a new atari 8-bit homepage being constructed at
>: > : >http://www.ogopogo.com/blackat
>: > : >(You *MUST* Have A JavaScript Enabled Browser!)
>: > : And what, praytell, is so important that it MUST be represented
in
>: > : JavaScript?
>: > Sounds to me like a java-virus. (:
>: THERE ARE NO VIRUII ON THE PAGE! =)
>: Please go look, I-Explorer v3.x and Netscape 2.x+ will work with my
>: pages...
>
>I dont care what your pages contain, but I will _NOT_ enable
javascript,
>java, or active-x. Too many nasties floating around out there.
>[Although it is a fun excercise to write your own web-virus. (:]
>
>--Craig
Craig,
Java and Java Script cannot do harm to your PC. Java has built in
debugging to verify the class of the code. It will not allow things
like formatting of you hard drive and such. You simply have a read
type system. Thsi is a very simplistic descriotion, but you have
nothing to worry about with Java. Active-X, I don't know about.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3311. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <54kv78$856@dfw-ixnews7.ix.netcom.com>
Source record: 79235

In <326D9207.562D@tcd.net> BobKlaas <bobkla19@tcd.net> writes:
>
>Ok I know this is the Atari 8-bit section however..I am using the
newest
>software to access it..Netscape Gold..
>
>I purchase this software outright..direct from Netscape and am having
>nothing but poblems since I install it. Anyone else haveing problems?
>
>What I have for a system..386.DX40 with 16mg ram..2+gig scsi hard
>drive..configured my system according to their sepcs and suggestions
>still have a problem with Mail..System bogs down to lower than 300baud
>hesitates and times out...When I send something will not attach a
small
>simple file..shows very light that it is attached but receiver doesn't
>receive it.
>
>Had a suggestion I revert to an earlier revision 2.??, is this problem
>inherant of Netscape and their support had become tired?? Of my
>questions no responce in the past few days..
>
>Is there a pattern for this? If anyone else is haveing the same
problem
>perhaps we can get it fixed??
>
>Don't mind paying their price for new software but I as you expect it
to
>preform?
>
>Bob
Bob,
Check all of your configurations in Options. You can also check
http://www.cnet.com for additional info on Netscape, not to mention the
Netscape help pages at http://www.netscape.com.
Be sure you have your mail and news servers set properly
(POP,SMTP,NNTP)

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3312. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc0d8$55a890c0$9ff7aecc@127.0.0.1>
Source record: 79236

> Craig,
> Java and Java Script cannot do harm to your PC. Java has built in
> debugging to verify the class of the code. It will not allow things
> like formatting of you hard drive and such. You simply have a read
> type system. Thsi is a very simplistic descriotion, but you have
> nothing to worry about with Java. Active-X, I don't know about.

Thanks for backing me up on this one... =)

The main reason i choose JavaScript was for it's ease of use (the actual source code is right in the HTML documemt) and for it's safetly... it's been proven safe!!! Active-X and/or Java have been proven to be 'insecure'...

there is a *HUGE* difference between Java and JavaScript!!!! Java is by Sun Microsystems and is a compiled language! JavaScript is by Netscape and is _based_ upon Java in it's stucture... it's 100% safe as the coder can NOT access any part of your system at all!!!

I reccommend turning the 'JavaScript' option box on... and leaving the 'Java' and 'Active-X' ones OFF if you feel unconfortable...

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3313. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc0d9$38913fe0$9ff7aecc@127.0.0.1>
Source record: 79237

> Someone could make an ATASCII Plug-In.

Right after they come out with Netscape v3.0 for Atari 8bit's! =)

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3314. Lottery Information

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: information@ix.netcom.com
Message-ID: <54kqeo$prj@sjx-ixn10.ix.netcom.com>
Source record: 79238

To get information on one of the best lotteries in the world, go to......

http://www.interlotto.li/cgi/hserver.exe?mainlot+serve=_mn_main+urlref=3300000511816

for other information, go to....

http://www.interllotto.com

3315. Sound in XL-it .16

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: Matty <moses@cybercomm.net>
Message-ID: <326E32C8.2EAF@cybercomm.net>
Source record: 79239

Does the sound for this emulator work for anyone? If so, do you have any tips on getting it to work? The read me says it "auto" detects but it must not do it very well. Still, it is (by far) the best Atari 8-bit emulator yet... With good sound emulation I would definitely be willing to pay for it!

matt

3316. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn56si6n.gqp.asmolar@nscs.fast.net>
Source record: 79240

On 23 Oct 1996 02:26:00 -0700, Nick S Bensema <nickb@primenet.com> wrote:
>In article <01bbc0bd$455a0520$b0f7aecc@127.0.0.1>,
>William \"BlacKat\" Fisher <blackat@direct.ca> wrote:
>>
>>Definatly... once i get the site 'debugged' and running i would love to
>>offer
>>a text only version... Is there actually any way i can code ATASCII into
>>my pages for the 8-bitters?
>
>Someone could make an ATASCII Plug-In.

I've actually considered creating an ATASCII viewer applet in Java, and
placing it on an ATASCII movie page.

3317. Re: Sound in XL-it .16

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: slodki@virgo.ii.uj.edu.pl
Message-ID: <54lme1$fck@info.cyf-kr.edu.pl>
Source record: 79241

Matty (moses@cybercomm.net) wrote:
: Does the sound for this emulator work for anyone? If so, do you
: have any tips on getting it to work? The read me says it "auto"
: detects but it must not do it very well. Still, it is (by far)
: the best Atari 8-bit emulator yet... With good sound emulation
: I would definitely be willing to pay for it!

sb16 at 220,5,1,5, with only set blaster=... works.
But "user interface (?)" (F8) hungs my pc... Any idea?

Tomek
--
Tomasz Slodkowicz Institute of Computer Science
Jagiellonian University, Cracow, Poland
e-mail: slodki@ii.uj.edu.pl
www : http://www.uj.edu.pl/~slodki

3318. Trade in your old Atari equipment...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: brasoft@coho.halcyon.com
Message-ID: <54lpqe$11j@news1.halcyon.com>
Source record: 79242

... for an Atari emulator!

Emulators Inc. (makers of PC Xformer and Xformer 96) now accepts
trade-ins towards the purchase of either PC Xformer or Xformer 96.
PC Xformer is the Atari 8-bit emulator for MS-DOS. Xformer 96
is the new Windows 95 and Windows NT version of it.

You can trade your old Atari 8-bit computer for a new copy of either
PC Xformer, Xformer 96, or the Gemulator Gold CD (which contains PC
Xformer and 50 megabytes of free Atari 8-bit software).

Registered users of PC Xformer may also upgrade to Xformer 96 free of
charge by sending in their original disk for an upgrade.

For full details see www.emulators.com or visit our booth this weekend
(October 26th) at the Toad Atarifest.

- Darek @ Emulators Inc.

--
==
Darek Mihocka. Distributors of Gemulator Xformer and Recycler.
Emulators, Inc., 14150 N.E. 20th St. #302, Bellevue, WA 98007
phone:206-236-0540 fax:206-236-0257 http://www.emulators.com

3319. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: Kathleen Ferrante <ferrante.fmy@worldnet.att.net>
Message-ID: <54lf9s$juj@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 79243

I ram the BBCS for over a year, The problem with it was the
documentation. Im probley the only person to get the system to run and
not bomb out. It was up 7 days 24hrs and was getting 20-30 calls a day.

3320. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <54ls5k$ecv@ns.mcs.kent.edu>
Source record: 79244

William \"BlacKat\" Fisher (blackat@direct.ca) wrote:
: > I dont care what your pages contain, but I will _NOT_ enable javascript,
: > java, or active-x. Too many nasties floating around out there.
: > [Although it is a fun excercise to write your own web-virus. (:]
: One thing I am curious about... how *DO* you write a virus in JavaScript?
: It's an interpreted language... and you get no access to anything
: 'important' that you could wreck... seems silly to me!

Take a look around the net and try to find a paper on Insecurities in Java.
There are ways to get access to functions that one shouldnt have access
to in Java/Javascript. Some ideas are along the same lines as the security
bugs in Sendmail -- exploit buffer overflows to execute arbitrary code.

3321. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dillera@Glue.umd.edu
Message-ID: <54lo3e$lag@hecate.umd.edu>
Source record: 79245

Craig Lisowski (clisowsk@aegis.mcs.kent.edu) wrote:

: I dont care what your pages contain, but I will _NOT_ enable javascript,
: java, or active-x. Too many nasties floating around out there.
: [Although it is a fun excercise to write your own web-virus. (:]

: --Craig

That statement is a load of crap. At this point those technologies can't
do much except display awful color schemes and make you wait and wait and
wait.....

--
|---
/	_	_	_ Andrew Diller Most every person I meet
/	_		_ makes me admire my dog more.
	_	_	_ dillera@glue.umd.edu
| / / / / |
|---

3322. FS/T: Atari 8-bit computer items [10/23/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <54lglo$13m@sjx-ixn8.ix.netcom.com>
Source record: 79246

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 10/23/96

NOTE: There are currently 1010 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply.

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be given priority (especially if the trade offer overwhelms me). I collect for over 40 different systems, so please feel free to send me a trade list. Ask for my want lists!

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted.

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.50 Atariwriter
$ 4.50 Basic -- for the 400 and 800
$ 9.50 Delta Drawing (Spinnaker)
$ 4.50 Star Raiders

Cartridges with case and manual:
$14.50 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers -- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers (14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3 (100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog (32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$39.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #3

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 5.00

*****

LOT #4

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$14.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$19.00

*****

To reserve an item listed here, please contact me.

Please include a list of the items that you are interested in,
and your full postal mailing address. Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

3323. atari 1450 xld

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <54lsj6$mn4@yahozna.psych.uw.edu.pl>
Source record: 79247

i'm looking for any materials about atari 1450 xld prototype. any photos, schematics, technical informations, rom dumps.
maybe someone who owns one could make a schematics and dump the roms - so almost anyone can 'build' his own one and try some of new features...
if anyone could help that project? i don't have 1450, and i'm afraid that no one in my country has one... :((

please place any helpful postings here, or to one of my email addresses. i'm also reachable via irc (efnet) on channel #atari8, nickname krap.
thanks for any help.

--
= KrAp = = krap@queer.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://queer.psych.uw.edu.pl/~krap = = phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

3324. atari800-0.6.0 - still problems with basic disabling

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <54ltea$mn4@yahozna.psych.uw.edu.pl>
Source record: 79248

i have specific problem - when i run emulator in xl/xe mode, basic is turned on, as a default. when i try to run programs, that require full 48kb ram i should disable basic first. i haven't heard about such an optino. when i wrote to author about my problem, he told me, that i should behave as atari800 was real atari - holt option key while booting. it's impossible to me to disable basic this way - my keyboard buffer goes full and atari800 starts as usually - with basic enabled.
does anyone has an idea how to solve this problem? pressing key while booting is really not a good idea... :(

--
= KrAp = = krap@queer.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://queer.psych.uw.edu.pl/~krap = = phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

3325. Re: atari 1450 xld

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: rwoolley@ix.netcom.com
Message-ID: <54lvrn$agq@sjx-ixn8.ix.netcom.com>
Source record: 79249

>i'm looking for any materials about atari 1450 xld prototype. any
photos, schematics, technical informations, rom dumps.
>maybe someone who owns one could make a schematics and dump the roms -
so almost anyone can 'build' his own one and try some of new
features...

The 1450 and 1450XLD have a built-in 300 baud modem.....

and a speech chip.....

and (on the 1450XLD) a floppy controller and drive.....

all of which run off of the PBI interface in the normal manner.

Otherwise, the graphics, sound and ports are just like the 800XL.

The speech chip is an SC-01 that you must drive with 1 of 64 speech
"bytes". You OPEN the handler and send it data - works.....

the modem is worthless. the RS-232 handler is similar to the PBI
handler in ANTIC (probably VERY similar).

the disk interface is OK, but hardly worth the effort of all that
construction.

the best thing about ANY of this was the really nice ground - plane on
the 1450 motherboard. if we had that in a 1200XL, we could jack up the
clock speed a lot easier!

Bob Woolley

3326. Re: Trade in your old Atari equipment...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: Richard Heldmann <richard.heldmann@internetMCI.com>
Message-ID: <54majh$evj@news.internetmci.com>
Source record: 79250

Thanks for the offer, BUT....

It's better to have both!

Rick Heldmann

3327. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: slodki@virgo.ii.uj.edu.pl
Message-ID: <54lm2n$fck@info.cyf-kr.edu.pl>
Source record: 79251
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Jeff Colbert (jcolbert@earthlink.net) wrote:
: It just sits there in windows, in dos it locks the computer up, and I
: have power-cycle it. Warm boot won't work. System is 120mhz Compaq
: pentium with 24 megs ram, and no sound board. Yes, I did use the
: -nosound switch.

I noticed that user interface added to emul. don't work. So, if you run
XL-it 0.16 without any command line options - when interface should start -
it hangs your computer. Also when you press F8 in emulator...

But it works fine on my 486dx4/133 (about 200% of real atari...)

Tom

--
Tomasz Slodkowicz Institute of Computer Science
Jagiellonian University, Cracow, Poland
e-mail: slodki@ii.uj.edu.pl
www : http://www.uj.edu.pl/~slodki

3328. Re: Atari 130XE reset switch?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961023211243.752A-100000@pathogen.ecst.csuchico.edu>
Source record: 79252

On 22 Oct 1996, Robert Stone wrote:

> What a great idea! Can you share with us the changes you made? Did you
> actually burn an eprom or is the new OS booted each time from disk? If
> eprom, can you burn more and sell them?

[I'm assuming you were addressing me wit this message]

I don't recall off the top of my head the exact byte-by-byte changes that I made to the OS. I'd have to go look up the source code on one of my Ataris to find that out. I did actually burn an EPROM with these (and several other) changes. Once I get a little bit of free time to clear off some desk space and set up one of my Power-User Atari systems, I'd be glad to burn off copies of the custom OS.

Of course, the first thing I'll be working on, once I set up my Atari, will be a nifty little circuit for switching between multiple Operating Systems without toggle switches and possibly without rebooting.

3329. XFsio v1.06 available!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: monkfish@kwll.demon.co.uk
Message-ID: <846113800.16667.0@kwll.demon.co.uk>
Source record: 79253

Hi. XFsio, the shell for XLit, PCXformer, SIO2PC and APE is now available at:

www.kwll.demon.co.uk

please check it out and mail any comments to me.

3330. Re: Info. about Atari XF551 D

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: keith.woodworth@jybbs.com
Message-ID: <96102313542720@jybbs.com>
Source record: 79254

```
->
-> I am on the market to purchase an Atari XF551 drive to accomodate my
-> Atari 130XE. The main reason why I'm choosing an Atari XF551 drive i
-> because it matches the 130XE in color. I've never seen an XF551 driv
-> in person, but am I correct in assuming they color coordinate?!? I k
```

I dont know if they color coordinate as Ive never seen a 130XE, were they not black and white?, but anyway I do own an XF551. Its sort of a dark beigie color.

```
->
-> Anyway, could someone with knowledge give me an opinion on the XF551?
-> I've read mixed messages about the XF551 in that it changes speeds an
-> may have problems running certain software. What is your opinion on
-> this? I need it merely to run my existing Atari games, in low
-> density and double density, and would really like to know if my
-> choice is a good one before I spend the money.
->
```

Well to tell the truth, I bought this drive for my Atari 400 in about 1988 I believe when my Rana drive bit the big one. My 400 has 48k ram and used the P:R: connection. It worked really well for me, never had a prob with it, it was fairly quiet and it ran pretty much every disk I ever put in it. I dont have a whole lot of games on disk (under 10) for my 400 but all run ok with my 551.

The only thing was that when I got the drive, the original dos disks didnt work, cant remember what version came with the drive though, and ended up using SmartDos that came with my Rana drive originally.

Though if I could get a version of dos that came with the 551 be kind of nice as I never got to see what the differences were between the Rana SmartDos and Atari's dos.

Hope thats some help.
Keith

3331. Re: How to repair 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: tpillo@foxboro.ca
Message-ID: <54ma0g$g52@NEWS.unitel.co.kr>
Source record: 79255

"David A. Paterson" <davepat@total.net> wrote:

>Tony Pillo wrote:
>>
>> I've got a 130XE which no longer works. Turning on the power results

>My experience: replace the CPU. That's the usual suspect. I've seen a
>few dead Ataris, and for some reason more often than not it's the 6502
>that's gone south.

Thanks for the advice. But just one more thing: which chip is the CPU?
None of them actually have 6502 or 65C02 printed on them. My guess is
that it's the one labeled R6520-26 8502 with what looks like a
Rockwell logo on it. Is that right?

3332. Re: prg for finding bad sectors on format

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <326E8DBC.7FD2@erols.com>
Source record: 79256

```
>
> : : At any rate, the problem I have with a couple of hard disks is this. When
> : : I do a low level format with the BB, the program finds various bad sectors
> : : and maps them out. However, when doing a high level format, there are
>
> : How can the hard disk formatter "map out" bad sectors.I thought that it
> : just formatted the sectors. No file system. There'd be nothing to list the
> : bad sectors in.
>
```

It has been many years since diving deep into this area. Hopefully, my memory will serve me well. Back then Ed Bachman (Edba) and several other members of our user group were writting mostly SpartaDOS utilities. Bad sectors on hard drives were a big problem for us. Edba had written low level and high level formatters for a variety of controllers. Most of his work, centered around the MIO from ICD. He wrote an excellent high level formatter for the MIO which created wrote a protected file called SECTORS.BAD when doing a high level format with verify. It was that formatter which he later modified and it was distributed with the Black Box.

The low level format does map out most bad sectors. On really, really old drives, this had to be done manually using data from the bad sectors table. On all newer drives this is done at a controller level and is handled by the controller Bios. They are stored on an area of the hard drive or controller dedicated to this. This area is not accessible to any high level format command or DOS! The machine language codes to do so, vary with each manufacture and even between different models. You cannot access this area of the drive with any DOS.

```
> : : certain bad sectors which get past the high level formatter, despite it
> : : being set up to also map out bad sectors. I have certain partitions on
> : : my Hard disk which are unuseable because neither formatter can find the
> : : bad sectors....and when I hit them, I can't write or read past that point.
>
> : Just firgure out which sectors are bad.Then just use DiskRx to access the
> : sector-map/FAT for the "SECTORS.BAD" file and add those numbers to it.
> : Of course you'll also have to update the VTOC/bit-map as well,but CLEANUP
> : can do that for you.
> : --
> : The Doctor
>
> Easier said than done! Disk Rx has NEVER worked for me in regards to fooling
> with the FAT. It is a great way to really screw up your partitions. I have
> studied the book in the past, and made modifications which I thought would
```

> help, but they didn't. Then, I started asking around and many people had
> very little luck with Disk Rx.....however, it seems to be the most common
> advice, even from those who don't know how to use it....."use Disk Rx,
> and rebuild your FAT"....yeah, right! Disk Rx is only good for snooping
> around a disk drive. Maybe someone should write a tutorial on how to
> modify things with Disk Rx....cause I have the Disk Rx manual, and it
> says squat about FAT and VTOC.
>

Looking for a tutorial on the inner workings of SpartaDOS? Mike Stoliker another past member of our user group, wrote a series of tutorials on the inner workings of SpartaDOS. They have helped me and others dozens of times in re-building crashed hard drives and recovering data using DiskRx. If you are going to play with DiskRx and the FAT, it is a must have tutorial. Mike and others spent countless hours figuring out exactly how SpartaDOS works.

The discribed problem of sectors going bad resulting in a hard drive crash is something that I have personally experienced several times. There are many different possibitities for this problem. Some of these can be fixed and some can not. The worst case is when the actual hard drive is going bad internally. It can be from wear, a cold soldier joint or just gremlins. Not too much can be done about this except trying the hard drive with a different controller (if the controller is separate; i.e. MFM & RLL drives). Sometimes a particular hard drive doesn't like a certain controller, and both will work great with another.

There are some more common sources of the problem you discribe. They are things like, power glitches, signal interference, lack of proper termination, etc... Here are few things which I know that will cause the problem you discribe. They are all fixable.

1) Lack of proper termination on your cables. All SCSI, MFM, RLL and other data cables MUST be properly terminated to work reliably. Cables MUST be terminated at both ends and NOT in the middle. If you have three devices on a ribbon cable, the termination on the middle device must be removed. The BB is terminated internally. SCSC controllers and hard drives are terminated with jumpers/switchs or resistor packs.

2) A flakey power supply or glitches in your AC power being passed on. If you do not have a good, clean, and constant source of power for your system data signals can get corrupted and trash a drive. For example, a furnace or air conditioner kicking on/off can cause a voltage dip and/or spike on the electrical lines in your home. If this happens while the computer is writting to the hard drive, a hard drive crash could result. This is expecially true in older buildings. Do the lights in your home ever flicker?

3) Interference can be a BIG PROBLEM with hard drives. It can come from internal and external sources. Common sources are TV/monitors, speakers, cordless phones, electrical devices/transmitters, etc. If you

have your BB or MIO and/or ribbon cables too close to the TV/monitor, data can be corrupted. I would recommend atleast 12 inches or more to be safe. Are the cables to your hard drive short and neatly run. Never run two ribbon cables parallel to each other at close distances (i.e. less than 1 or 2 inches). Keep cable length as short as practical and away from possible sources of interference.

4) Are all your connections and cable good! Many frustrating hard drive problems result from poor connectors and/or cables. ALWAYS USE QUALITY CABLES and CONNECTORS for hard drive systems. This is definitely critical on an 8-bit Atari. Old connectors that have lost tension can cause intermitent problem.

5) Lack of unique device ID. It is possible to give the two devices the same SCSI or device ID. This is a rare occurance, but can happen during those late night sessions while swapping hardware around. Not likely, but it can happen.

I hope this helps. It can get a little confusing and complicated. Just take it, one step at a time. If you have electronics skills, an oscilloscope and a good multimeter, you can go about this a little more scientifically.

Take care, Jon

3333. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: beco@worldaccess.nl
Message-ID: <2183.6870T23T358@worldaccess.nl>
Source record: 79308

Hello Dennis McGuire,

On 21-Oct-96 21:44:47, Dennis McGuire <mcguired@moose.erie.net> wrote:

DM> On 21 Oct 1996, Robert Stone wrote:

>> AMIS was a nice BBS system that was public domain I believe. If you hav
>> trouble getting it or anything else, I know that B&C Computervisions at
>> 408-986-9960 has it and also the BBS Construction Set. I think the PD
>> AMIS disk is 5 bucks and the BBS Construction Set is more.

DM> DON'T, DON'T, DON'T get BBS Construction Set!!! Buggiest thing
DM> ever. It was written on an Apple II then ported to the Atari by a guy wh
DM> didn't even own one. I've been a sysop since early in the 8-bit days and
DM> I don't know anyone who ran BBS Construction Set for more than a week. I
DM> gave away my copy to a guy I didn't like! :^)

Yep, It is verry buggie.... But when you have the BBS running and take it down
you HAVE to run de UPDATE the pointer program's for the user file and the
message base files.... I have run that BBS program for about a YEAR ! ! !
And had NO problems with it.... Only when you forget to run those pointer
update program's......

DM> The best way to go though is to run BBS Express. This is easy to
DM> set-up, easy for the sysop to learn, and easy for the callers also. More
DM> importantly, it is also extremely reliable. It was released as shareware
DM> after Express Pro came out.

I think the best BBS program is BBS EXPRESS PRO, the last version is 5.0b.
with FULL ansi (16 colors) support, acsii, atascii (with the moving cursor and
ALLE extra ATSCII keys) VT52 (also color)....
I think that is the BEST bbs program for the ATARI 8bit computer....

You can try to contact the author of PRO bbs by sending a message to :

Bob Klaas <bobkla19@tcd.net> and ask him what is cost and so....

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
beco@worldaccess.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859
Underconstrucion -> Home Page : http://www.worldaccess.nl/~beco

3334. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc07c$8cac4b40$11f7aecc@127.0.0.1>
Source record: 79309

> If your going to use frames you should try a
> tag called <NOFRAMES> on your page. It will let
> browsers like Lynx see just the information betteen the
> NOFRAMES tag. As it lynx shows nothing but a blank
> screen on your page. :(

Oops! sorry Steve, that is a good idea... i've added it to my list of
things to do!

Unfortunatly i do not know how long it will take me to create a 'frameless'
version of the site...

--
William "BlacKat" Fisher
=^..^=
blackat@direct.ca
www.ogopogo.com/blackat

3335. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <54jroi$je1@ns.mcs.kent.edu>
Source record: 79310

William \"BlacKat\" Fisher (blackat@direct.ca) wrote:
: > : >There is a new atari 8-bit homepage being constructed at
: > : >http://www.ogopogo.com/blackat
: > : >(You *MUST* Have A JavaScript Enabled Browser!)
: > : And what, praytell, is so important that it MUST be represented in
: > : JavaScript?
: > Sounds to me like a java-virus. (:
: THERE ARE NO VIRUII ON THE PAGE! =)
: Please go look, I-Explorer v3.x and Netscape 2.x+ will work with my
: pages...

I dont care what your pages contain, but I will _NOT_ enable javascript,
java, or active-x. Too many nasties floating around out there.
[Although it is a fun excercise to write your own web-virus. (:]

--Craig

3336. WHICH IS THE GTIA CHIP?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <54jrui$fv5@News.Dal.Ca>
Source record: 79311

In an effort to get my SELECT key working in order to play levels higher than Novice on Star Raiders and to be able to set tabs with Atariwriter+ I have been informed to replace the GTIA chip. I forget which one it is..
U4 is Basic, I remembered that much at least.
is it U5 or is that the Antic? help?
The board I'm looking at now has all the chips except U17,U7,U8, and U22 soldered in place. If it is one other than those will soldering it out affect it(heat-wise?).
thanks...
randy.

3337. Re: Super Breakout question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: metallik@iglou.com
Message-ID: <DzpD7o.HIz@iglou.com>
Source record: 79312
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
: I was wondering what are the differences between the 2600 and 8-bit
: version of Super Breakout? Does the 8-bit have the same sound effects as
: the 2600? That's why I mainly play SB. I try to get 8-bit games if I
: could. Thanx! :)

The 5200 one (and probably the 8-bit one as well) have rotten sound
effects. Playing 5200 SB with the analog stick is kinda cool, but the
"blip" sound FX kill it. Stick to the 2600 version.
```

3338. Re: emulation ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <54jssu$82d@triglav.iwaynet.net>
Source record: 79313

space42@ix.netcom.com(Jerry Weber) wrote:

> Hi,
> I have just got into the emulator thing.. Boy does this bring back
>memories of 12 ago.. I was wondering if anyone has gotten the following
>games to work with emulation... Karateka,Koronis Rift,The Edilon,Alley
>Cat. I am using xlit, and pokey... The Lucas Film games just give me
>the title screen, and the others dont do anything... I am using the
>following command line "atari -oldmode -nobasic game.atr" with xlit.
>Any help would be great...
>
>Thanks
>Jerry

>Ps... Thanks Yogi again... assuming you are the same Yogi

Hang around thrift stores, yard sales and flea markets. Making an
Intel or a Mac emulate an 8-bitter is a heck of an interesting hack
but it seems to me like there is always going to be some obscure
programming trick used in heavy duty games that will cause an emulator
to puke. I got a 130XE and an Indus GT drive for seven bucks in a used
computer store (they worked) and an Atari 800 and an 810 disk drive at
a Salvation Army thrift store in perfect working order for five bucks.
I built my SIO2PC cable for $10.00 in RS parts. I might also mention
I found a Commodore 1702 composite monitor for thirteen bucks in a
thrift store. Since real working machines are fairly cheap and fairly
easy to find (for the next couple of years at least), why mess around
with emulators (unless they emulate ALL programming tricks and audio
perfectly and can perhaps be "tweaked" to make Atari 8-bit
configurations that never existed for real.)?

A final note: Commodore 1702's (any NTSC composite monitor actually)
make excellent VCR monitors. We watch movies on my spare 1702 all the
time. Not bad for thirteen to twenty smackers

3339. Re: Want to Buy 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <54jt03$82d@triglav.iwaynet.net>
Source record: 79314

UASZ40A@prodigy.com (Robert Stone) wrote:

>Just so you can compare to other offers, B&C Computervisions sells their
>new 130XEs for $175. Oh yes, supply and demand....
>BTW, they sell a lot of other stuff too. 408-986-9960.

Remind me never to shop there...see previous post regarding thrift
stores and REASONABLE computer stores.....

3340. Does anyone have the docs for f-15 strike eagle

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <54k9e6$e1h@madeline.INS.CWRU.Edu>
Source record: 79315

A friend recently gave me his entire 8bit collection. In it was the f-15
strike eagle game. All the documentation that he sent along with
everything is mindspinning. I cannot locate the docs. Can anyone help
me. Thanks mike jasman.
please respond to ae377@dayton.wright.edu
thank you

--
cd827@cleveland.freenet.edu
"The minstrel boy has gone to war, in the fields of death you'll find him.."
author unknown.

3341. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc0a9$fb4aa600$2bf7aecc@127.0.0.1>
Source record: 79316

> I remember going to the Broadway (department store) and buying this game
> (on cassette) when it came out(of ALL places to buy software!!!). This
> game is truly an Atari 8-bit classic and deserves to be experienced by
> any Atari 8-bit fan the way it was meant to be: On a real Atari 8-bit
> computer with the REAL Atari sound! And what sound! Coming from an 8-bit
> no less! HOWEVER, this game did have one drawback in my opinion. It was
> just TOO intense, especially on the third level(cemetary). I could play
> this game no more than three times in a row, after which I would be
> sweating (and believe me, I don't sweat very easily) and be just plumb
> wore out. I never have 'won' on it, but my little brother did ONCE, back
> in the 80's. I really don't remember the 'win' screen. I think I still
> have the instruction sheet somewhere in my closet with the old 8-bit
> stuff 8) Maybe I'll crank up the old 800 and give 'er a go again! Great
> memories!!!

If you find the instructions could you scan or type them in a forward them
to me for my www page? =)

--
William "BlacKat" Fisher
=^..^=
blackat@direct.ca
www.ogopogo.com/blackat

3342. Re: Miner 2049er trick

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <54kdqf$qa0@news.asu.edu>
Source record: 79317

My mistake if that's true. Haven't used the cheat in years.
That's what I get when I post without testing first. (Like my
truncated signature) :)
--
++
+ John H Collins The Northwest Phoenix +
+ coolzip@host.yab.com Atari Connection +
+ irata@aztec.asu.edu P.O. Box 67511 +

3343. Re: How to repair 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-23 00:00:00 UTC
From: "David A. Paterson" <davepat@total.net>
Message-ID: <326DE647.2851@total.net>
Source record: 79318

Tony Pillo wrote:
>
> I've got a 130XE which no longer works. Turning on the power results
> in a blank screen (no READY prompt) almost immediately, and it doesn't
> try to boot from floppy at all. I've opened it up and verified that
> the switch and PS are OK (there is +5V on the PCB pads). It stopped
> working gradually and was not caused by a blow or anything like that.
> I was hoping that this would be enough info for someone who's had this
> happen to identify the culprit. Any help would be appreciated. Thanks.

My experience: replace the CPU. That's the usual suspect. I've seen a
few dead Ataris, and for some reason more often than not it's the 6502
that's gone south.

3344. FS: SHAMUS (Atari 8bit cart) $5, shrinkwrapped

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <54ni7b$pe@mark.ucdavis.edu>
Source record: 79169
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

```
SHAMUS, a cool action adventure game on cartridge by Synapse
for the Atari 8-bit computers. Shrinkwrapped!

$5 + $2 shipping.
```

3345. FS: 8 Atari ST War Games - $20 + shipping

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <54nig5$pe@mark.ucdavis.edu>
Source record: 79170
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have the following 8 Atari ST war games for sale.
First $20 + shipping takes the lot.

Thanks, Reinhard

* * * * * * * * * * * * * * *
Balance of Power

Includes: 87 page instruction manual, reference card, and 306 page book:
Balance of Power: International Politics as the Ultimate Global Game
* * * * * * * * * * * * * * *
Battle Chess

Includes: Instruction manual, reference card and original box
* * * * * * * * * * * * * * *
Breach

Includes: Instruction manual
* * * * * * * * * * * * * * *
Empire: Wargam
e of the Century

Includes: Manual, reference card, registration card, original box
* * * * * * * * * * * * * * *
Encyclopedia of War: Ancient Battles

Includes: Instruction manual, historical notes, reference card, CCS Ltd.
catalog, original box
* * * * * * * * * * * * * * *
Gauntlet

Includes: Original box
****
J.R.R. Tolkien's War in Middle Earth

Includes: Instruction manual, large & small maps, outer box cover
* * * * * * * * * * * * * * *
Xevious

Includes: Original box

3346. Re: 8-bit / 1050 drive commands

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <54niia$on4@dfw-ixnews10.ix.netcom.com>
Source record: 79171

In <54mdfr$t1p@sjx-ixn10.ix.netcom.com> tim.keip@ix.netcom.com(Tim
Keiper) writes:
>
>Hello,
> I am looking for a reference about the commands used to control
>the 1050 disk drive. I have the list from my atati800 reference
>manual... but that does not tell the hole story.
>
>Commands listed:
>Get $52 'R'
>Put $50 'P'
>Put/Vfy $57 'W'
>Status $53 'S'
>format $21 '!'
>
>What about these?
>???? $22 '"'
>???? $23 '#'
>???? $24 '$'
>
>I assume that these have to do with the double dencity
>formatting.... Etc?
>
>I am attempting to build a harddrive interface that will
>emulate the 1050 with many disks (partitions). I know that
>this info must be avalible, I've seen APE and SIO2PC!
>
>If anyone can help, Well that would save me the time of disasembling
>the 1050 rom!
>
>
> Thanks,
> Tim Keiper
> tim.keip@ix.netcom.com

Tim,
See if you can get a hold of the SpartaDOS Construction Set manual.
All of this is documented in there.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3347. Re: Game screen shots (10/17/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: milocco@elettra.trieste.it
Message-ID: <milocco-2410961350570001@mac-linac.elettra.trieste.it>
Source record: 79172
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.classic

In article <01bbc171$88064c80$6cf0adce@default>, "Kenny M. Wong"
<kennyw@concentric.net> wrote:

> Could you tell me your URL so that I can take a look for your wonderful job
> ??
>
> Magrathean Dragon <foxtrot@autobahn.mb.ca> wrote in article
> <5493vm$r12@portal.mbnet.mb.ca>...
> > On Thu, 17 Oct 1996 18:29:54 GMT, vga2000@ix.netcom.com (Michael J.
> > Novak Jr.) wrote this drivel:
> >
> > >I have just added 38 Nintendo-64 and 95 Sega Genesis game screen
> > >shots to my WWW site. This brings the total number of ORIGINAL screen
> > >shots on-line to 1143, for the following systems:
> >
> > >Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
> > >Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
> > >Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
> > >Vic-20 computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
> > >SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis and Nintendo 64.
>

This is the address:
http://www.io.com/~vga2000/

Bye, Andrea.

##
/\ |\/|
#/--\ndrea | |ILOCCO Trieste, ITALY #
# #
ELETTRA, Syncrotron Facility
# #
e-mail: milocco@elettra.trieste.it
http://superciuk.elettra.trieste.it:8080/~tomicich/team.html
# #
office: ++39/40/375.8244
##

3348. Re: Sound in XL-it .16

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <54no02$cue@newsbf02.news.aol.com>
Source record: 79173

Funny, I haven't had any problems with sound with this emulator -- except that, although Mike Hill's samples are an improvement, the sounds are still a little rough. Nor does the user interface hang my computer. Of course, if you want to be REALLY safe, go out to DOS and run the emulator from there. But it does run under Windows '95, at least on my machine. I have to slow it down to get the action to be more like a real Atari, though.

I'm using a SoundBlaster AWE-32 with 8 megs of ram on board, which does absolutely awful things with XFormer, but works well with the other emulators. I'm wondering if making the actual sound samples with this card can improve the emulator's sound in XL-It?

3349. replaced the GTIA chip, SELECT key still doesn't work

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <54nsmg$9c5@News.Dal.Ca>
Source record: 79174

ok, I replaced the GTIA chip and my select key still doesn't work. tried 2
different keyboards as well. could something else be fried?
oh well.
randy.

3350. Re: FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: pancake@mail.utexas.edu
Message-ID: <54ooih$70@geraldo.cc.utexas.edu>
Source record: 79175
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

In article <54ni1l$pe@mark.ucdavis.edu>, rpribish@wheel.dcn.davis.ca.us says...
>Imagine playing your Atari from across the room!
>These cords have a male and female 9-pin connection
>on either end and are 16 feet in length.
>$7 for one or $12 for two, shipping included

Just wanted to mention that if you have a MacFrugals closeout store near you
that they often carry these and the Super Nintendo expansion cords. They were
like 2 for $5 or something.

3351. Atari 1050 disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <54mk4i$mt4@main.freenet.hamilton.on.ca>
Source record: 79176

Ok, I have 10 TEN 1050 disk drives I would like to sell. These include the power supply and SIO cable. $25 plus shipping.

I accept CASH or money order only.....no cheques. (Americans call them "checks" ;-) oh ya, and that is U.S. dollars. Keep in mind shipping costs from Canada are higher than in the USA. Typical charges will be around 10 dollars depending on your location.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3352. Re: Sound in XL-it .16

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: mhill@one.net
Message-ID: <326ffaeb.995551@news.one.net>
Source record: 79177

On 24 Oct 1996 08:38:26 -0400, asharkis@aol.com (ASharkis) wrote:

>Funny, I haven't had any problems with sound with this emulator -- except
>that, although Mike Hill's samples are an improvement, the sounds are
>still a little rough. Nor does the user interface hang my computer. Of
>course, if you want to be REALLY safe, go out to DOS and run the emulator
>from there. But it does run under Windows '95, at least on my machine. I
>have to slow it down to get the action to be more like a real Atari,
>though.
>
>I'm using a SoundBlaster AWE-32 with 8 megs of ram on board, which does
>absolutely awful things with XFormer, but works well with the other
>emulators. I'm wondering if making the actual sound samples with this
>card can improve the emulator's sound in XL-It?

Well actually I sent Markus some samples I made with my Pokey card
(recorded them from it to my AWE32), but he is using some sample made
by another user in his latest release.

Mike
mhill@one.net

Mike Hill Author of Pokey
mhill@one.net The Atari 800/XL/5200
http://w3.one.net/~mhill Emulator for MSDOS systems

3353. Upcoming Pokey

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: mhill@one.net
Message-ID: <326ffb48.1088973@news.one.net>
Source record: 79178

All,

Ive been unable to get online much or on the computer much the past few weeks due to business travel.

Im going to catch up with alot of emails tonight.

Now on to Pokey news.

Im going to be releasing a newer version of Pokey this weekend (fingers crossed). It has the following features/fixes.

*Actual Atari Speed option.
*Support of MSDOS files from the command line. (now you can actually load frogger.exe from the command line instead of putting it in an ATR file)
*No floating point math. Hopefully those with the floating point errors will work now
*Faster Emulation (how much, I don't know.)
*Printer Support

Also coming soon (hopefully before Christmas)......

POKEY 95.

It will have all the features above and on previous versions of Pokey, but with these new features.

*Runs under Windows 95 with DirectX version 2 or greater
*Support for up to Four Digital Joysticks (like the Gravis Grip or Game Pad Pro, or Microsofts offerings). You can program all the extra keys on the joysticks/game pads for things like option/select/start/reset/space bar etc). Play Mule with four Players with these new digitial joysticks. They also don't slow your system down as much as analog joysticks (which still work also).
*Direct Video used for FAST video emulation
*Direct Sound used for Sound Emulation (also supports printer sound card)
*Nice user interface for selecting options.
*Support for plugging Atari drives into the parallel port

Mike
mhill@one.net
http://w3.one.net/~mhill/pokey/pokey.html

Mike Hill Author of Pokey
mhill@one.net The Atari 800/XL/5200

http://w3.one.net/~mhill Emulator for MSDOS systems

3354. new to this group

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: keith.woodworth@jybbs.com
Message-ID: <96102414003436@jybbs.com>
Source record: 79179

Ive been lurking in this group for a few weeks now to see whats going on in the Atari 8bit world. And am pleasantly suprised to find it going strong.

I have an Atari 400 that I used up till about '91 when I bought a PC. Ive still got it and it works fine. I got it upgraded to 48k of ram and bought a Rana floppy drive in '85. The Rana drive died and replaced it with an XF551. Went through 2 modems on that machine. I still use it on occasion to play a game or two. Ive got a P:R: Connection interface for it also.

Ive seen references here to emulators and such for the PC and how to hookup the Atari's to a PC. Whats this all about? I'd like to get some software from some of the FTP sites ive seen listed here, but the only way I think I could would be to get it with the PC, then download from the PC via modem to the atari. (I run a BBS also)

If there is a FAQ for this group, could someone post where it might be found?

Thanks!
Keith

3355. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32702C19.722@tcd.net>
Source record: 79180

Thank you for the response thought for a minute there the dummy here was the only one having the problem.

Know exactly what you are talking about..

3356. Atari 8bit CD

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <54p9qe$9to@xmission.xmission.com>
Source record: 79181

I'm about 30 days away from releasing Rev 2.0 of my Atari 8bit CD. This CD will contain around 600mb of Atari 8bit usable .EXE, .COM, .BAS, .OBJ, .ARC, .DCM, .TXT, .DOC, .GIF,.AMP,.AMS,.XFD and .ATR programs.

If you run a BBS and wish to provide 8bit Atari files, then this CD is for you. If you run SIO2PC or APE, then this CD is for you.

If you have a PC or ST and wish to share files to your Atari, then this CD is for you.

Advance orders of $55.00 each are now being accepted. Please respond soon as only a limited quantity will be created. The last 50 I made (Rev 1.0) disappeard in less than a weeks time!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3357. WTB 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: Varner Computer Center <netscape@oakland.edu>
Message-ID: <326FF50B.1C20@oakland.edu>
Source record: 79182
Cross-posted to: comp.sys.atari.8bit,alt.atari

I want to buy these carts. I will pay well. I am especially
looking for a boxed copy of Satan's Hollow.
Also looking for Necromancer and Pastfinder
I have some Atari and Epyx art/drawing easel type carts for sale or
trade. If you have any of these carts for sale or trade please
contact me at

jtmazure@oakland.edu

Thank you

3358. Re: Game screen shots (10/17/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: "Kenny M. Wong" <kennyw@concentric.net>
Message-ID: <01bbc171$88064c80$6cf0adce@default>
Source record: 79183
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.classic

Could you tell me your URL so that I can take a look for your wonderful job
??

Magrathean Dragon <foxtrot@autobahn.mb.ca> wrote in article
<5493vm$r12@portal.mbnet.mb.ca>...
> On Thu, 17 Oct 1996 18:29:54 GMT, vga2000@ix.netcom.com (Michael J.
> Novak Jr.) wrote this drivel:
>
> >I have just added 38 Nintendo-64 and 95 Sega Genesis game screen
> >shots to my WWW site. This brings the total number of ORIGINAL screen
> >shots on-line to 1143, for the following systems:
>
> >Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel
> >Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally
> >Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore
> >Vic-20 computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES,
> >SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis and Nintendo 64.

3359. Re: Connecting a 410/1010 Program Recorder to a Mattel Aquarius

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <Dzs7vI.I90@iglou.com>
Source record: 79184

In article <dworsky.363.000E96DA@idx.com>, Larry Dworsky wrote:
>I'm interested in hooking an Atari 410 or 1010 Program Recorder up to the
>cassette port of a Mattel Aquarius. The pin assignments for the Atari
>Program Recorder are widely available, but does anyone have pinouts of the
>Aquarius cassette cable??? Thanks.
>
I don't know the pinout, but I think you'd have better luck using a plain
audio cassette recorder.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

3360. WTB 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: Varner Computer Center <netscape@oakland.edu>
Message-ID: <326FF4B9.6358@oakland.edu>
Source record: 79185

I want to buy these carts. I will pay well. I am especially
looking for a boxed copy of Satan's Hollow.
Also looking for Necromancer and Pastfinder
I have some Atari and Epyx art/drawing easel type carts for sale or
trade. If you have any of these carts for sale or trade please
contact me at

jtmazure@oakland.edu

Thank you

3361. 8-bit / 1050 drive commands

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: tim.keip@ix.netcom.com
Message-ID: <54mdfr$t1p@sjx-ixn10.ix.netcom.com>
Source record: 79257

Hello,
I am looking for a reference about the commands used to control
the 1050 disk drive. I have the list from my atati800 reference
manual... but that does not tell the hole story.

Commands listed:
Get $52 'R'
Put $50 'P'
Put/Vfy $57 'W'
Status $53 'S'
format $21 '!'

What about these?
???? $22 '"'
???? $23 '#'
???? $24 '$'

I assume that these have to do with the double dencity
formatting.... Etc?

I am attempting to build a harddrive interface that will
emulate the 1050 with many disks (partitions). I know that
this info must be avalible, I've seen APE and SIO2PC!

If anyone can help, Well that would save me the time of disasembling
the 1050 rom!

Thanks,
Tim Keiper
tim.keip@ix.netcom.com

3362. Re: How to repair 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <54miep$g5t@darla.visi.com>
Source record: 79258

> tpillo@foxboro.ca (Tony Pillo) writes:
> I've got a 130XE which no longer works. Turning on the power results
> in a blank screen (no READY prompt) almost immediately, and it doesn't
> try to boot from floppy at all. I've opened it up and verified that
> the switch and PS are OK (there is +5V on the PCB pads). It stopped
> working gradually and was not caused by a blow or anything like that.
> I was hoping that this would be enough info for someone who's had this
> happen to identify the culprit. Any help would be appreciated. Thanks.
>
>
>>>>
First, with the top off and power on, use the back of your finger
to feel the RAM chips. They are the two rows of 16 pin chips on the right
side of the 130XE. Feel them, are there any that are hotter then the others?
If so, replace them.
If all the RAM chips feel about the same tempeture, replace the
the CPU.

Rich Mier

3363. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <54mgme$2v5@News.Dal.Ca>
Source record: 79259

In article <54lf9s$juj@mtinsc01-mgt.ops.worldnet.att.net>, Kathleen Ferrante
<ferrante.fmy@worldnet.att.net> writes:
>
>
> I ram the BBCS for over a year, The problem with it was the
>documentation. Im probley the only person to get the system to run and
>not bomb out. It was up 7 days 24hrs and was getting 20-30 calls a day.
>
>
Um, does that 30 calls include people calling, getting connected then thrown
off, and then connecting "for real". (:

3364. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: "R. Charles Banevich" <cb4u@coil.com>
Message-ID: <01bbc160$182dda60$6e6185cd@default>
Source record: 79260

William "BlacKat" Fisher <blackat@direct.ca> wrote in article
<01bbc0a9$fb4aa600$2bf7aecc@127.0.0.1>...
> > I remember going to the Broadway (department store) and buying this
game
> > (on cassette) when it came out(of ALL places to buy software!!!). This

> > game is truly an Atari 8-bit classic and deserves to be experienced by
> > any Atari 8-bit fan the way it was meant to be: On a real Atari 8-bit
> > computer with the REAL Atari sound! And what sound! Coming from an
8-bit
> > no less! HOWEVER, this game did have one drawback in my opinion. It was

> > just TOO intense, especially on the third level(cemetary). I could play

> > this game no more than three times in a row, after which I would be
> > sweating (and believe me, I don't sweat very easily) and be just plumb
> > wore out. I never have 'won' on it, but my little brother did ONCE,
back
> > in the 80's. I really don't remember the 'win' screen. I think I still
> > have the instruction sheet somewhere in my closet with the old 8-bit
> > stuff 8) Maybe I'll crank up the old 800 and give 'er a go again! Great

> > memories!!!

Oh yes, this game is STILL amazing. I always thought how the trees
Shimmered in the first level was really really cool. You are right; the
music was fabulous. I use to have the game; but lost it. If anyone has
it...you know...I would love to buy it from ya'...

Anyways, a truly great game that every Atari 8-bit owner should
experience!

Chuck
cb4u@coil.com

Genesis/Sega CD/32X/Saturn/SMS/N64/Super NES/NES/
Gameboy/Jaguar/Lynx/2600,7800,5200/PC Engine/
Atari 8bit/TurboGrafx/Playstation/Amiga 500/3DO/
Colecovision/Odyssey2/Intellivision
<<Collecting For All>>
Video Games/Kaiju/Industrial/Action Figures
-The Laws Of Nature, The Laws Of Man-
-This Moment Of Paradox, Will Never Stand-
-Front Line Assembly-"Plasticity"

3365. Re: XL/XE/400: Will up 1000+ games if someone delivers working emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <326edc4a.1502960@news.superlink.net>
Source record: 79261

```
-
-There is the problem of knowing if the version up on Cyberspy is the
same
-as you've got.I've seen two subtly different versions of PacMan.
---
- The Doctor

That's what long file names are for
Check the byte count too
```

3366. Re: Atari 8bit Site is Up (UNDER CONSTRUCTION)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc16f$ca54b420$21f7aecc@127.0.0.1>
Source record: 79262

> Take a look around the net and try to find a paper on Insecurities in
Java.
> There are ways to get access to functions that one shouldnt have access
> to in Java/Javascript. Some ideas are along the same lines as the
security
> bugs in Sendmail -- exploit buffer overflows to execute arbitrary code.

I have looked... everything i can find relates to JAVA by Sun
Microsystems... NOT, repeat NOT 'JavaScript' by Netscape Communications.
JavaScript is INTERPRETED... you can view the entire source to my page by
saving it's html code...

Java and Active-X may have security problems (hence why i will not use
them), but JavaScript seems pretty stable to me.

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3367. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <54n2uh$8os@news.mel.aone.net.au>
Source record: 79263

In article <326D9207.562D@tcd.net>, bobkla19@tcd.net says...
>
>Ok I know this is the Atari 8-bit section however..I am using the newest
>software to access it..Netscape Gold..
>
>I purchase this software outright..direct from Netscape and am having
>nothing but poblems since I install it. Anyone else haveing problems?
>
>What I have for a system..386.DX40 with 16mg ram..2+gig scsi hard
>drive..configured my system according to their sepcs and suggestions
>still have a problem with Mail..System bogs down to lower than 300baud
>hesitates and times out...When I send something will not attach a small
>simple file..shows very light that it is attached but receiver doesn't
>receive it.
>
>Had a suggestion I revert to an earlier revision 2.??, is this problem
>inherant of Netscape and their support had become tired?? Of my
>questions no responce in the past few days..
>
>Is there a pattern for this? If anyone else is haveing the same problem
>perhaps we can get it fixed??
>
>Don't mind paying their price for new software but I as you expect it to
>preform?
>
>Bob

To tell you the truth I think Netsape stinks (phew :), I started using
version 1.1, no probs there- upgraded to 2.1, yeh great- got mail now and
problems with Netscape shutting down for no apparent reason! Ok, upgraded to
2.02- even more probs shutting down!!! Ahhh what the hell- upgraded to
version 3.0- Damnit Netscape shuts down ALL the TIME!!! I went back to version
2.01 and I'm still using it now- it still has problems but nothing like I
had with the higher versions. I'm running DOS 6.22 and WIN 3.11, so I have to
use WIN32S to run Netscape- I think the problem lies in the fact that Netscape
IS a 32 bit program trying to run on an EMULATED 32 bit system. My brother
is running a pentium 200 PRO with WIN 95- and he hasn't had ANY problems with
Netscape 3.0 for WIN 95 (sure wish I could afford a PENTIUM PRO!!).
As for the download speed, I am using a 14.4 modem, and on a really good day
I get transfer speeds up to 1.2k a sec. On REALLY bad days, 52bytes a sec-and
that is SLOW going I'll tell ya!! Maybe You should consider upgrading your
motherboard to 486+? That'd help your transfer speeds immensly......

3368. Re: BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: Kathleen Ferrante <ferrante.fmy@worldnet.att.net>
Message-ID: <54nass$iqi@mtinsc01-mgt.ops.worldnet.att.net>
Source record: 79264

No not at all.. If a caller has his modem configured the way it
should be that problem would not happen.

3369. Re: prg for finding bad sectors on format

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54nav6$86l@login.freenet.columbus.oh.us>
Source record: 79265

William Moeller (af332@james.freenet.hamilton.on.ca) wrote:
: In <541185$8e4@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us
: (Daniel Klugh) wrote:
: : Anyone know of a programme that formats a disk and then uses the bad
: : sector information from the drive to mark off the bad sectors?
: : Idealy a programme for MyDOS and SpartaDOS disks.

: : (of course the MyDOS disk would have it's bad sectors de-allocated by
: : VTOCFIX)

: I would LOVE to have a program of this nature. A friend of mine was
: writing a Sparta Dos version of a Bad sector mapper, but ran into a wall.
: I asked FTe if he could send along some sparta tech info, but he never did.

What kind of "wall"?
I know about SpartaDOS.I have the construction Toolkit and SDX manual.

: BTW, I had my VISA account debited for $60 Canadian funds for 3 Sparta X
: Roms almost a YEAR AGO (!) and I am STILL waiting for them. I would use
: caution when dealing with Mike. If I did not consider him a friend, and
: know he WILL eventually get them to me, I would have called the RCMP by now.

: At any rate, the problem I have with a couple of hard disks is this. When
: I do a low level format with the BB, the program finds various bad sectors
: and maps them out. However, when doing a high level format, there are

How can the hard disk formatter "map out" bad sectors.I thought that it
just formatted the sectors.No file system.There'd be nothing to list the
bad sectors in.

: certain bad sectors which get past the high level formatter, despite it
: being set up to also map out bad sectors. I have certain partitions on
: my Hard disk which are unuseable because neither formatter can find the
: bad sectors....and when I hit them, I can't write or read past that point.

Just firgure out which sectors are bad.Then just use DiskRx to access the
sector-map/FAT for the "SECTORS.BAD" file and add those numbers to it.
Of course you'll also have to update the VTOC/bit-map as well,but CLEANUP
can do that for you.
--
The Doctor

3370. Re: Diamond GOS & Mydos Subdirctories...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <54nb3n$8a1@login.freenet.columbus.oh.us>
Source record: 79266

Stephan Pollok (pollok@urz.uni-wuppertal.de) wrote:
: Hi !
: Does anyone know how to access to Mydos subdirectories under Diamond
: GOS? I have several HD-disks formatted with Mydos and I can't get to the
: programs in those subdirctories...
: Btw. I can access to all files (1.44MB !) stored in the root-dirctory...
: Bye, Stephan

I've never used Diamond before,but I'd just exit Diamond back to DUP.SYS
and change it from there,and then go back to the cartridge.
(Diamond IS on a cartridge,isn't it?)
--
The Doctor

3371. Re: Want to Buy 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: archone@aloha.com
Message-ID: <54ndm0$d94$1@news.aloha.com>
Source record: 79267

Actually, the prices are rather reasonable consider that this shop has
to STOCK the merchandise. They actually have a pretty good selection
of stuff.

JF

dmaxwell@iwaynet.net (David A. Maxwell) wrote:

>UASZ40A@prodigy.com (Robert Stone) wrote:

>>Just so you can compare to other offers, B&C Computervisions sells their
>>new 130XEs for $175. Oh yes, supply and demand....
>>BTW, they sell a lot of other stuff too. 408-986-9960.

>Remind me never to shop there...see previous post regarding thrift
>stores and REASONABLE computer stores.....

3372. FS: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-24 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <54ni1l$pe@mark.ucdavis.edu>
Source record: 79268
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Imagine playing your Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$7 for one or $12 for two, shipping included

3373. Re: Diamond GOS & Mydos Subdirctories...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <54phe6$rl6@madeline.INS.CWRU.Edu>
Source record: 79186

In a previous article, dklugh@freenet.columbus.oh.us (Daniel Klugh) says:

>Stephan Pollok (pollok@urz.uni-wuppertal.de) wrote:
>: Hi !
>: Does anyone know how to access to Mydos subdirectories under Diamond
>: GOS? I have several HD-disks formatted with Mydos and I can't get to the
>: programs in those subdirctories...
>: Btw. I can access to all files (1.44MB !) stored in the root-dirctory...
>: Bye, Stephan
>
>I've never used Diamond before,but I'd just exit Diamond back to DUP.SYS
>and change it from there,and then go back to the cartridge.
>(Diamond IS on a cartridge,isn't it?)
>--
> The Doctor
>
I don't know which version of Diamond you are using..but, I believe
the command line it the solution..oh, I think you can talk to the
author.. I have seen him here on Freenet from time to time..as for
Diamond being on cart..yes. I have a cartridge version. Very frist.
The problem I have with Diamond is that is was not very Sparta Dos
friendly. I mean..I like being able to hit the reset key to get back
to the Dos Prompt. No Atari Dos other than Sparta is best at this..
That was the sole biggest problem with the 8-bit. Dos was not the
concern..for most programs and games designed for it. If you could get
back to DOS without turning off the computer..that was to me a Plus if
you could ges back to Dos. You don't even need a stupid DeskTop like
Diamond for 'Point and Click' operations if you could Type and Read
to some degree. Well, Heck, as for games..there was always Boot Disk
programs...

Anyway..are you using an MIO or BLACKBOX to interface your 8-bit??

MoonRaker *.* Run E477!

--

3374. Re: Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.95.961022163037.19160B-100000@cadesm54.eng.utah.edu>
Source record: 79187

> Anyhow, I'm designing a little add-in circuit for my 130XE and one of the
> outputs will tie to the Reset line coming from the keyboard. What I need
> to know is how long the Reset line needs to be pulled low in order to
> guarantee a stable reset of the computer.

Errr...I thought the XE had a built-in delay on that line, so it should
not matter. I have the full set of technical manuals, and docs on the
130XE are quite poor.

> Does anybody (Bob? Are you reading this, Bob?) know the timing specs for
> the 130XE?

Mr. Klaas is a chip-swapper. He knows very little about how the machines
actually work.

> release the button, upon which the reset cycle will be completed. However,
> if I remember correctly, on the 130XE, if you hold the RESET button down,
> you will get a full reset cycle. Releasing the button will then perform a
> second reset cycle.

> Anyone have any input on this?

Well, on mine that is NOT how it works. Pressing the reset button on my
130XE keeps it in reset mode until I let go of the key. I will check the
schematics when I get home and see if the RESET line appears to go
directly to the hardware reset lines or if there is some sort of delay
circuit.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

3375. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: Christopher Brett Strong <strong@cadesm54.eng.utah.edu>
Message-ID: <Pine.SUN.3.95.961022162214.19160A-100000@cadesm54.eng.utah.edu>
Source record: 79188

> Has anybody here personally ever had any success copying carts? I
> tried it a couple of times with a Missile Command cart and using a
> cart copying program (forgot the name of it), but I've never gotten a
> successful copy, inserting the cart either locks up the computer or I
> end up with a file that doens't run (and that's with a regular 8K
> cart, I can imagine that trying to copy a bankswitched cart would be
> close to futile)......
>

Yeah, I copied a LOT of my carts to disk back in the early 80's.

First of all, USE AN 800! A REAL 800, not an XL.

Several programs are out there that will read the cart from the right
cartridge slot. If you are lucky, you can get the cart in without
crashing the system. Otherwise, place some tape over the 5V pin on the
cartridge connector (I think it is pin #13), or, better yet, modify the
computer to put a switch on that pin. Suprisingly, you can usually read
the ROM chip into the computer without power to the ROM.

Some carts use copy protection that tries to write over the cartridge RAM
area. If this is the case, you will have to either remove/relocate the
offending code or install a dummy cartridge.

When I get around to it, I am going to burn my most used carts onto a
single ROM (or a few ROMS (BIG ones!)). Then I can leave the "master
cart" plugged in and choose a cartridge with a flick of a switch. My
motherboard is mounted in a rackmount case, so to insert a cartridge now
requires a screwdriver! I need to fix that...

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

3376. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: Michael Gribbin <gribbs@sprynet.com>
Message-ID: <01bbc255$7d58c940$aacfaec7@default>
Source record: 79189
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Hi,

These are for the Jaguar? I did not know extenders for the Jag were
available. Where did you get them?

Thanks,

Michael Gribbin
MSTie #59184
gribbs@sprynet.com

Reinhard Pribish <rpribish@wheel.dcn.davis.ca.us> wrote in article
<54ni1l$pe@mark.ucdavis.edu>...
>
> Imagine playing your Atari from across the room!
>
> These cords have a male and female 9-pin connection
> on either end and are 16 feet in length.
>
> $7 for one or $12 for two, shipping included
>

3377. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc25e$bd42b300$97f7aecc@127.0.0.1>
Source record: 79190
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

> Hi,
>
> These are for the Jaguar? I did not know extenders for the Jag were
> available. Where did you get them?

Erm, this is 'comp.sys.atari.8bit'... so somehow i doubt if they are for the Jag... if they are then the original author cross-posted to the wrong group as well...

If they are Atari 8bit cables (which i am assuming they are) then they will work on a Jag ONLY if the jag uses a 9-DIN connector on it's joystick ports (i can't remember if it does or not) and the extension cable MUST have *ALL* nine pins connected in the cable.

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3378. Re: prg for finding bad sectors on format

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <54pl86$cab@james.freenet.hamilton.on.ca>
Source record: 79191

In <54nav6$86l@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us
(Daniel Klugh) wrote:
: William Moeller (af332@james.freenet.hamilton.on.ca) wrote:

: : I would LOVE to have a program of this nature. A friend of mine was
: : writing a Sparta Dos version of a Bad sector mapper, but ran into a wall.
: : I asked FTe if he could send along some sparta tech info, but he never did.

: What kind of "wall"?
: I know about SpartaDOS.I have the construction Toolkit and SDX manual.

I was not writing the program, so I don't know off hand. He started it,
and never completed it because he did not have certain information. He
has the Sparta manuals.

: : At any rate, the problem I have with a couple of hard disks is this. When
: : I do a low level format with the BB, the program finds various bad sectors
: : and maps them out. However, when doing a high level format, there are

: How can the hard disk formatter "map out" bad sectors.I thought that it
: just formatted the sectors.No file system.There'd be nothing to list the
: bad sectors in.

Well, I don't know the tech details, but when a the BB formatter does a
low level, if there are bad sectors, it reformats, skipping those. High
level, it writes a Sectors.bad file. But, what about those bad sectors
it misses? I have had partitions in which I encounter Bad sectors even
after all of this formatting. It is very frustrating.

: : certain bad sectors which get past the high level formatter, despite it
: : being set up to also map out bad sectors. I have certain partitions on
: : my Hard disk which are unuseable because neither formatter can find the
: : bad sectors....and when I hit them, I can't write or read past that point.

: Just firgure out which sectors are bad.Then just use DiskRx to access the
: sector-map/FAT for the "SECTORS.BAD" file and add those numbers to it.
: Of course you'll also have to update the VTOC/bit-map as well,but CLEANUP
: can do that for you.
: --
: The Doctor

Easier said than done! Disk Rx has NEVER worked for me in regards to fooling
with the FAT. It is a great way to really screw up your partitions. I have
studied the book in the past, and made modifications which I thought would
help, but they didn't. Then, I started asking around and many people had
very little luck with Disk Rx.....however, it seems to be the most common
advice, even from those who don't know how to use it....."use Disk Rx,

and rebuild your FAT"....yeah, right! Disk Rx is only good for snooping around a disk drive. Maybe someone should write a tutorial on how to modify things with Disk Rx....cause I have the Disk Rx manual, and it says squat about FAT and VTOC.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3379. Re: replaced the GTIA chip, SELECT key still doesn't work

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <54q6qc$qcu@sjx-ixn4.ix.netcom.com>
Source record: 79192

In <54nsmg$9c5@News.Dal.Ca> d_pike@Husky1.StMarys.CA (RANDY&TRACY)
writes:
>
>ok, I replaced the GTIA chip and my select key still doesn't work.
tried 2
>different keyboards as well. could something else be fried?
> oh well.
> randy.

Randy,
Check the keyboard connector on the mother board. You might have a
loose connection on one of the pins. If so, resolder it. Just be sure
the keyboard cable is NOT attached at that time.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3380. defrag program for SpartaDOS and other Atari DOSes

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <54q7g3$fmr@dfw-ixnews2.ix.netcom.com>
Source record: 79193

Has anyone built a disk defrag program that will work on SpartaDOS formatted disks, especially hard drives? I have chkfrag.com and that's nice to see how bad it is, but it seems there is a need to be able to fix fragmented diskd. I suppose it would be easier to build it for SpartaDOS over other AtariDOS formats, but one for MyDOS would be cool too. Anyone care to try building one. Sometimes I wish I had had the time to learn Assembler. Maybe someday...

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3381. Re: Info. about Atari XF551 D

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <54qbq7$b2a@newsbf02.news.aol.com>
Source record: 79194

In article <96102313542720@jybbs.com>, keith.woodworth@jybbs.com (Keith Woodworth) writes:

>Though if I could get a version of dos that came with the 551 be kind of
>nice as I never got to see what the differences were between the Rana
>SmartDos and Atari's dos.

Well, some XF551's came with Atari DOS 2.5, and some came with something called DOS XE. The 2.5 is much more universal. The DOS XE was cumbersome, not totally compatible with other versions, and eventually went the way of DOS 3 for most users. It could format disks in DSDD, but so could MyDos and SpartaDos. So, there's nothing that interesting about the DOSs that came with the drive.

The drive itself has proponents and detractors, just like anything else. There are a couple of design flaws, but at least it will take fairly standard mechs if they go bad, and there were several schemes to modify it (replace the 5.25 with a 3.5, add a 3.5 on top with or without a cooling fan, make it format the back of flippies, etc.) -- some commercial and some home-brew. I use an unmodified one as D1: in my system, together with a couple of 1050s. XF-551's have no "power on" light, and the busy light goes on for only a second when the drive powers up. Add to that its _VERY_ quiet operation, (compared to other drives) and you sometimes don't realize that it's powered up. Some people have had trouble with fragile boards and SIO connectors; I haven't because I've been very careful after hearing the horror stories. If I'm going to take the drive some place, I leave the SIO cable connected. The problems switching densities also seem to vary with the DOS you're using, but the ability to have DSDD storage makes up for that problem, IMHO.

The color schemes of the XF551 and the 130XE are the same, but the plastic seems to vary between a light beige and a grayish color. The two harmonize.

3382. Re: replaced the GTIA chip, SELECT key still doesn't work

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <54qc93$moe@News.Dal.Ca>
Source record: 79195

In article <54nsmg$9c5@News.Dal.Ca>, d_pike@Husky1.StMarys.CA (RANDY&TRACY) writes:
>ok, I replaced the GTIA chip and my select key still doesn't work. tried 2
>different keyboards as well. could something else be fried?
> oh well.
> randy.

Come to think of it, WHY was I replacing the GTIA chip. like someone mentioned,
the POKEY chips handles the keys.
Anyway, replaced chips at U17, U7, U8, U22 with no change.
randy.

3383. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: rlange19@starnetinc.com
Message-ID: <54qd58$h27@news0-alterdial.uu.net>
Source record: 79196

"R. Charles Banevich" <cb4u@coil.com> wrote:

>Oh yes, this game is STILL amazing. I always thought how the trees
>Shimmered in the first level was really really cool. You are right; the
>music was fabulous. I use to have the game; but lost it. If anyone has
>it...you know...I would love to buy it from ya'...

>Anyways, a truly great game that every Atari 8-bit owner should
>experience!

Did anyone ever come up with a top ten games list for the Atari 400/800/1200XL etc? I still have several Atari systems (but no room to set them up) and the only really, really _great_ game I remember is MULE. (Although I really enjoyed Alternate Reality: The Dungeon & Ultima][too.)

3384. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961025120436.14269D-100000@moose.erie.net>
Source record: 79197
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

On 25 Oct 1996, William "BlacKat" Fisher wrote:

> If they are Atari 8bit cables (which i am assuming they are) then they will
> work on a Jag ONLY if the jag uses a 9-DIN connector on it's joystick ports
> (i can't remember if it does or not) and the extension cable MUST have
> *ALL* nine pins connected in the cable.

The Jaguar joypads use a 15-pin high density connector. It's the
same size and shape as the DB-9 connector used on the 8-bit Atari
joysticks, but it has three rows of 5 pins each.

3385. Q: 130XE chip layout

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: tpillo@foxboro.ca
Message-ID: <54qheo$jn5@NEWS.unitel.co.kr>
Source record: 79198

First off, I would like to thank all the respondents to my post asking for help on repairing my 130XE. I appreciate your help.

Second, could somebody describe to me which IC on the 130XE PCB is the CPU? This may seem like a stupid question, but none of the chips have 6502, 65C02, or 6502C printed on them at all. I have checked the ftp sites and web pages, but none have any chip layout documentation. Thanks.

3386. Re: replaced the GTIA chip, SELECT key still doesn't work

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <54r9hj$pl2@darla.visi.com>
Source record: 79199

> d_pike@Husky1.StMarys.CA (RANDY&TRACY) writes:
> ok, I replaced the GTIA chip and my select key still doesn't work. tried 2
> different keyboards as well. could something else be fried?
> oh well.
> randy.
>
>>>>
Keyboard connector broken (Pin 21)? Next is a series
resistor, R135, 370 Ohms. Then the signal goes directly to the GTIA
chip, pin 13. This is a sigle foil net.

KB pin 21-------->R135-------->GTIA pin 13.

No, the POKEY doesn't handle the START, SELECT and
OPTION keys.

Rich Mier

3387. BBS Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <327169C9.4D7C@airmail.net>
Source record: 79200

What about Carina. It was extremely buggy until Shadow re-wrote most of it. After that it was very stable. If Shadow was also a member of your board you could drop notes for improvememnts and he would install them remotely. What could be better? Getting nostalgiac........j

3388. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc298$9c8378e0$96f7aecc@127.0.0.1>
Source record: 79201

> Did anyone ever come up with a top ten games list for the Atari
> 400/800/1200XL etc? I still have several Atari systems (but no room to
> set them up) and the only really, really _great_ game I remember is
> MULE. (Although I really enjoyed Alternate Reality: The Dungeon &
> Ultima][too.)

I am setting one up on my homepage...

the page is still under heavy constructuion but you can take a look:

http:///www.ogopogo.com/blackat/

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3389. XFormer cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: Peter Prevos <pprevos@ilimburg.nl>
Message-ID: <01bbc2b3$30761480$LocalHost@default>
Source record: 79202

I am looking for a XFormer cable to hook up my 1050 to the XFormer emulator and finally copy my old floppies to hard disk.

Please contact me at

pprevos@ilimburg.nl

3390. A few more Atari Items F/S

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <32717313.76AC@cdsnet.net>
Source record: 79203

All Items have been tested and are in good condtion
unless Stated.

Shipping, mostly by US Priority mail, had excellent
results. $3.00 to $8.00 shipping charges.

Payment, Checks take 8 days to clear, Money orders
are shipped same/next day, COD with $5.00 deposit
only.

Hardware:
3 800xl's with power $25.00 each
2 1050's with power and cable $25.00 each
1 130XE with power $45.00
2 810's with Archiver installed PS/CB $25.00 each
1 B&C 810 with happy V7 PS/CB $35.00
1 B&C 810 PS/CB $22.00
1 1027 with PS/CB extra ink roller $15.00
1 XM301 $ 4.00
1 XMM801 nice printer! $20.00
1 RamPOwer 32k for 800/400 doc/box $10.00

Software:
The book keeper, complete $ 7.00

Much more to follow!

Mike LaRue
830 W 2nd St.
Medford, Or 97501
541-772-7830

3391. Re: 1050 and 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-25 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <3270DC87.2BC8@erols.com>
Source record: 79204

Peter M. Cline wrote:
>
> I just acquired a 1050 which I am attempting to use with my 600xl. I
> tried to boot DOS following the instructions provided, and all I got was
> gobblety-gook on my screen. Is this drive incompatible with my computer?
> Do I need more memory?
> When I try to boot, I briefly get this message saying "130XE Boot Disk"
> and then things go crazy. Anyone have any pointers?
>
> thanks
> -Peter

The Atari 600XL came stock with 16k of memory, not enough memory for DOS
to work properly. I would suggest trying the drive on a and Atari 8-bit
with atleast 48k of memory. I have a 600XL which was expanded to 64K
and it works great with the 1050 disk drives.

3392. Atari 8-Bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: "Carl W. \"Charley\" Gray" <carlgray@ecentral.com>
Message-ID: <01bbc349$489d06e0$1a04e3cc@carlgray>
Source record: 79069

```
BAVARIAN's GASTHAUS BBS is back on-line.

Supporting the Atari community since 1988, give us a call

BAVARIAN's GASTHAUS
303-367-5877
300-14.4k bps
Aurora, Colorado
```

3393. Re: Old Adaptec 4070 Bridge Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: dremu@emf.net
Message-ID: <54tb97$52o@emf.emf.net>
Source record: 79070
Cross-posted to: comp.sys.atari.8bit,comp.periphs,comp.periphs.scsi

Barry Gordon (bgordon@ecst.csuchico.edu) spoke thusly:
: I'm looking for some info on the old Adaptec 4070 controller.

: I just pulled an old system out of the closet and am having trouble
: reading my hard drive. The computer (an Atari 8-bit) has a SCSI port out
: the back (thanks to a 3rd party device called the Black Box) which is
: connected to an Adaptec 4070 which is connected to a Seagate 277-R.

<snip>

The ACB-4000 series were not controllers per se, but "bridges". Generally SCSI on one end (occasionally SASI?), the other side would be two or four MFM, ESDI or (in your case) RLL drives.

What you have is a ~60MB SCSI drive in effect, as the bridge just makes the RLL "turn into" SCSI.

Sort of. Honest appraisal: 60MB is worthless. If you want to use the thing, throw it out and go find a 100MB SCSI disk surplus for $10. This thing is not worth the hassles (and lack of info - i.e. Adaptec has little or none; try their faxback, they won't tell you ANYTHING in person).

Now, if you're just hacking around, stay tuned. The two or four drives show us as LUNs on a selected ID; there should be labelled jumpers to set the ID. The other jumpers set parity options and such; leave them as they are for now. The Adaptec faxback might tell you what the others are, or I _might_ have that stuff buried somewhere. If you're nuts or bored enough to try, email me and I'll see what I can dig up. The drive itself must be low-level formatted with special data on the first tracks so that the bridge can read into itself on powerup the geometry of the drive to report it across the SCSI bus. DO NOT reformat the drive without using the bridge. (BTW, good lucking on formatting it WITH the bridge! <g>)

That should keep you busy for a while; in general, with the bridge, your drive should appear to be SCSI in all respects. Should. YMMV.

--
home: dremu@emf.net http://www.emf.net/~dremu
that's doctor emu ftp.emf.net/users/dremu

work: aaron_shephard@peoplesoft.com http://www.peoplesoft.com

Linux: It's not just for breakfast anymore

and of course, the views expressed herein are those solely of the indivudal and in no way alleged to indicate those of PeopleSoft or other PeoplePeople

3394. Atari 800 mods?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <54te1f$gjh@triglav.iwaynet.net>
Source record: 79071

I have two 48K Atari 800s. I would like to modify one of them with a 130 XE compatible memory upgrade (to at least 128K but more would be nice.) I would also like the ability to switch in the XL/XE operating system. Does anybody know where I can find the information to do these things. I am an electronics tech and soldering and taking things apart doesn't bother me. I just need the info and plans to accomplish my nefarious 800 mangling schemes.....

3395. NEEDED: WORKING ATARI 800 KEYBOARD

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: ajbufort@red.seas.upenn.edu
Message-ID: <54tiin$q4r@netnews.upenn.edu>
Source record: 79072

Hi folks...

The other day I took apart my trusty old 800 to make adjustments
to the springs in the keyboard (some of the keys weren't working, and
stretching the springs seemed to help make the key-to-circuit connections
more effective.) Just as I was putting a _working_ keyboard back
together, one of the wires from the keyboard to the main board snapped,
and the others looked like they were so weak they were ready to go, too.
So I removed them all and attempted to solder in all new ones.
Unfortunately, in the process of doing this, I melted off one of the
copper leads on the circuit board (in my opinion, beyond repair, and by
that I mean _not worth my effort_.)

To make a long story short, if I can get my hands on a working
800 (or at least, an 800 with a working keyboard), I can remove the
keyboard by its roots (i.e. the black socket which connects it to the
main board) and simply snap that one into my baby. :)

Is there anyone reading this who can help me out??

-Tony

3396. Atascii and IGS website.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Tom D'Ambrosio <ambrosia@flash.net>
Message-ID: <32726014.5056@flash.net>
Source record: 79073

Due to the constant updating of this sig, I am reposting this
information regarding the "Break Movie Warehouse";

http://www.flash.net/~ambrosia/

a site dedicated to text based animations. Many Atascii (8bit) and IGS
(ST) files are available for free download, including viewer software
and links to emulators.

Our site is in desperate need of Movie contributions. If you have any
old text movies (any platform, including RIP and VT100), or you're just
looking for fun, please drop by.

This site looks best when viewed using Netscape 2.x and above, though
any browser should do.

See you there. Tom D'Ambrosio

3397. Re: looking for lost adventure programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <DzwCt0.IGI@cix.compulink.co.uk>
Source record: 79074

```
> I've been able to download and use all of the classic Scott Adams text
> adventures 1-13 as well as 'Sorcerer of Claymorgue Castle' and
> 'Questprobe 1', from the various archives available. However, I seem to
> recall that Scott Adams rereleased some (all?) of his text adventures
> with graphics. Were these ever available for the Atari 8 bit?
Some certainly did come out on the 8bit. Adventureland was one and maybe
4-5 others?

+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---------------------------------------------------------+
```

3398. Looking for "Excalibur"

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002610961349190001@nntp.netgate.net>
Source record: 79075

It was an old APX game, where you were King Arthur and, surrounded
by a cadre of knights, tried to unite all of England by taking over the
surrounding "kings" on the island.

Anyone have one to spare? Anyone know where I can find it? There are
a few others on my want list, but this one comes to mind as I was just
discussing it with a colleague the other day...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
We did it again! Softball '96: 44G / 30-13-1 / .537, 3 HR
Dole? Clinton? Perot? Puh-leeeeze. You have other choices!
http://www.netgate.net/~ziggy29/whythird.html

3399. Re: Chris Strong

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32729900.590@tcd.net>
Source record: 79076

Is this the same Christopher Strong that use to Repair Atari 8-bit Machines with telephone wire that I would have to re-repair..Thought we lost you to the IBM world..one never knows..

Lets see what you come up with on his question..6 inches of telephone wire will fix it if I remember correctly right Chris??!!

3400. Re: Hardware Timing Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32729AE8.33D0@tcd.net>
Source record: 79077

The Reset Circuit is at pin 3 of the reset ic (U19), pin 3 should real a logic low momemtarily, then go to logic hi and stay high. The other circuits, (capasitor C200, resistors R39 and R40).

Hope this helps the person Chris replied to..??

BOb

3401. Re: Old Adaptec 4070 Bridge Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: shoppa@alph02.triumf.ca
Message-ID: <54td41$dfd@nntp.ucs.ubc.ca>
Source record: 79078
Cross-posted to: comp.sys.atari.8bit,comp.periphs,comp.periphs.scsi

In article <54tb97$52o@emf.emf.net>, The Mu-Meister <dremu@emf.net> wrote:
>The ACB-4000 series were not controllers per se, but "bridges". Generally SCSI
>on one end (occasionally SASI?), the other side would be two or four MFM, ESDI
>or (in your case) RLL drives.

Sorry to pick nits, but in truth the ACB-4000 *is* a controller.
In strict SCSI terminology, a "controller" is what interfaces a drive
to the SCSI bus. A "host adapter" is what goes inside your computer
and interfaces it to the SCSI bus.

Anyone who says otherwise is itching for a fight.

Tim. (shoppa@triumf.ca)

3402. Re: Old Adaptec 4070 Bridge Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961026183543.25466C-100000@pathogen.ecst.csuchico.edu>
Source record: 79079
Cross-posted to: comp.sys.atari.8bit,comp.periphs,comp.periphs.scsi

On 26 Oct 1996, The Mu-Meister wrote:

> The ACB-4000 series were not controllers per se, but "bridges".

Hence the use of the term "Bridge" in my subject line.

> Honest appraisal: 60MB is worthless. If you want to use the thing,
> throw it out and go find a 100MB SCSI disk surplus for $10. This thing is not
> worth the hassles...

Worthless on a PC, perhaps. But since it's connected to an 8-bit computer where the average program size is 5k - 20k, it's MORE than adequate. Has been for years!

> <bunch of general and formatting info snipped>

Yes, I'm well aware of how the drive, controller, and computer are connected and how they interoperate. I've had this system for about 10 years. It's just been in the closet for a year. I pulled it out the other day and set it up. That's when I discovered I couldn't read the drive.

> If you're nuts or bored enough to try, email me and I'll see what I can dig
> up. The drive itself must be low-level formatted with special data on the
> first tracks so that the bridge can read into itself on powerup the
> geometry of the drive to report it across the SCSI bus. DO NOT reformat
> the drive without using the bridge. (BTW, good lucking on formatting
> it WITH the bridge! <g>)

If I'm nuts enough to set up my old 8-bit machine next to my Pentium, then I guess I'm nuts enough to want the information! ;)

The drive is already formatted and has been in use on this machine for years. On powerup, the controller "boots" the drive just fine (I know it's not really booting, but that's the most descriptive way to describe the sound of the powerup sequence. When I fire up the computer, it accesses the drive/controller, but no information is returned. Loading up a sector editor, I tried to read sectors from various parts of the drive. All returned a NAK. Each read attempt makes the drive grind a little bit like it's confused about the request.

Unfortunately, the only other known working bridge controller I have is an Adaptec 4000 which won't read the RLL drive properly. Thus I can't do a swap-test to see if the controller is bad. Hence the request for the diagnostic info. If you've got anything, I'd really appreciate it. I've got a full set of docs for the Adaptec 5500, but the board is a bit different than the 4000 and 4070. At the minimum, the jumpers are labeled

differently, so the 5500 diagnostic info doesn't carry directly over to
the 4070.

3403. Re: Old Adaptec 4070 Bridge Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961026112202.12503A-100000@pathogen.ecst.csuchico.edu>
Source record: 79080
Cross-posted to: comp.sys.atari.8bit,comp.periphs,comp.periphs.scsi

On Sat, 26 Oct 1996, Barry Gordon wrote:

> I'm looking for some info on the old Adaptec 4070 controller.
> Please Email me with any help you might be able to
> offer. Thanks much!
>
> bgordon@ecst.csuchico.edu

Oh, and by the way, I've already been on their web site. I am aware that I can order an "installation manual" from their "obsolete products" department. But that's not going to help troubleshoot the existing product.

3404. Re: How to repair 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961026223314.1877C-100000@moose.erie.net>
Source record: 79081

On Sat, 26 Oct 1996, Lonnie McClure wrote:

> In a message dated 10-23-96, Tony Pillo said:
> |
> | But just one more thing: which chip is the CPU?
> | None of them actually have 6502 or 65C02 printed on them.
> | My guess is that it's the one labeled R6520-26 8502 with
> | what looks like a Rockwell logo on it. Is that right?
> |
> Nope, that would be the PIA chip (manufactured in the second week of
> 1985).
> -
> According to the Best Electronics catalog, the CPU should have the Atari
> part number "CO14806" on it.

That's correct because the Atari P/N is actually a "custom"
version called the 6502C (NOT 65C02). A standard 6502 won't work in the
XL/XE's.

3405. Re: Q: 130XE chip layout

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961026190749.25466D-100000@pathogen.ecst.csuchico.edu>
Source record: 79082

On Fri, 25 Oct 1996, Tony Pillo wrote:

> Second, could somebody describe to me which IC on the 130XE PCB is the CPU?

I'll go ahead and run through all of the major chips, though some might be obvious:

Looking at the motherboard from the front:

The two columns of 16-pin chips on the left are the RAM chips. These are probably labeled 4264. The left column is the main RAM, the right column is the extended RAM.

The 40-pin IC below the RAM chips is the FREDDIE chip. That's the one responsible for most of the memory management. It should be labeled CO61991.

Moving on to the column of 40-pin ICs in the center of the board, the top chip is the CPU. It should be labeled CO14806.

The next one down is the ANTIC chip. It MAY be labeled CO21697 (there were a couple different ANTIC chip models).

Next in line is the GTIA chip, labeled CO14805.

Below that is the 28-pin OS ROM chip, probably labeled CO61598B. It should also have a marking similar to 23128.

Below that is the 24-pin BASIC chip, labeled CO24947.

Finally there are two more 40-pin ICs on the right-hand side of the board. The upper one is the PIA. It should be labeled CO14795.

Finally, below that is the POKEY chip, labeled CO12294.

3406. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: jasonbar@rose.ucsb.edu
Message-ID: <54tnp4$s0j@rose.ucsb.edu>
Source record: 79083

Howdy

All this talk of Necromancer got me wistful and misty-eyed, so I broke it
out and played a few games last night, and here's what I have to say:

Holy ^*#$(, it's freakin' hard! What a FAST game!

The 1st 2 times I played, I tried to squash all the spider eggs (on the 2nd
stage) and kept getting hosed.

3rd time I played, I booked through the 2nd stage & ended up very confused on
the 3rd stage, not figuring out until too late that I was supposed to collect
the headstones.

Strategies:
Here's a good tip for the first, tree-growing level. Put a tree in the top
left corner and keep your wisp on it until it's grown. Then do the same
in the top right corner. Now you've got the whole top row protected from
the goblins. Put your wisp up in the corner, hold down the fire button, then
move the wisp inward and, as soon as it's clear of the corner tree, it will
plant a seed right next to the full-grown tree. Repeat until you've got the
top row full, then start on the bottom row.

Questions:
OK, on the first stage, you're supposed to just grow as many trees as possible
to use for egg-squashing on stage 2.
But, what's the motivation on squashing eggs in stage 2? The more you squash,
the fewer spiders will appear on stage 3 or something?
And, as for stage 3, how many times do you have to clear the field of
headstones? Why are some of the spiders flashing (and invincible)? Should
you be going after spiders and the Necromancer, or the headstones...?

What a game!

-Jason
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling..PWEI.LEGO.Tit Wrench.Battle of the Planets.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3407. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: rlange19@starnetinc.com
Message-ID: <54rn66$epi@news0-alterdial.uu.net>
Source record: 79084

"William \"BlacKat\" Fisher" <blackat@direct.ca> wrote:

>> Did anyone ever come up with a top ten games list for the Atari
>> 400/800/1200XL etc? I still have several Atari systems (but no room to
>> set them up) and the only really, really _great_ game I remember is
>> MULE. (Although I really enjoyed Alternate Reality: The Dungeon &
>> Ultima][too.)

>I am setting one up on my homepage...

>the page is still under heavy constructuion but you can take a look:

>http:///www.ogopogo.com/blackat/

Can't get there from here...

3408. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <54utfn$1sc@nnrp1.news.primenet.com>
Source record: 79085

In article <54sq01$94h@newsbf02.news.aol.com>, Eplicon <eplicon@aol.com> wrote:
>> Well, Pac-Man on the 5200 has intermissions, which the 8-
>> bit versions lack. (At least the ones I've seen.)
>
>I think the later releases of Pac-Man for the 8-bit did have the
>intermissions.

Who actually owns this cartridge?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3409. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <54sha6$4ii@nadine.teleport.com>
Source record: 79086
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him.
We were in the middle of a Trade and after I received my part of the
Trade, I lost touch with him. And I still need to complete the Trade.
If anyone can help... An E-Mail Address, a Phone Number. Direct any and
all Replies through E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3410. Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002610961357480001@nntp.netgate.net>
Source record: 79087

I have a lot of floppies for the 8-bit which contain copy protected software. These aren't things where I could just copy the disk to make a backup.

I'm getting worried about "bit rot" on these floppies. I live in mortal fear of my M.U.L.E. disk becoming unreadable, because I can't make an archived backup copy.

How have some of you managed to get around this? Is there any way to do it using only 8-bit hardware and software? I'd prefer a solution that doesn't require file transfers to and from a PC or a Mac, but if that's all you know, I'd like to hear that as well.

Thanks!

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
We did it again! Softball '96: 44G / 30-13-1 / .537, 3 HR
Dole? Clinton? Perot? Puh-leeeeze. You have other choices!
http://www.netgate.net/~ziggy29/whythird.html

3411. Mac to 800XL file transfers

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002610961354200001@nntp.netgate.net>
Source record: 79088

I currently have no way to directly access a shell session (I think
I have to use PPP for all my activity--I can telnet to a command line,
but that won't help). If worst comes to worst, I'm thinking I may have
to download files to my Macintosh (using Fetch and saving as "raw data"),
and then find a way to transfer these files to my 800XL.

I see a lot of discussion about connecting a PC and an 8 bit, but
nothing about a Mac. Has anyone done this?

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
We did it again! Softball '96: 44G / 30-13-1 / .537, 3 HR
Dole? Clinton? Perot? Puh-leeeeze. You have other choices!
http://www.netgate.net/~ziggy29/whythird.html

3412. Re: Old Adaptec 4070 Bridge Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961026230319.415A-100000@pathogen.ecst.csuchico.edu>
Source record: 79089
Cross-posted to: comp.sys.atari.8bit,comp.periphs,comp.periphs.scsi

> From: Brent Byer[SMTP:bb@wjh.harvard.edu]
> Sent: Saturday, October 26, 1996 5:31 PM
> To: bgordon@ecst.csuchico.edu
> Cc: bb@wjh.harvard.edu
> Subject: Re: Old Adaptec 4070 Bridge Controller
>
> Hey ASSHOLE !
>
> That was ** e-mail ** !
>
> First you're a selfish shmuck (with your "E-mail me" request),
> now you have no respect for *private* e-mail.
>
> Geeeze, what a douche-bag!

Hmm... Perhaps I'll have respect for so-called 'private' Email when I
receive some Email that deserves respect?

I guess the recent political influences have driven you to "go negative".

;)

3413. Re: Old Adaptec 4070 Bridge Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961026182113.25466A-100000@pathogen.ecst.csuchico.edu>
Source record: 79090
Cross-posted to: comp.sys.atari.8bit,comp.periphs,comp.periphs.scsi

From: Brent Byer[SMTP:bb@wjh.harvard.edu]
Sent: Saturday, October 26, 1996 9:10 AM
To: bgordon@ecst.csuchico.edu
Cc: bb@wjh.harvard.edu
Subject: Re: Old Adaptec 4070 Bridge Controller

> Do you realize the impression this gives ?

> *To me*, it means that you are only concerned with
> getting what *you* want. That you wouldn't care
> if that might deprive other readers of the same info.

Y'know, I didn't even realize how poorly I had worded that. I agree with you totally. I hate it when people ask only for direct responses. If you look at the original message, you'll see I posted it at 2am. Obviously I wasn't thinking too clearly. What I had in mind was a cc: to Email.

> It also suggests that you couldn't be bothered to read
> the group after posting, to see any follow-ups.

I wanted to post the request to many newsgroups to which I don't normally subscribe. But I ended up only putting it in a few so I went ahead and subscribed to them immediately afterward (and have received the responses posted therein).

> Usually, when I see a request like yours, I just skip it;
> even/especially when I *do* have the requested info.

I agree. I'm terribly embarassed that I did exactly what annoys me so much when others do it.

> Think about this next time you need help from the Usenet community.

I guess my lesson is: don't post requests at 2am. I'm one who always thinks messages through and proof-reads before posting them. Again, I apologize for my apparent (but completely unintentional) lack of sensitivity.

3414. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <54rp02$jpb@kensie.dorsai.org>
Source record: 79205
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Dennis McGuire <mcguired@moose.erie.net> wrote:

> The Jaguar joypads use a 15-pin high density connector. It's the
>same size and shape as the DB-9 connector used on the 8-bit Atari
>joysticks, but it has three rows of 5 pins each.

Like the VGA ports on PCs? Since theyr'e fairly common, extension
cables shouldn't be too hard to find.

3415. Re: Shamus and XL-it! 0.16

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: David Firth <david@signus.demon.co.uk>
Message-ID: <blufcIAKRXcyEwA3@signus.demon.co.uk>
Source record: 79206

In article <326ADAD8.64A0@ibm.net>, rayber <rayber@ibm.net> writes
>Hi all,
> I got XL-it! 0.16 up and running (Thanks Markus), but I am having
>problems trying to run the game Shamus. I load the game up and the
>title screen appears. Every thing looks fine, but when I press the
>"start" key to start the game, the screen flashes momentarily (it
>aperears as if the game might run) and then returns to the shamus

You have to switch the drive off before pressing start - sorry I don't
know how you do that on Xl-it.

--
David Firth

3416. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <54ru74$cug@mark.ucdavis.edu>
Source record: 79207
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Michael Gribbin (gribbs@sprynet.com) wrote:
: Hi,
:
: These are for the Jaguar? I did not know extenders for the Jag were
: available. Where did you get them?
:
Nope, these have the standard Atari 4/8/26/7800, C-64 and Sega Genesis
9-pin connectors. I don't have my Jag set up but I know the connections
are different on the Jag, so these won't work on it.

-Reinhard

3417. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <54rtfc$orp@news.aros.net>
Source record: 79208

Mr. Maddog (mrmaddog@ptdprolog.net) wrote:

: Now that I'm interested, where's a good place to get them and which 5200
: games are *better* than the 8-bit counterparts?

Well, Pac-Man on the 5200 has intermissions, which the 8-bit versions
lack. (At least the ones I've seen.)

3418. Reading/Writing Atari 8bit and ST disks on IBM-PC.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: mind@networx.com.au
Message-ID: <54s7d8$cp0@news.mel.aone.net.au>
Source record: 79209
Cross-posted to: abg.atari,alt.atari,alt.binaries.atari,alt.binaries.atari.d,comp.sys.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.misc,comp.sys.atari.st.tech

Hi,

I'm asking a question for a friend who has an Atari 800XL and Atari
1040ST.
He also has a 486DX33 and wants to know if there is any software that
will allow him to READ and WRITE to the Atari formatted disk with the
IBM. I've heard of a program (some years ago) that is supposed to be
able to allow this process between formats but have never seen it...
so don't know how true this is either.

I've managed to help him a little by explaining how to change the
first 3 bytes of the Atari ST formatted disks (make them EB 34 90).
However, if there is anything quicker, we'd appreciate knowing.

ALSO... we'd like to know if there's something which will read the old
Atari 800XL disks (5.25").

Any and all comments, replies, etc will be appreciated.

Thank you.
Caine
http://www.networx.com.au/home/mentalist/

3419. Re: How to repair 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pfIxf0O.lmcclure@delphi.com>
Source record: 79210

In a message dated 10-23-96, Tony Pillo said:
|
| But just one more thing: which chip is the CPU?
| None of them actually have 6502 or 65C02 printed on them.
| My guess is that it's the one labeled R6520-26 8502 with
| what looks like a Rockwell logo on it. Is that right?
|
Nope, that would be the PIA chip (manufactured in the second week of
1985).
-
According to the Best Electronics catalog, the CPU should have the Atari
part number "CO14806" on it.

--
LMCCLURE@delphi.com
Little Rock, AR

3420. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc303$cf11f780$a9f7aecc@127.0.0.1>
Source record: 79211

> >http:///www.ogopogo.com/blackat/
>
> Can't get there from here...
>

try http://www.ogopogo.com/blackat

it seems i put http:/// in my prior message... try it again

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3421. need tech help with...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: wiseguy@webzone.net
Message-ID: <54scpu$and@news2.cais.com>
Source record: 79212

I have a bunch of single density software and I want to convert it to DD but it has a wierd menu program that takes the extensions off the software and I have no idea how to copy them.

also I have some Atari bit software I DL'd from the WWW on my PC how do I put it on my Atari?

The \/\/iseguy
wiseguy@webzone.net
Black Kettle Recordings

3422. Re: Abbuc Treffen in Herten

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc30e$db729a60$15f7aecc@127.0.0.1>
Source record: 79213

> Hallo Leute,
>
> hoffentlich kommt ihr alle nach Herten (Ruhrgebiet),
> wo am 26 Oktober (Samstag) das allj�hrliche
> Abbuc Treffen stattfinden wird.
>
> Es ist allerhand geboten...
>
>
> --
> Es sind die gl�cklichen Sklaven der Freiheit gr��ter Feind...--

Nein sprechen deutsch...

=)

(is that right btw? i really don't speak german, just a spattering of
computer related terms from using my AtariST)

3423. Reached 100 hits on new 8bit page!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc30f$b6e4e300$15f7aecc@127.0.0.1>
Source record: 79214

Wow... we've already reached 100 Hits... ok, it's not that big a deal...
but it's nice to see ppl coming and checking around to look... please keep
checking, the page is being updated practically daily...

NEW FEATURES:
* there is a malto: link at the bottom of the main page now
* gives an error if JavaScript is not enabled and tells you how to enable
it
* added a sub-table of contents to the 8bit Power! page

COMING SOON:
* actual reviews and ratings...
* the 'Submit' tab will be working so i can begin adding reviews
* the other areas of the site will grow and grow...

WANTED:
* any and all online docs in a text/html format
* and and all atari 8bit game documentation/cracks/cheats/easter eggs
* anything you think would be good for the site

I am not creating this site only for myself but for all the 8bitters out
there...
...tell me what you would like to see and I will try to add it!

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3424. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <54sgn6$46n@nadine.teleport.com>
Source record: 79215
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking. At BSC's Web Page you'll View, and
DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Have problems connecting with BSC's web page? Why not DownLoad
FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to
Request catalogs through E-Mail. Really, it's no inconvenience. All I
ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send
them to you by E-Mail Only. I'll get back to you after the weekend.
Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please
Direct any and all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3425. Old Adaptec 4070 Bridge Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961026015235.8232B-100000@pathogen.ecst.csuchico.edu>
Source record: 79216
Cross-posted to: comp.sys.atari.8bit,comp.periphs,comp.periphs.scsi

I'm looking for some info on the old Adaptec 4070 controller.

I just pulled an old system out of the closet and am having trouble reading my hard drive. The computer (an Atari 8-bit) has a SCSI port out the back (thanks to a 3rd party device called the Black Box) which is connected to an Adaptec 4070 which is connected to a Seagate 277-R.

Might you have a copy of some docs or know where they could be obtained? If nothing else, I'd like to put the controller into diagnostic mode and interpret the results. Please Email me with any help you might be able to offer. Thanks much!

bgordon@ecst.csuchico.edu

3426. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <54sq01$94h@newsbf02.news.aol.com>
Source record: 79217

> Well, Pac-Man on the 5200 has intermissions, which the 8-
> bit versions lack. (At least the ones I've seen.)

I think the later releases of Pac-Man for the 8-bit did have the
intermissions.

3427. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-26 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961026075309.23184A-100000@moose.erie.net>
Source record: 79218
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

On Sat, 26 Oct 1996, Janice in NYC wrote:

> Dennis McGuire <mcguired@moose.erie.net> wrote:
>
> > The Jaguar joypads use a 15-pin high density connector. It's the
> >same size and shape as the DB-9 connector used on the 8-bit Atari
> >joysticks, but it has three rows of 5 pins each.
>
> Like the VGA ports on PCs? Since theyr'e fairly common, extension
> cables shouldn't be too hard to find.

Yes, a VGA extension cable can work fine, BUT you must be sure it
has all of the pins connected. Most of them do not since VGA doesn't use
all of 15 lines.

3428. Re: How to repair 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc3b8$093b4a60$2bf7aecc@127.0.0.1>
Source record: 79091

> > | But just one more thing: which chip is the CPU?
> > | None of them actually have 6502 or 65C02 printed on them.
> > | My guess is that it's the one labeled R6520-26 8502 with
> > | what looks like a Rockwell logo on it. Is that right?
> > |
> > Nope, that would be the PIA chip (manufactured in the second week of
> > 1985).
> > -
> > According to the Best Electronics catalog, the CPU should have the
Atari
> > part number "CO14806" on it.
>
>
> That's correct because the Atari P/N is actually a "custom"
> version called the 6502C (NOT 65C02). A standard 6502 won't work in the
> XL/XE's.

Does anyone have a definitive parts list for the internals of an 8bit? I
would love to add such a list to my homepages... if everyone could e-mail
me with any parts info on the 8bit I would appriciate it!!

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3429. Re: Old Adaptec 4070 Bridge Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: donm@cts.com
Message-ID: <54usi7$i2c@bogus.cts.com>
Source record: 79092
Cross-posted to: comp.sys.atari.8bit,comp.periphs,comp.periphs.scsi

Barry Gordon (bgordon@ecst.csuchico.edu) wrote:
: I'm looking for some info on the old Adaptec 4070 controller.

: I just pulled an old system out of the closet and am having trouble
: reading my hard drive. The computer (an Atari 8-bit) has a SCSI port out
: the back (thanks to a 3rd party device called the Black Box) which is
: connected to an Adaptec 4070 which is connected to a Seagate 277-R.

: Might you have a copy of some docs or know where they could be obtained?
: If nothing else, I'd like to put the controller into diagnostic mode and
: interpret the results. Please Email me with any help you might be able to
: offer. Thanks much!

: bgordon@ecst.csuchico.edu

You may get what you need from Adaptec's web site www.adaptec.com, or
their interactive fax at 408-957-7150.
- don

3430. 1050 and 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: pmc7288@is.nyu.edu
Message-ID: <54v11d$c6s@news.nyu.edu>
Source record: 79093

I just acquired a 1050 which I am attempting to use with my 600xl. I
tried to boot DOS following the instructions provided, and all I got was
gobblety-gook on my screen. Is this drive incompatible with my computer?
Do I need more memory?
When I try to boot, I briefly get this message saying "130XE Boot Disk"
and then things go crazy. Anyone have any pointers?

thanks
-Peter

3431. WTD: ...APE cables UK...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32733e55.593329@news.demon.co.uk>
Source record: 79094

Hello fellow Atarians..

Im looking for anyone in the UK who either makes the 2 APE cables or can provide an exact pinout diagram for the cables.

The type of diagram I want is one that points out the SIO pins to use rather than using the sio wire colours. Reason being for this is that I have 2 sio-sio cables that have completely different colour wiring layouts....God know which one is right as some colours match the APE diagram on Steven Tuckers page on both leads....

If you make cables in the UK (pref London) then let me know. I sent money to a guy in this NG in the USA and waited for the cables to arrive but heard nothing except he was awaiting a chip..He has not cashed the money so he is an OK bloke BUT he has not contacted me to tell me the state of affairs...(1 month in a few days)...Sorry Rick Z I need them now :-((

Can anyone help??

Thanks...

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
Nice bloke too!!!

3432. Re: How to repair 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32736ECF.538D@tcd.net>
Source record: 79095

Some parts for the 130XE

CPU (U8) 14806
Antic (U7) CO21697-01
Gtia (U17) CO14805-22
Pia (U23) CO14795-12
Pokey (U22) CO12294-01 or -22
Freddy (U6) CO61991-29

Rams U9-U16..
Ram Pin check with a Logic Probe
Pin 1-H Pin 2-P L-Low P=Pulse H-High
Pin 3-P Pin 4-P
Pin 5-P Pin 6-P
Pin 7-P Pin 8-H
Pin 9-P Pin 10-P
Pin 11-P Pin 12-P
Pin 13-P Pin 14-P
Pin 15-P Pin 16-L

If your computer comes up with a Black Screen more than likley it is one of the first bank of Rams, but could be in the second bank also..not likely but have seen it happen. If you do not have a logic probe to check them then find the hot ones will be real hot...replace these first and continue if computer does not come up..

If you have a black and white horizontal line in the middle of your screen and everything seems do be scrunched into this line..your power supply has crapped out..

Hope this helps someone in their efforts..
Bob

3433. Re: Old Adaptec 4070 Bridge Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <327372BB.280@tcd.net>
Source record: 79096
Cross-posted to: comp.sys.atari.8bit,comp.periphs,comp.periphs.scsi

Here is what I have for the 4000a, should work for the 4070. With
nothing connected to the board. Power it up with jumpers O-P installed.
If the board is functioning properly the LED will flash continuously
with duration of 0.5-1.0 seconds per flash. If there is a problem with
the controler the LED will stay on for six seconds, flash once for one
second (notatint the start of the diagnostics), and then flash in 0.5
second bursts. This will then be repeated as long as the O-P jumper is
installed. The number of 0.5 second burst is the error code. These
error codes are detailed below.

Error Code Problem Area
(Number of 0 5 second bursts)

None 8085 Subsystem
1 8156 Ram
2 Firmware
3 AIC-010 and Related Logic
4 AIC-010 and Related Logic
5 AIC-300 and related Logic
6 AIC-010 Bus

Continuous Bursts of 1 sec, 1 sec,
1/2 sec (without six-second flash Controler Passes Self-
and one-second Flash) Diagnostics

I have not looked at a 4070 for a while but am sure it has the O-P
setting..

Hope this helps...
Bob

3434. Re: 1050 and 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <327373F7.431@tcd.net>
Source record: 79097

Try using Atari Dos 2.5 or Sparta Dos, his message which you replied to said he had a 130XE Boot Disk, this will not work on the 600XL or the 800XL..130XE compatable machine only..

Bob..ya I know its late/early?

3435. Looking for "Excalibur"

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <54vrui$vdc@usenetp1.news.prodigy.com>
Source record: 79098

I forgot to mention that B&C Computervision still has new packages of
Excaliber with docs (which I thought was the best part).
408-986-9960

3436. Looking for "Excalibur"

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <54vrp5$1pqu@usenetp1.news.prodigy.com>
Source record: 79099

I remember this game! If you can make it work with a ram disk, it's a lot of fun. Maybe using 3x APE speed would cut the waits down enough between scenes. Otherwise, the going to floppy disk constantly was kind of a drag.

3437. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: ad741@freenet.hamilton.on.ca
Message-ID: <54vrcg$m6p@main.freenet.hamilton.on.ca>
Source record: 79100
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

```
Janice in NYC (Sapphire@innonyc.com) wrote:
: Dennis McGuire <mcguired@moose.erie.net> wrote:

: > The Jaguar joypads use a 15-pin high density connector. It's the
: >same size and shape as the DB-9 connector used on the 8-bit Atari
: >joysticks, but it has three rows of 5 pins each.

: Like the VGA ports on PCs? Since theyr'e fairly common, extension
: cables shouldn't be too hard to find.

Just go to a used computer store and ask for monitor extension cables for
a PS/2.

--
Now I guess I've gotta tell __ Come back when you
'em that I've got no / ) can't stay so long.
cerebellum. / / __ __. _, ________
--- The Ramones /__/_/ (_(_/|_(_)_(_) / / <_ Take care. B-bye!
/|
|/
```

3438. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32738666.1625270@news.superlink.net>
Source record: 79101

On Sat, 26 Oct 1996 13:57:48 -0700, ziggy29@netgate.net (Tim Irvin)
wrote:

- I have a lot of floppies for the 8-bit which contain copy
-protected software. These aren't things where I could just copy the
-disk to make a backup.
-
- I'm getting worried about "bit rot" on these floppies. I live in
-mortal fear of my M.U.L.E. disk becoming unreadable, because I can't
-make an archived backup copy.
-
- How have some of you managed to get around this? Is there any
way
-to do it using only 8-bit hardware and software? I'd prefer a
solution
-that doesn't require file transfers to and from a PC or a Mac, but if
-that's all you know, I'd like to hear that as well.
-
- Thanks!
-

Yeah, I guess you could say we "Got around" it. Removing the copy
protection manually is more like it. If you want to preserve the copy
protection and still have a disk image runnable on an Atari, you need
a Happy drive to backup the software. If you want to preserve it on a
PC, you need Ape (registered, I believe) to create an image usable
with Ape that emulates the copy protection. Or you can check the atari
archive and see if the so called "cracked" version is already there.
yogi

3439. 60 Hz to 50 Hz: Problems?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: liebetruth@aol.com
Message-ID: <550ch0$g2p@newsbf02.news.aol.com>
Source record: 79102

Living in Germany, bought a 1050 in USA and got a power supply for your standard (110V,60Hz).

Question: is it a problem to change the power supply against another transformator (from 220V to 9V AC instead of 110V to 9V) or does somebody know how to solve that problem?

Everything would help, thanx

3440. Help with SIO2PC cable.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: Brian Burns <b_burns@ix.netcom.com>
Message-ID: <3273C4F4.2D4@ix.netcom.com>
Source record: 79103

I have been trying to build this SIO2PC cable for the last three weeks. I have a diagram by Nick Kennedy which
uses the MAX232 chip and a diagram by Rick Cortese which uses the 1489 chip. I completed both of the circuits
and tried both. When I run SIO2PC and boot my Atari 800XL, SIO2PC's status line shows that the Atari is trying
to access it, but I still can't access anything on the PC(486DX/133). I have tried this with and without the
floppy drive connected to the Atari. Does anyone have any tips or hints on how to trouble shoot this problem.
What pins should I use on a 25pin serial port (I used to know, but I haven't messed with serial ports in
almost 3 years). The pins I am using are 2, 3, 7, & 22.

Brian Burns

3441. }cR0mD+mQ_)HOT TECHNOLOGIES AND FREE STUFFa&c!ELJ<

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: terry@modesty.com
Message-ID: <a1b7cc$ddf.16c@nntphost.bbsi.net>
Source record: 79104

```
The Men's Club - http://www.mens-club.com/
- Hot Technologies
- FREE Stuff
- Exclusive Products
- Health Resources
- Image and Graphics Libraries
Men and Women 18+ Are Welcome!
```

3442. Re: WTB 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CB145F.10C1000E2B.uuout@compudata.com>
Source record: 79105

To:netscape@oakland.edu N

N>I want to buy these carts. I will pay well. I am especially
N>looking for a boxed copy of Satan's Hollow.
N>Also looking for Necromancer and Pastfinder
N>I have some Atari and Epyx art/drawing easel type carts for sale or
N>trade. If you have any of these carts for sale or trade please
N>contact me at

I have a lot of items for sale including cartridges.

Please let me know if you see anything you like.

Atari Items for Sale plus shipping

Atari 800 Computer with power supply $44
Atari XMM801 printer..... $39
Atari 1020 Printer..... $25
Atari XM301 Modem..... $19
Atari 810 Diskette Drive..... $39
Atari 1050 Disk Drive $29
Atari 410 Program Recorder (tape deck) (2)..... $24
Atari 400 Program Recorder (tape deck)..... $19
Atari Power Supply part # C017945..... $10
Cables for Atari etc from Chelco (6) ..... $ 8 each
Commodore 1701 Monitor..... $49
Paddles (4)..... $ 8 each
Atari Controllers (4)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)

Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Ducks Ahoy Jungle Hunt

Memory Manor by Fisher Price w/box & docs
Pilot w/Turtle Graphics w/box & docs
Sesame Street Ernie's Magic Shapes w/box & docs
Sesame Street Big Birds Special Delivery w/box & docs
Websters The Word Game w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)

Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski

Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

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Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
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Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

generic@voicenet.com (soon) gene.ehrich@compudata.com

• OLXWin 1.00b • ... Don't take life too seriously..it's not permanent.

3443. Re: 8-bit / 1050 drive commands

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CB145F.10C1000E29.uuout@compudata.com>
Source record: 79106

To:rely@ix.netcom.com N

R>> I am looking for a reference about the commands used to control
R>>the 1050 disk drive. I have the list from my atati800 reference
R>>manual... but that does not tell the hole story.

Don't know the answers but have lots of Atari stuff including
manuals for sale:

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DVE Printer Power Supply Model DV-2412A..... $10
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Wishbringer from Infocom on Disktte w/box & docs.... $20
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Most have box & docs

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ALA Software - Assasins Cove
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Atari Program Exchange - Alien Egg (no box)
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Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler

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Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
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Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
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Original Adventure
States & Capitals
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• OLXWin 1.00b • It's not just a hobby, it's an obsession!

3444. Atari hardware & software

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CB145F.10C1000E28.uuout@compudata.com>
Source record: 79107

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Jungle Hunt Missile Command Music Composer

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3445. Re: looking for lost adventure programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CB145F.10C1000E2A.uuout@compudata.com>
Source record: 79108

To:ilaskey@cix.compulink.co.uk N

I>> I've been able to download and use all of the classic Scott Adams text
I>> adventures 1-13 as well as 'Sorcerer of Claymorgue Castle' and
I>> 'Questprobe 1', from the various archives available. However, I seem to
I>> recall that Scott Adams rereleased some (all?) of his text adventures
I>> with graphics. Were these ever available for the Atari 8 bit?
I>Some certainly did come out on the 8bit. Adventureland was one and maybe
I>4-5 others?

Not sure if it will help or not but there are a lot of them in my sale
list below.

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3446. Re: 1050 and 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32742501.73AE@tcd.net>
Source record: 79109

You have a 16k computer, dos 2.0, 2.5 or sparta may load but you will not have much left..You are attempting to load a program written for a 128k machine, it will not run on your computer, nor will it run on an 800XL unless it has been modified/upgraded.

bob

3447. Re: prg for finding bad sectors on format

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <551dg8$or5@james.freenet.hamilton.on.ca>
Source record: 79110

In <326E8DBC.7FD2@erols.com>, "Jonathan C. Mordosky" <mordosky@erols.com>
wrote:

: There are some more common sources of the problem you discribe. They
: are things like, power glitches, signal interference, lack of proper
: termination, etc... Here are few things which I know that will cause
: the problem you discribe. They are all fixable.

: 1) Lack of proper termination on your cables. All SCSI, MFM, RLL and
: other data cables MUST be properly terminated to work reliably. Cables
: MUST be terminated at both ends and NOT in the middle. If you have
: three devices on a ribbon cable, the termination on the middle device
: must be removed. The BB is terminated internally. SCSC controllers and
: hard drives are terminated with jumpers/switchs or resistor packs.

: 2) A flakey power supply or glitches in your AC power being passed on.
: If you do not have a good, clean, and constant source of power for your
: system data signals can get corrupted and trash a drive. For example, a
: furnace or air conditioner kicking on/off can cause a voltage dip and/or
: spike on the electrical lines in your home. If this happens while the
: computer is writting to the hard drive, a hard drive crash could result.
: This is expecially true in older buildings. Do the lights in your home
: ever flicker?

: 3) Interference can be a BIG PROBLEM with hard drives. It can come from
: internal and external sources. Common sources are TV/monitors,
: speakers, cordless phones, electrical devices/transmitters, etc. If you
: have your BB or MIO and/or ribbon cables too close to the TV/monitor,
: data can be corrupted. I would recommend atleast 12 inches or more to
: be safe. Are the cables to your hard drive short and neatly run. Never
: run two ribbon cables parallel to each other at close distances (i.e.
: less than 1 or 2 inches). Keep cable length as short as practical and
: away from possible sources of interference.

: 4) Are all your connections and cable good! Many frustrating hard drive
: problems result from poor connectors and/or cables. ALWAYS USE QUALITY
: CABLES and CONNECTORS for hard drive systems. This is definitely
: critical on an 8-bit Atari. Old connectors that have lost tension can
: cause intermitent problem.

: 5) Lack of unique device ID. It is possible to give the two devices the
: same SCSI or device ID. This is a rare occurance, but can happen during
: those late night sessions while swapping hardware around. Not likely,
: but it can happen.

: I hope this helps. It can get a little confusing and complicated. Just
: take it, one step at a time. If you have electronics skills, an
: oscilloscope and a good multimeter, you can go about this a little more
: scientifically.

: Take care, Jon

Thanks for the extensive advice....however, it is none of the above.

The drive works on many of its partitions like a champ....there are just some areas it refuses to write to....right in the middle of a 16 meg partition....somewhere....

:-)

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3448. Re: 1040ST-F ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <Dzy8yB.8un@cix.compulink.co.uk>
Source record: 79111

> Anybody familiar with this system? I was given one with a 124
> monitor,supra 20 meg hard disk,mouse,etc.. but no manual..
> anyplace I can get one ..I am trying to set this up for my kids and I
> know zero about Atari systems....
Try comp.sys.atari.st this is the group for 8bit atari's. The ST is a
16bit machine.

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+---+

3449. Re: Help with SIO2PC cable.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-2710961815210001@metricom39.ucsc.edu>
Source record: 79112

In article <3273C4F4.2D4@ix.netcom.com>, Brian Burns
<b_burns@ix.netcom.com> wrote:

>I have been trying to build this SIO2PC cable for the last three weeks. I
have a diagram by Nick Kennedy which
>uses the MAX232 chip and a diagram by Rick Cortese which uses the 1489
chip. I completed both of the circuits
>and tried both. When I run SIO2PC and boot my Atari 800XL, SIO2PC's
status line shows that the Atari is trying
>to access it, but I still can't access anything on the PC(486DX/133). I
have tried this with and without the
>floppy drive connected to the Atari. Does anyone have any tips or hints
on how to trouble shoot this problem.
>What pins should I use on a 25pin serial port (I used to know, but I
haven't messed with serial ports in
>almost 3 years). The pins I am using are 2, 3, 7, & 22.

Those sound like the correct pins. Have you tried APE instead of SIO2PC?
I seem to remember that SIO2PC has some timing problems that can bite you
if your machine is significantly faster than what it was designed for.

If you could provide a netlist of the connections you have made on both
your interfaces that would probably help. On the MAX232 version, be sure
to provide all the appropriate external capacitors if it is a normal
MAX232, or else the chip will not be able to generate true RS232 voltage
levels.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

3450. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961027201130.9948B-100000@moose.erie.net>
Source record: 79113
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

On 27 Oct 1996, Warren Semotiuk wrote:

> Janice in NYC (Sapphire@innonyc.com) wrote:
> : Dennis McGuire <mcguired@moose.erie.net> wrote:
>
> : > The Jaguar joypads use a 15-pin high density connector. It's the
> : >same size and shape as the DB-9 connector used on the 8-bit Atari
> : >joysticks, but it has three rows of 5 pins each.
>
> : Like the VGA ports on PCs? Since theyr'e fairly common, extension
> : cables shouldn't be too hard to find.
>
> Just go to a used computer store and ask for monitor extension cables for
> a PS/2.

Do they have ALL 15-pins connected? Most VGA extension cables do
not. In fact, most of them don't even have all of the pins.

3451. Re: Atari 800 mods?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-27 00:00:00 UTC
From: davepat@total.net
Message-ID: <54vvba$lc7@newsfeeder.total.net>
Source record: 79114

In article <54te1f$gjh@triglav.iwaynet.net>, dmaxwell@iwaynet.net
says...
>
>I have two 48K Atari 800s. I would like to modify one of them with a
>130 XE compatible memory upgrade (to at least 128K but more would be
>nice.) I would also like the ability to switch in the XL/XE operating
>system. Does anybody know where I can find the information to do
>these things. I am an electronics tech and soldering and taking
>things apart doesn't bother me. I just need the info and plans to
>accomplish my nefarious 800 mangling schemes.....
>
James Bradford in Australia used to have a set mods like that: SuperRam
800 plus Super800 XL Emulator. It added 16k Static RAM to the 800 for
64k, plus a RAM upgrade. I don't know if the RAM banking was Antic
compatible or not, though. Last address I have is: James Bradford,
Pikes Rd., Beerwah, QLD, Australia 4519

3452. Re: Reading/Writing Atari 8bit and ST disks on IBM-PC. - ATARI.COM (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <327659f5.1222905@news.networx.net.au>
Source record: 79115
Body handling: Inline uuencoded payload not displayed: ATARI.COM

[Inline uuencoded payload not displayed: ATARI.COM]

3453. Re: Looking for "Excalibur"

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32775a4d.1306995@news.networx.net.au>
Source record: 79116

ziggy29@netgate.net (Tim Irvin) wrote:

> It was an old APX game, where you were King Arthur and, surrounded
>by a cadre of knights, tried to unite all of England by taking over the
>surrounding "kings" on the island.
>
> Anyone have one to spare? Anyone know where I can find it? There are
>a few others on my want list, but this one comes to mind as I was just
>discussing it with a colleague the other day...

Well, I have a copy of the game EXCALIBUR.
If you want it just reply to me via Email- I think thats easiest.

stevo <stev@networx.net.au>

You could try YOGI's ATARI ARCHIVE....
His Homepage is

http://mars.superlink.net/scharles/

and his FTP site for megazillions of ATARI softWARE is....

ftp3.cyberspy.com/atari8/yogis_site

I think you would probably find everything you want for yer
ATARI here, I'm still sending software to YOGI myself..

Have fun....

3454. Re: 1050 and 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32785c6d.1851741@news.networx.net.au>
Source record: 79117

pmc7288@is.nyu.edu (Peter M. Cline) wrote:

>I just acquired a 1050 which I am attempting to use with my 600xl. I
>tried to boot DOS following the instructions provided, and all I got was
>gobblety-gook on my screen. Is this drive incompatible with my computer?
>Do I need more memory?
>When I try to boot, I briefly get this message saying "130XE Boot Disk"
>and then things go crazy. Anyone have any pointers?
>

Well, that certainly doesnt sound right. The 1050 D/D is compatible
with ALL 8-bit ATARI's, so no problems there.. Hmmm 600xl, Do you
know if it has been upgraded to 64k? The 600xl standard is 16k- NOT
enough to boot DOS I think. The only recourse is to find someone with
an upgraded computer, say a 800xl or 130xe, and connect your D/D to
it to test the disk you are trying to boot... Then you will know if it
needs more RAM... If this is the case I'm sure someone on the
newgroups could help you with finding a RAM module for the 600xl.
Good luck.

3455. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32795e57.2341507@news.networx.net.au>
Source record: 79118

ziggy29@netgate.net (Tim Irvin) wrote:

> I have a lot of floppies for the 8-bit which contain copy
>protected software. These aren't things where I could just copy the
>disk to make a backup.
>
> I'm getting worried about "bit rot" on these floppies. I live in
>mortal fear of my M.U.L.E. disk becoming unreadable, because I can't
>make an archived backup copy.
>
> How have some of you managed to get around this? Is there any way
>to do it using only 8-bit hardware and software? I'd prefer a solution
>that doesn't require file transfers to and from a PC or a Mac, but if
>that's all you know, I'd like to hear that as well.

Well, there are a few options available.
You could download the UNprotected versions from
YOGI's ATARI ARCHIVE located at

ftp3.cyberspy.com/atari8/yogis_site/

but of course these are mostly in ATR format, which
requires the SIO2PC cable connected to your PC
(I have the cable myself and its exellent)
If you want some info on the SIO2PC cable try

www.hackerz.com

and go to the ATARI RETRO SITE link.

Another alternative is to buy/beg/borrow/steal (not really)
a HAPPY 810 or HAPPY 1050 disk drive with the HAPPY software.
This is about the only way to make true copies of ALL your
protected disks. I have only got a HAPPY 810 drive, so the
1050 is unknown to me (I have 3 1050 drives with US doublers tho)
Hope this was a little helpful for you....

Stevo <stev@networx.net.au>

3456. Re: Reading/Writing Atari 8bit and ST disks on IBM-PC. - ATARI.COM (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32745764.562596@news.networx.net.au>
Source record: 79119

mind@networx.com.au (Mr Nobody) wrote:

>Hi,
>
>I'm asking a question for a friend who has an Atari 800XL and Atari
>1040ST.
>He also has a 486DX33 and wants to know if there is any software that
>will allow him to READ and WRITE to the Atari formatted disk with the
>IBM. I've heard of a program (some years ago) that is supposed to be
>able to allow this process between formats but have never seen it...
>so don't know how true this is either.
>
>I've managed to help him a little by explaining how to change the
>first 3 bytes of the Atari ST formatted disks (make them EB 34 90).
>However, if there is anything quicker, we'd appreciate knowing.
>
>ALSO... we'd like to know if there's something which will read the old
>Atari 800XL disks (5.25").
>
>Any and all comments, replies, etc will be appreciated.
>
>Thank you.
>Caine
>http://www.networx.com.au/home/mentalist/
>

Well, I cannot help with the ATARI ST problem, but I have a PC file
which will read & write ATARI 8 BIT disk formats in double density,
on a PC 360k/1.2mb 5.25" disk drive. This really works best using a
360k disk drive, as the 1.2mb has a few hiccups trying to read or
write any ATARI disks..
As far as I know, this will ONLY read/write double density, so I guess
most of the disks will have to be converted to D/D before they can be
used! I hope this has been usefull.
The file "ATARI.COM" should be attached, usage for it is displayed
when run...

3457. looking for crystal castles + system

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: peat@bga.com
Message-ID: <551e7q$1b1i@news3.realtime.net>
Source record: 79120

i am shopping for crystal castles and a system to play it on.

i would like your opinion on the best system for this game. Also do any
of the systems support trackballs??

I am a clueless newbie when in comes to 8bit atari's so you might have to
speak clearly and slowly but i will catch on

thanks in advance.

please respond by email if convenient.

pete

3458. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <32740fac.808666@news.superlink.net>
Source record: 79121

-Questions:
-OK, on the first stage, you're supposed to just grow as many trees as possible
-to use for egg-squashing on stage 2.
-But, what's the motivation on squashing eggs in stage 2? The more you squash,
-the fewer spiders will appear on stage 3 or something?

Correct.

-And, as for stage 3, how many times do you have to clear the field of
-headstones? Why are some of the spiders flashing (and invincible)?

Yes, you need to clear the field. Watch your strength. Every time a spider hits you OR you hit a spider with your wisp, you lose strength.

Should
-you be going after spiders and the Necromancer, or the headstones...?
-

Go after the headstones. After you clear 5 fields of headstones, you get to see the ending. (Wasnt worth the 9 months it took me!)
I used to have a patch to let you cheat.........

-What a game!
-
--Jason

-Jason Bardis(jasonbar@nut.ucsb.edu

3459. Need DOS disk boot menu for unenhanced 1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <5510o3$abq@enyo.uwa.edu.au>
Source record: 79122

Years ago I had a neat util that would install a boot sector menu file loader
onto a DOS disk without needing to reformat the disk ie saving all your files.
It was great for loading games cause it lived in the cassette buffer so
it would load just about anything.
Anyway I've lost it and can't recall what it was called so If you've got it
please e-mail me or uuencode the installer and e-mail it to me.
It had two versions one for 400/800 and one for XL/XE the only difference
being that the 400/800 cycled the color registers direct while loading
and the XL/XE used the shadow color registers.
Oh yeah part of it actually resided on the directory sectors therefore
limiting the number of files you could have but it wasn't usually a problem
for game disks with only 4-5 files on them.
Thanks in advance!

ps. the display was in GR.2 and the name of the file you selected changed
to GR.1 while is was loading (as well as cycling the colors!)

--
Darrin Smith Phone:(work) 09 224 0263 (+61 9 224 0263)
Ph.D Student, University Dept of Medicine (fax) 09 224 0246 (+61 9 224 0246)
Medical Research Foundation Building (home) 09 305 9425 (+61 9 305 9425)
Level 4, 50 Murray St. PERTH WA 6000 (mob) 0414 534 120 (+61 414 534 120)

E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

3460. Re: XFormer cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc4ac$087ab8a0$a2f7aecc@127.0.0.1>
Source record: 79123

> AFAIK the XFormer cable is no longer produced by Emulators Inc. (formerly
> known as BRAsoft). There once was a posting with a do-it-yourself
description.
>
> ABBUC e.V., the german 8-bit club, has some self-made cables to sell.
Maybe
> you contact:
> ABBUC e.V., c/o Wolfgang Burger, Wieschenbeck 45, Herten, Germany.
> (sorry, I did not remember the zip code for Herten).

Go check http://www.emulators.com

They now sell a Xformer Cable with the emulator if you want, apparently
seperate cables will also be sold... e-mail Derek and ask him... then hope
you get a reply.

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3461. Re: looking for lost adventure programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc498$a409cf40$12f7aecc@127.0.0.1>
Source record: 79124

> Atari Items for Sale plus shipping
>
> {list snipped to save space}

If you have access to OCR software what are the chances to get scanned text
of the 8bit documentation for my web site? I am looking for any and all
docs to programs...

Thanks,

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3462. Re: XL/XE/400: Will up 1000+ games if someone delivers working emulator.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <551mq8$eee@nexp.crl.com>
Source record: 79125

In article <54kr6l$824@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:

: : Don't do that! If you post binaries to a comp.sys group, Dick Depew will
: : just cancel them. And binary postings are rather unreliable anyway. A

: uh,who the hell is Disk Depew ans why is he deleting other people's posts?!?

Richard E. Depew cancels binary posts to all of the Big 8 newsgroups (i.e., the comp, soc, sci, rec, talk, misc, news, and humanities hierarchies). He's something of a net.legend. He wrote a cancelbot dubbed ARMM, for "Automatic Retroactive Minimal Moderation". Retromoderation is a hideously bad idea, but he eventually unleashed his bot on us all.

It ended up cancelling its own posts.

While it does sound silly, the result was a horrible traffic jam because of the status reports that it issued on each post. It would add "ARMM! " to the beginning of the subject line, some notes at the beginning, and the message plus full headers after that. You ended up with tremendous postings with subject lines such as "ARMM! ARMM! ARMM! ARMM! ARMM! ARMM! ARMM! ARMM! ARMM! ARMM! etc." If you think about it, it sounds pretty funny, but it wasn't for a lot of people, because they paid by the byte.

Anyway, he still supports retromoderation, but he's taken to cancelling binaries quite nicely. See the net.legends FAQ for more info.

-Kyle R. Hofmann

3463. Re: XFormer cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <551nrp$17m@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 79126

Peter Prevos (pprevos@ilimburg.nl) wrote:
: I am looking for a XFormer cable to hook up my 1050 to the XFormer emulator
: and finally copy my old floppies to hard disk.

: Please contact me at

: pprevos@ilimburg.nl

Hello!

AFAIK the XFormer cable is no longer produced by Emulators Inc. (formerly
known as BRAsoft). There once was a posting with a do-it-yourself description.

ABBUC e.V., the german 8-bit club, has some self-made cables to sell. Maybe
you contact:
ABBUC e.V., c/o Wolfgang Burger, Wieschenbeck 45, Herten, Germany.
(sorry, I did not remember the zip code for Herten).

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro/ <--

3464. Re: necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <327470B9.7248@reading.ac.uk>
Source record: 79127

I wonder if anyone out there has tried to implement a cheat on Necromancer. I did this a few years ago (which means, of course, I have no idea where the cheat version is now). The problem was if you make yourself invincible, you cannot finish the first stage, as you effectively need to die to end the first stage.

The details are vague, but I remember I got round this by having a cheat dependent on the second joystick trigger. So on the first round you have to hold down the trigger to play as normal, and then for the rest of the game you don't touch the second joystick trigger and are thus immortal.

This does mean that I've seen the end of the game. Anyone else seen it?

- Joel

3465. Connecting an ST monitor to 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: jasonn@mail.carol.net
Message-ID: <551e0n$p6c@news1.sunbelt.net>
Source record: 79128

Would there happen to be a connector/cable that allows such a
connection? Is it possible?

3466. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <3274D951.324C@cris.com>
Source record: 79129
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Dennis McGuire wrote:
>
> On 27 Oct 1996, Warren Semotiuk wrote:
>
> > Janice in NYC (Sapphire@innonyc.com) wrote:
> > : Dennis McGuire <mcguired@moose.erie.net> wrote:
> >
> > : > The Jaguar joypads use a 15-pin high density connector. It's the
> > : >same size and shape as the DB-9 connector used on the 8-bit Atari
> > : >joysticks, but it has three rows of 5 pins each.
> >
> > : Like the VGA ports on PCs? Since theyr'e fairly common, extension
> > : cables shouldn't be too hard to find.
> >
> > Just go to a used computer store and ask for monitor extension cables for
> > a PS/2.
>
> Do they have ALL 15-pins connected? Most VGA extension cables do
> not. In fact, most of them don't even have all of the pins.

Back to Michael Gribbin's question about an extension for the
Jaguar, try B&C. They list part # JAG101 for a Jaguar controller
extenion.

Jim

3467. Re: 16 foot Atari extension cords

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5532oq$oll@freenet-news.carleton.ca>
Source record: 79130

Dennis McGuire (mcguired@moose.erie.net) writes:
> On Sat, 26 Oct 1996, Janice in NYC wrote:
>
>> Dennis McGuire <mcguired@moose.erie.net> wrote:
>>
>> > The Jaguar joypads use a 15-pin high density connector. It's the
>> >same size and shape as the DB-9 connector used on the 8-bit Atari
>> >joysticks, but it has three rows of 5 pins each.
>>
>> Like the VGA ports on PCs? Since theyr'e fairly common, extension
>> cables shouldn't be too hard to find.
>
> Yes, a VGA extension cable can work fine, BUT you must be sure it
> has all of the pins connected. Most of them do not since VGA doesn't use
> all of 15 lines.

If you have trouble finding one sold explecitly with all 15 connected,
try looking that the REALLY cheap vga extension an cables. Some of them
have all 15 connected, but dont say so. I purchased a couple lots of these
for a job on IBM computers and I had to break a pin off every one since
the IBM VGA port only has 14 holes :)

Steve

3468. Re: Abbuc Treffen in Herten

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: zmerch@northernway.net
Message-ID: <MPLANET.32750753zmerch989692@news.northernway.net>
Source record: 79131

In article <01bbc30e$db729a60$15f7aecc@127.0.0.1>, "William \"BlacKat\"
Fisher" <blackat@direct.ca> says...
> > Hallo Leute,
> >
> > hoffentlich kommt ihr alle nach Herten (Ruhrgebiet),
> > wo am 26 Oktober (Samstag) das allj�hrliche
> > Abbuc Treffen stattfinden wird.
> >
> > Es ist allerhand geboten...
> >
> >
> > --
> > Es sind die gl�cklichen Sklaven der Freiheit gr��ter Feind...--
>
>
> Nein sprechen deutsch...
>
> =)
>
> (is that right btw? i really don't speak german, just a spattering of
> computer related terms from using my AtariST)
>

```
Well, not quite, but you gave 'er one heck of a try. My German is
exceptionally rusty, but here's what I can make out:

Hello folks,

You can come all <sumthinorother> on Saturday, 26 October the [yearly or
yearround... not sure which] Abbuc Reunion <sumthinorother>.

I can't make out enough of the rest to make sense (like the last stuff
did??? right... ;-) ) but if I have time, I'll get out the ol'
dictionary at home.

BTW, to say you don't speak German in German, try this:
<< Ich spreche keine deutsch. >>

and to ask a German if he *can* speak English, try:
<< Konnen Sie english sprechen? >>

To ask a German to speak English (there is a difference!) try:
<< Sprechen Sie english, bitte. >>

Hope this helps!
```

Roger "Merch" Merchberger
zmerch@northernway.net

3469. Re: 60 Hz to 50 Hz: Problems?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: Eric BACHER <ebacher@teaser.fr>
Message-ID: <32751E41.4E09@teaser.fr>
Source record: 79132

Liebetruth wrote:
>
> Living in Germany, bought a 1050 in USA and got a power supply for your
> standard (110V,60Hz).
>
> Question: is it a problem to change the power supply against another
> transformator (from 220V to 9V AC instead of 110V to 9V) or does somebody
> know how to solve that problem?
>
> Everything would help, thanx
Hello,

I live in France. Here, we also have 220V and 50Hz.

I have several 1050 that I bought from people in USA and I can tell you
that there is no problem using an european power supply (220V/50Hz) with
an american 1050. There is also no problem using a converter from
220V/50Hz to 110V/60Hz to use the 110V/60Hz power supply that comes
along with an american 1050. Both ways work well (at least fo me).

Hope it will help you.

Eric.

3470. New Powerful Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: Eric BACHER <ebacher@teaser.fr>
Message-ID: <32755B69.28F2@teaser.fr>
Source record: 79133

Hi everybody!

I have finished an Atari 8-Bit specific 6502 disassembler designed for both Windows 3.1 and Windows 95. It's called DIS6502: 6502 Disassembler for Atari.

My software represents a new approach for disassembling Atari programs or boot disks, it is an interactive and iterative process (not a batch process on which you have no control).

The goal is to generate a listing __ready to assemble__ with your assembler.

The features for the unregistered version are:

- Complete disassembly of
+ Atari binary files (stand alone executables),
+ Atari binary files within .ATR/.XFD disk images,
+ Boot sectors of .ATR/.XFD disk images,
+ Any part of any sectors in .ATR/.XFD disk images,

- Knows all Atari equates, including XL/XE equates

- You can set each byte of the disassembled file/disk a special type so the disassembler will handle it in special ways. The types are:
+ Code,
+ Byte directive,
+ Word directive,
+ Label in a .Word directive,
+ String,
+ Screen bytes (using .SBYTE for MAC/65)
+ Display List.

- Display sprites in a file or a disk image, various graphics modes supported.
- Fully customizable for different assemblers,
- Write boot disk from a binary file,
- Display dump of files and sector using Atari font.

The features for the registered users are:

- Support for .PRO disk images and .ATR/.XFD of any size,
- Disassembly of Spy data (a special feature to disassemble crypted code),
- Save listing in several files using .INCLUDE directive (if the assembler supports it),
- No more 10 seconds to wait in the about box.

If you have a PC and Windows, you should try it!

The unregistered version is available at http://www.nacs.net/~classics.

This is the home page of Steven J. Tucker, the author of APE. Steven is the co-author of the registered version of DIS6502.

Thank you,

Eric.

3471. Re: New Powerful Disassembler

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5532r5$q79@nnrp1.news.primenet.com>
Source record: 79134

In article <32755B69.28F2@teaser.fr>, Eric BACHER <ebacher@teaser.fr> wrote:
>Hi everybody!
>
>I have finished an Atari 8-Bit specific 6502 disassembler designed for
>both Windows 3.1 and Windows 95. It's called DIS6502: 6502 Disassembler
>for Atari.
>
>My software represents a new approach for disassembling Atari programs
>or boot disks, it is an interactive and iterative process (not a batch
>process on which you have no control).
>
>The goal is to generate a listing __ready to assemble__ with your
>assembler.
>
>The features for the unregistered version are:
>
>- Complete disassembly of
> + Atari binary files (stand alone executables),
> + Atari binary files within .ATR/.XFD disk images,
> + Boot sectors of .ATR/.XFD disk images,
> + Any part of any sectors in .ATR/.XFD disk images,
>
>- Knows all Atari equates, including XL/XE equates

Sounds neat. Think you could make a few modifications so it would work
with Atari 2600 .BIN files too? Only a few equates, though they are
different in read and write states.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3472. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002810962103530001@nntp.netgate.net>
Source record: 79135

In article <5540ir$j01@geraldo.cc.utexas.edu>, pancake@mail.utexas.edu (The Fierce Pancake) wrote:

> I picked up two Atari modems today. One is the little XM301 box and another is
> an SX212. Are these things pretty rare? I've never seen them before in my
> life.

They're not terribly common, but not exactly in high demand...and there are still enough for even hard-core Atari hardware collectors to find 'em around for $5 to $10 (or maybe even less).

> And what's this box that you supposedly need to connect a modem to an Atari
> 8bit anyway? I understand you can't just throw them in the SIO chain, right?

Well, there are several boxes you can use, but I assume you're referring to the Atari 850. With this interface (or a few third-party, aftermarket products) and the appropriate cable, you can reliably hook modems up to 9600 bps to the Atari. Since there are very few things you'd want to do on the 8-bit which require 28,800 bps, this is more than adequate.

Besides, the stock Atari disk drives can only write data at speeds of 19,200 bps anyway (I think), and you wouldn't achieve faster than that in file transfers anyway because, in what seems to be a strange "turnaround" from the state of affairs today, the modem would be faster than disk I/O could handle!

Some of the Atari modems *can* be simply placed in the SIO chain without a need for an 850 or other similar interface. Of course, these modems scream at either 300 or 1200 baud, so you have to like pain.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
We did it again! Softball '96: 44G / 30-13-1 / .537, 3 HR
Dole? Clinton? Perot? Puh-leeeeze. You have other choices!
http://www.netgate.net/~ziggy29/whythird.html

3473. Re: Reading/Writing Atari 8bit and ST disks on IBM-PC. - ATARI.COM (0/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: aqhrt@txt5.ibm.net
Message-ID: <5532m4$v9u$1@news-s01.ny.us.ibm.net>
Source record: 79136

Would you mail me a copy of ATARI.COM?

3474. Re: 8-bit versions of 2600 games

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: "Jay R. Jenicek" <JJenicek@ix.netcom.com>
Message-ID: <32756BB0.3C55@ix.netcom.com>
Source record: 79137

Lawrence Gold wrote:
>
> Mr. Maddog (mrmaddog@ptdprolog.net) wrote:
>
> : Now that I'm interested, where's a good place to get them and which 5200
> : games are *better* than the 8-bit counterparts?
>
> Well, Pac-Man on the 5200 has intermissions, which the 8-bit versions
> lack. (At least the ones I've seen.)

I know that the Centipede on the 5200 is much better than on the 8-bit
computers -- the mushrooms are more rounded and the sound is better.
Also, the missle command game was better for the 5200.

3475. Re: Connecting an ST monitor to 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E00552.KD6@cix.compulink.co.uk>
Source record: 79138

> Would there happen to be a connector/cable that allows such a
> connection? Is it possible?
Depends on the monitor. What model?

+--------------+---+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+---+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--+

3476. Re: 1050 and 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: davepat@total.net
Message-ID: <5527ut$cvu@newsfeeder.total.net>
Source record: 79139

In article <32785c6d.1851741@news.networx.net.au>, stev@networx.net.au says...
>
>pmc7288@is.nyu.edu (Peter M. Cline) wrote:
>
>>I just acquired a 1050 which I am attempting to use with my 600xl. I
>>tried to boot DOS following the instructions provided, and all I got was
>>gobblety-gook on my screen. Is this drive incompatible with my computer?
>>Do I need more memory?
>>When I try to boot, I briefly get this message saying "130XE Boot Disk"
>>and then things go crazy. Anyone have any pointers?
>>
>
>
>Well, that certainly doesnt sound right. The 1050 D/D is compatible
>with ALL 8-bit ATARI's, so no problems there.. Hmmm 600xl, Do you
>know if it has been upgraded to 64k? The 600xl standard is 16k- NOT
>enough to boot DOS I think. The only recourse is to find someone with
>an upgraded computer, say a 800xl or 130xe, and connect your D/D to
>it to test the disk you are trying to boot... Then you will know if it
>needs more RAM... If this is the case I'm sure someone on the
>newgroups could help you with finding a RAM module for the 600xl.
>Good luck.

Check out the British Atari Homepage - there are fairly easy docs for upgrading to 64k.

3477. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_846498724@rtfm.mit.edu>
Source record: 79140
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 27, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following four Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

3478. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-28 00:00:00 UTC
From: darrins@cyllene.uwa.edu.au
Message-ID: <551846$e3v@enyo.uwa.edu.au>
Source record: 79141
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Tomasz Slodkowicz (slodki@virgo.ii.uj.edu.pl) wrote:
: Jeff Colbert (jcolbert@earthlink.net) wrote:
: : It just sits there in windows, in dos it locks the computer up, and I
: : have power-cycle it. Warm boot won't work. System is 120mhz Compaq
: : pentium with 24 megs ram, and no sound board. Yes, I did use the
: : -nosound switch.
:
: I noticed that user interface added to emul. don't work. So, if you run
: XL-it 0.16 without any command line options - when interface should start -
: it hangs your computer. Also when you press F8 in emulator...
:
: But it works fine on my 486dx4/133 (about 200% of real atari...)
:
: Tom
:
: --
: Tomasz Slodkowicz Institute of Computer Science
: Jagiellonian University, Cracow, Poland
: e-mail: slodki@ii.uj.edu.pl
: www : http://www.uj.edu.pl/~slodki
Yeah on my cyrix P120+ jut running xl-it without command line options
from DOS hangs the systems with an annoying beep, but running it from win95
works just fine, also the speed is closer to the real thing, still a little fast
though. Who can figure that?
--
Darrin Smith Phone:(work) 09 224 0263 (+61 9 224 0263)
Ph.D Student, University Dept of Medicine (fax) 09 224 0246 (+61 9 224 0246)
Medical Research Foundation Building (home) 09 305 9425 (+61 9 305 9425)
Level 4, 50 Murray St. PERTH WA 6000 (mob) 0414 534 120 (+61 414 534 120)

E-Mail: darrins@cyllene.uwa.edu.au WWW: http://www.uwa.edu.au/cyllene/darrins
---

3479. Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-29 00:00:00 UTC
From: pancake@mail.utexas.edu
Message-ID: <5540ir$j01@geraldo.cc.utexas.edu>
Source record: 79142

I picked up two Atari modems today. One is the little XM301 box and another is an SX212. Are these things pretty rare? I've never seen them before in my life.

And what's this box that you supposedly need to connect a modem to an Atari 8bit anyway? I understand you can't just throw them in the SIO chain, right?

3480. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-29 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E0122G.GyM@iglou.com>
Source record: 79143

In article <5540ir$j01@geraldo.cc.utexas.edu>, The Fierce Pancake wrote:
>I picked up two Atari modems today. One is the little XM301 box and
another is
>an SX212. Are these things pretty rare? I've never seen them before in my
>life.
>
>And what's this box that you supposedly need to connect a modem to an Atari
>8bit anyway? I understand you can't just throw them in the SIO chain, right?
>
The XM301 or SX212 can be connected directly to the SIO with the proper
software. You would need an interface to use mopst other modems. Several
different interfaces were made; the Atari 850 was probably the most
common. It had a parallel printer port and four serial ports, but hardly
anyone ever used ports 3 and 4.
>

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

3481. Re: necromancer

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-29 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.387.00108ECE@mindspring.com>
Source record: 79144

In article <327470B9.7248@reading.ac.uk> "J. F. Goodwin" <smrgoodw@reading.ac.uk> writes:

>The details are vague, but I remember I got round this by having
>a cheat dependent on the second joystick trigger. So on the first
>round you have to hold down the trigger to play as normal, and
>then for the rest of the game you don't touch the second
>joystick trigger and are thus immortal.

>This does mean that I've seen the end of the game. Anyone else
>seen it?

I finished it a long time ago. I remember some kind of rainbow bar
effect, but not much more.

I also finished Jumpman Jr. Boy was that a bear! But it did have a
great ending.

Bruce Willard bwillard@mindspring.com

3482. Re: Abbuc Treffen in Herten

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-29 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc56a$45f1cb60$2ef7aecc@127.0.0.1>
Source record: 79145

> Well, not quite, but you gave 'er one heck of a try. My German is
> exceptionally rusty, but here's what I can make out:
>
> Hello folks,
>
> You can come all <sumthinorother> on Saturday, 26 October the [yearly or
> yearround... not sure which] Abbuc Reunion <sumthinorother>.
>
> I can't make out enough of the rest to make sense (like the last stuff
> did??? right... ;-)) but if I have time, I'll get out the ol'
> dictionary at home.
>
> BTW, to say you don't speak German in German, try this:
> << Ich spreche keine deutsch. >>
>
> and to ask a German if he *can* speak English, try:
> << Konnen Sie english sprechen? >>
>
> To ask a German to speak English (there is a difference!) try:
> << Sprechen Sie english, bitte. >>
>
> Hope this helps!

Wow... did I ever get a wide response! =)

Thanks, it did help quite a bit!!!

Will

3483. arari emulator on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-29 00:00:00 UTC
From: pcross@enterprise.net
Message-ID: <32766141.1116697@znews.zetnet.co.uk>
Source record: 79146

where can I find an atari 800xl/130xe emulator for the PC ??

Can I download the ROM as well..!!

If you can help please reply to this group ..

Thanks

3484. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-29 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <3276A71D.5C@cris.com>
Source record: 79147

The Fierce Pancake wrote:
>
> I picked up two Atari modems today. One is the little XM301 box and another is
> an SX212. Are these things pretty rare? I've never seen them before in my
> life.
>
> And what's this box that you supposedly need to connect a modem to an Atari
> 8bit anyway? I understand you can't just throw them in the SIO chain, right?

Did you get a manual for your modems? Seems I have leftover
manuals with no hardware to go with them.

Jim

3485. Atari Comp h/w & s/w for

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-29 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CB3508.10C1000E4E.uuout@compudata.com>
Source record: 79148

Reply-To: generic@voicenet.com or gene.ehrich@compudata.com

Atari Items for Sale plus shipping

Atari 800 Computer with power supply $44
Atari XMM801 printer..... $39
Atari 1020 Printer..... $25
Atari XM301 Modem..... $19
Atari 810 Diskette Drive..... $39
Atari 1050 Disk Drive $29
Atari 410 Program Recorder (tape deck) (2)..... $24
Atari 400 Program Recorder (tape deck)..... $19
Atari Power Supply part # C017945..... $10
Cables for Atari etc from Chelco (6) ..... $ 8 each
Commodore 1701 Monitor..... $49
Paddles (4)..... $ 8 each
Atari Controllers (4)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)

Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International

Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Ducks Ahoy Jungle Hunt

Memory Manor by Fisher Price w/box & docs
Pilot w/Turtle Graphics w/box & docs
Sesame Street Ernie's Magic Shapes w/box & docs
Sesame Street Big Birds Special Delivery w/box & docs
Websters The Word Game w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure

States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

generic@voicenet.com (soon) gene.ehrich@compudata.com

• OLXWin 1.00b • Power corrupts. Absolute power is kind of neat.

3486. Atari Comp h/w & s/w for

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-29 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CB31A0.10C1000E3A.uuout@compudata.com>
Source record: 79149

Reply-To: generic@voicenet.com or gene.ehrich@compudata.com

Atari Items for Sale plus shipping

Atari 800 Computer with power supply $44
Atari XMM801 printer..... $39
Atari 1020 Printer..... $25
Atari XM301 Modem..... $19
Atari 810 Diskette Drive..... $39
Atari 1050 Disk Drive $29
Atari 410 Program Recorder (tape deck) (2)..... $24
Atari 400 Program Recorder (tape deck)..... $19
Atari Power Supply part # C017945..... $10
Cables for Atari etc from Chelco (6) ..... $ 8 each
Commodore 1701 Monitor..... $49
Paddles (4)..... $ 8 each
Atari Controllers (4)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)

Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International

Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Ducks Ahoy Jungle Hunt

Memory Manor by Fisher Price w/box & docs
Pilot w/Turtle Graphics w/box & docs
Sesame Street Ernie's Magic Shapes w/box & docs
Sesame Street Big Birds Special Delivery w/box & docs
Websters The Word Game w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure

States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

```
Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209
```

generic@voicenet.com (soon) gene.ehrich@compudata.com

3487. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-29 00:00:00 UTC
From: davepat@total.net
Message-ID: <5555ri$pur@newsfeeder.total.net>
Source record: 79150

In article <5540ir$j01@geraldo.cc.utexas.edu>, pancake@mail.utexas.edu says...
>
>I picked up two Atari modems today. One is the little XM301 box and another is
>an SX212. Are these things pretty rare? I've never seen them before in my
>life.
>
>And what's this box that you supposedly need to connect a modem to an Atari
>8bit anyway? I understand you can't just throw them in the SIO chain, right?
>
>
You can add Atari modems to the SIO chain. Non-Atari modems require an 850 interface, a PR Connector, an MIO, a Black Box, or an R-Verter style interface.

The SX212 needs a disk-based driver for the RVerter interface; it essentially has one built in.

3488. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <3277ebe7.3246232@news.networx.net.au>
Source record: 79151

pancake@mail.utexas.edu (The Fierce Pancake) wrote:

>I picked up two Atari modems today. One is the little XM301 box and another is
>an SX212. Are these things pretty rare? I've never seen them before in my
>life.
>
>And what's this box that you supposedly need to connect a modem to an Atari
>8bit anyway? I understand you can't just throw them in the SIO chain, right?
>
>

Well, I don't know much about the XM-301, but I own an SX-212 (S
stands for ST and X stands for XL, little trivia for you)..
The SX modem will connect straight into the SIO chain no probs, it
just has to be the last in the chain, as there isn't a spare port on
the modem. You can then use any driver to access the modem, just like
its connected to the 850 interface.

Regards stevo <stev@networx.net.au>

3489. Re: arari emulator on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: asmolar@smol.fast.net
Message-ID: <slrn57d6od.54.asmolar@smol.fast.net>
Source record: 79152

On Tue, 29 Oct 1996 19:58:10 GMT, Peter Cross <pcross@enterprise.net> wrote:
>where can I find an atari 800xl/130xe emulator for the PC ??
>
>Can I download the ROM as well..!!
>
>If you can help please reply to this group ..

Check out my Atari Emulator Web page:
http://www.users.fast.net/~smol/8bitemu.html

It should have pointers to everything you need.

--

Tony Smolar

---
asmolar@fast.net home email
tonys@nscs.fast.net work email
http://www.users.fast.net/~smol homepage

3490. Re: arari emulator on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc626$b12e9ea0$11f7aecc@127.0.0.1>
Source record: 79153

> where can I find an atari 800xl/130xe emulator for the PC ??
>
> Can I download the ROM as well..!!
>
> If you can help please reply to this group ..
>
> Thanks

For the ROM image files check out my site:

http://www.ogopogo.com/blackat

your browser must be able to do frames... JavaScript is needed for some
parts of the site, if you don't have it on and try to enter a java enabled
section of the site it will let you know.

Unfortunalty if you do not have a frames enabled browser you will not be
able to use the site.. =(
(this will be rectified sometime in the near future).

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3491. Re: Connecting an ST monitor to 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: Rich Tirico <results@interpoint.net>
Message-ID: <3276F5C1.6C85@interpoint.net>
Source record: 79154

I was wondering about this too! I would like to connect my SC1224 to
my 130xe. Is it possible? Please E-mail me back.

Thank You.
-Rich.

3492. Re: Connecting an ST monitor to 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <557gfn$hhn@dfw-ixnews8.ix.netcom.com>
Source record: 79155

In <3276F5C1.6C85@interpoint.net> Rich Tirico <results@interpoint.net>
writes:
>
>I was wondering about this too! I would like to connect my SC1224 to
>my 130xe. Is it possible? Please E-mail me back.
>
>Thank You.
>-Rich.

Sure it's possible, but not worth the effort to bother. You'd have
to build an interface circuit that will separate the video signals into
RGB, Vert and horiz sync and then match the 8-bit's signal to what the
ST monitor is expecting for timing and such. Not an easy job and hardly
worth the expense, since the quality of the picture would NOT be
significanyly enhanced over Y/C monitors such as the Commodore 1720 (I
think) or Magnavox 135 monitor.

rsely@dhs.state.nj.us -or rely@ix.netcom.com

3493. Voting Polls Open! =)

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc67e$4c83b6e0$9df7aecc@127.0.0.1>
Source record: 79156

Hi... the voting polls are open for my website!!!

Unfortunatly due to bugs in mailto: forms in Internet Explorer you will
have to
vote via manual e-mail untill i can get my ISP to put a CGI script in the
systems bin directory! =)

To vote on one of the Top 10/Worst 10 lists simply send email to
blackat@direct.ca
with either your favorite 3 games/apps or the 3 games/apps you hate the
most.
Results will be updated my hand, hopefully within 24 hrs.

To 'review' a program for the Software Database send me some e-mail with
the following information:
* Name of the program you reviewed
* Name of the company who made the program
* Any FTP links to the program in any form
* What emulators(s) used and the programs performance
* List any 'quirks' the program has with any emulator
* Any documentation you have for the program
* Any cheats or 'easter eggs' for the program
* The name or alias you want the submission credited to
* Your e-mail or homepage address for a link with above

Forms will be online soon... but hopefully you will all vote this way! =)

(please only vote once per category in the top10... review as much software
as you want... if more than one person reviews a program the results will
be averaged out fairly.)

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

VOTE NOW!

3494. WB: Atari 822 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961030154623.16919B-100000@labhp31.cs.utah.edu>
Source record: 79157

I am (still) searching for an Atari 822 Printer. This is the small beige
40 column thermal printer (not to be confused with the 820 printer, which
uses normal paper and a ribbon--and is much larger.

If anyone is interested in selling or trading one, please let me know.

Christopher B. Strong InterNet strong@ee.utah.edu
decRAD: CSTRONG CADE: strong@eng.utah.edu
||| "Speak 'Friend' and enter"
/ | \ --- Have You Played Atari Today? ---
"If the mean don't get you, the variance will." -- James 1. Rieger

3495. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: twonoahs@aol.com
Message-ID: <5591dt$o8r@newsbf02.news.aol.com>
Source record: 79158

I am always worried about my copy of M.U.L.E. going bad, too. It's lasted all this time without going, but I know it is only a matter of time before I go to boot it up and I get nothing. I can't copy it becuase of the bad sctor or whatever it contains, I even have an Indus disk drve that lets you see what sector they made bad and I have Diskey the copying Utility and Disk Doctor, but I can't seem to beable to make a working backup. Anyone know how I could back it up?

3496. Re: No sound in Xl-it! 0.16. Suggestions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: Confederate Bill <wildbill@yankee.net>
Message-ID: <327828AA.6DCF@yankee.net>
Source record: 79159

Joel Weaver wrote:
>
> Hi everybody!
>
> I'm running Xl-it! 0.16 on a 100 Mhz Pentium with a SB16. Everything
> works fine, except for the sound. When a game should be making
> sounds, like the intro to M.U.L.E. or an encounter in AR: The Dungeon,
> all that comes through the speakers is a muted hiss. I have the .WAV
> files in the /SAMPLES directory, and have tried toggling just about
> every option, to no avail. Has anyone else experienced this problem?
> More importantly, is there a solution?
>
> TIA,
>
> Joel Weaver
> jweaver@bayou.uh.edu

I had the exact same problem... no solution although I've tried re-writing
my autoexec.bat etc... if you find a solution post it!

bill

3497. No sound in Xl-it! 0.16. Suggestions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: jweaver@bayou.uh.edu
Message-ID: <3277e906.21541818@news.uh.edu>
Source record: 79160

Hi everybody!

I'm running Xl-it! 0.16 on a 100 Mhz Pentium with a SB16. Everything works fine, except for the sound. When a game should be making sounds, like the intro to M.U.L.E. or an encounter in AR: The Dungeon, all that comes through the speakers is a muted hiss. I have the .WAV files in the /SAMPLES directory, and have tried toggling just about every option, to no avail. Has anyone else experienced this problem? More importantly, is there a solution?

TIA,

Joel Weaver
jweaver@bayou.uh.edu

3498. needed-uk power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-30 00:00:00 UTC
From: Stu Tomlinson <bsc5070@medusa>
Message-ID: <Pine.SOL.3.91.961030141720.1279A-100000@medusa>
Source record: 79161

Hi all

I have a 800xl with 1050(if my numbers are correct) floppy drive. I lost
my power supplies some years ago when I was moving house. Does anyone in
the UK have either powersupplies or a system for sale.

Rgds
Stuart

---
email:Uni :s.tomlinson@dcs.napier.ac.uk Home :stuart.tomlinson@almac.co.uk
Home Page:http://www.dcs.napier.ac.uk/~bsc5070
1980 kawasaki Z1000 injection 1977 Honda CB400T (feeling ill)
1980 Kawasaki Z650 *for sale* 1974 Suzuki GT2504 1952 Vincent Comet 500(in bits)
1989 MZ 125 ETZ rat Honda MBX125 "Never eat what you can't lift" -Miss Piggy
---

3499. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: specialk@earthlink.net
Message-ID: <32796a19.11448402@207.126.101.78>
Source record: 79019

On Tue, 29 Oct 1996 16:53:49 -0800, Jim Treber <jtreber@cris.com>
wrote:

>The Fierce Pancake wrote:
>>
>> I picked up two Atari modems today. One is the little XM301 box and another is
>> an SX212. Are these things pretty rare? I've never seen them before in my
>> life.
>>
>> And what's this box that you supposedly need to connect a modem to an Atari
>> 8bit anyway? I understand you can't just throw them in the SIO chain, right?

The SX-212 is a standard modem which of course requires an RS-232
port. The "box" is needed to provide that RS-232 interfacer. The
XM-301 is a non-standard modem designed specifically for the Atari and
does plug directly into the 8-bit Atari serial bus daisy-chain. The
end of the chain actually, since it has no output as I recall.

3500. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <55a4vh$ckt@dfw-ixnews3.ix.netcom.com>
Source record: 79020

In <5591dt$o8r@newsbf02.news.aol.com> twonoahs@aol.com (Two Noahs)
writes:
>
>I am always worried about my copy of M.U.L.E. going bad, too. It's
lasted
>all this time without going, but I know it is only a matter of time
before
>I go to boot it up and I get nothing. I can't copy it becuase of the
bad
>sctor or whatever it contains, I even have an Indus disk drve that
lets
>you see what sector they made bad and I have Diskey the copying
Utility
>and Disk Doctor, but I can't seem to beable to make a working backup.
>Anyone know how I could back it up?

A suggestion. If you have the cash, get yourself a Super Archiver
from CSS. It can make bootable copies that will be basically identical
to the original, but must be run from the SA enhanced drive.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3501. The Tebbit

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: Fredrik Ekman <ekman@lysator.liu.se>
Message-ID: <dwu3rbz2i6.fsf@tintin.lysator.liu.se>
Source record: 79021
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

In 1984, a game called The Tebbit was advertised in some British computer magazines. It was to be released by Application Software Specialities, a company which had previously released the political spoof Denis through the Drinking Glass. The Tebbit, too, was going to be a political spoof, but also a parody of the highly popular The Hobbit from Melbourne House. It was supposed to be released for C64, Atari and Spectrum.

Later reports indicate that it was never released. According to one source, this was due to poor sales of Denis through the Drinking Glass, according to another (less believable, in my opinion) it was due to the bombing of the Conservative Party Conference in Brighton (was it?).

Now, I would like to know, what happened with this game? Was it released but withdrawn, or was it not released and, if so, why not? Who was the author, anyway? Supposedly the same as for Denis through the Drinking Glass, but who was that?

Lots of questions and very few answers. Hope someone has some information.

/F

3502. FS: 8 Atari ST War Games - $20

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <559uuo$2ug@mark.ucdavis.edu>
Source record: 79022
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

FS: 8 Atari ST War Games - $20 + shipping

I have the following 8 Atari ST war games for sale.
First $20 + shipping takes the lot.

Thanks, Reinhard

* * * * * * * * * * * * * * *
Balance of Power

Includes: 87 page instruction manual, reference card, and 306 page book:
Balance of Power: International Politics as the Ultimate Global Game
* * * * * * * * * * * * * * *
Battle Chess

Includes: Instruction manual, reference card and original box
* * * * * * * * * * * * * * *
Breach

Includes: Instruction manual
* * * * * * * * * * * * * * *
Empire: Wargam
e of the Century

Includes: Manual, reference card, registration card, original box
* * * * * * * * * * * * * * *
Encyclopedia of War: Ancient Battles

Includes: Instruction manual, historical notes, reference card, CCS Ltd.
catalog, original box
* * * * * * * * * * * * * * *
Gauntlet

Includes: Original box
****
J.R.R. Tolkien's War in Middle Earth

Includes: Instruction manual, large & small maps, outer box cover
* * * * * * * * * * * * * * *
Xevious

Includes: Original box

3503. Re: No sound in Xl-it! 0.16. Suggestions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc700$504ef5a0$9df7aecc@127.0.0.1>
Source record: 79023

> Hi everybody!
>
> I'm running Xl-it! 0.16 on a 100 Mhz Pentium with a SB16. Everything
> works fine, except for the sound. When a game should be making
> sounds, like the intro to M.U.L.E. or an encounter in AR: The Dungeon,
> all that comes through the speakers is a muted hiss. I have the .WAV
> files in the /SAMPLES directory, and have tried toggling just about
> every option, to no avail. Has anyone else experienced this problem?
> More importantly, is there a solution?

I am running a P-120 in Windows95... one thing I noticed was that I had to add the BLASTER environment variable to my autoexec.bat to make Xl-It! do sound.

CONFIG.SYS
```
device=c:\windows\himem.sys
device=c:\windows\emm386.exe ram highscan
fileshigh=50
buffershigh=30
dos=high,umb
```

AUTOEXEC.BAT
```
@ECHO OFF
SET SOUND=C:\PROGRA~1\CREATIVE\AWE32
SET MIDI=SYNTH:1 MAP:E MODE:0
SET BLASTER=A220 I5 D1 H5 P330 E620 T6
```

This is what my config.sys and autoexec.bat look like and I get GREAT sound in Xl-It!

3504. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: davepat@total.net
Message-ID: <55amem$du0@newsfeeder.total.net>
Source record: 79024

In article <5591dt$o8r@newsbf02.news.aol.com>, twonoahs@aol.com says...
>
>I am always worried about my copy of M.U.L.E. going bad, too. It's lasted
>all this time without going, but I know it is only a matter of time before
>I go to boot it up and I get nothing. I can't copy it becuase of the bad
>sctor or whatever it contains, I even have an Indus disk drve that lets
>you see what sector they made bad and I have Diskey the copying Utility
>and Disk Doctor, but I can't seem to beable to make a working backup.
>Anyone know how I could back it up?

It takes the CSS BitWriter/Superarchiver combo. It uses 34 sector tracks.
Impossible to copy with a standard drive; if your drive if too far out of
spec with its speed you can't boot it properly.

Dave

3505. Software Database Program Review Form

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc705$cf7d9b60$9df7aecc@127.0.0.1>
Source record: 79025

```
BKproductions 8bit Power!
Software Database Submission Form

- = -

PROGRAM INFO
------------
List as much of the following information about the
program you reviewed as possible. In 'Program Media'
indicate what format the program is in. Under the
'FTP Links' list as many links as you know about.

Program Name :
Program Media :
Publisher :
FTP Links :

EMULATION
---------
Rate the programs performance in the following
emulators with 1=crashed, and 5=perfect. Skip
any emulators you did not test and/or add to the
list any others you used.

XL-It! :
Pokey :
Rainbow95 :
Xformer :

DOCUMENTS
---------
Attach here any documents you may have for the
program you tested. If the documents are online
please indicate the URL the documents are at.

{insert documents here}

CHEATS/EASTER EGGS
------------------
Attach here any cheats or easter eggs you have
for the program you tested. If the cheats or
easter eggs are online please indicate the URL
they are at.

{insert cheats/easter eggs here}
```

WHO ARE YOU?

Your link and name will be used on the same
page as the program you reviewed. Since you
took the time to review a program for us we
will give you a direct link back.

Name To Credit :
URL For Link :
Any Other Info :

Thank-You for filling out this form, please mail
it to blackat@direct.ca as soon as you can. The
results should be updated online within two days.

William "BlacKat" Fisher
=^..^=
BKproductions Online!
blackat@direct.ca
www.ogopogo.com/blackat

3506. 65XEM? Information desired.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961031104334.18586A-100000@labhp31.cs.utah.edu>
Source record: 79026

I am looking for information on the 65XEM machine. Aside from the fact that it was not released, I know nothing about it. I am told that the M stands for Music, but I have not been able to confirm or deny that rumor.

Does anyone out there know anything about this protobeastie?

-Chris

3507. FS: 16 foot Atari extension cords $6 ea 2-4-$10 w/shipping

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <559vb4$2ug@mark.ucdavis.edu>
Source record: 79027
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari.2600

Imagine playing your Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$6 for one or $10 for two, shipping included in the US only.

3508. Anyone Know Rick Ziegler???

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32791ea8.6476511@news.demon.co.uk>
Source record: 79028

Just trying to find out if someone I was buying some cables from is
OK..

I sent Rick Ziegler some cash over a month ago for 2 cables and we
exchanged emails re the cables then suddenly I got no replies from
him??
Before anyone thinks he had the cash and ran...NO the cash stayed in
the Western Union xfer account and was NEVER cashed...

If anyone knows Rick, let me know if he is OK as I would not not like
to think anything had happened to the Guy...

Us Atarians have to stick together!!!!...

Cheers....

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
Nice bloke too!!!

3509. .exe files

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: fj537@cleveland.Freenet.Edu
Message-ID: <55b7ap$72f@alexander.INS.CWRU.Edu>
Source record: 79029

Hello,

I have been using both the XL-it and Pokey Atari emulators for the IBM PCs. They have worked fine for .atr files, but I can't get .exe files (Donkey Kong, Defender, etc.) to work. Can someone please give me some advice for this problem. If you can help please e-mail me at...

mmorocc@garnet.acns.fsu.edu

Thanks for your time.

Mark

3510. Two Atari 800 questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: bkolodzi@sgva-serv1.ucsd.edu
Message-ID: <55bb4f$74c@sdcc12.ucsd.edu>
Source record: 79030

First question, what Atari 800 emulators are out there and for what machines?

Second, I need a new BASIC cartridge for my 800. Does anyone know where I could get one?

Ok, I lied, here's a third question. What the hell was the right cartridge slot for? What did it actually do from you, technically speaking?

Bryan
bkolodzi@sgva-serv1.ucsd.edu

Bryan Kolodziej University of California, San Diego
Visual Arts/Computer Media http://sgva-serv1.ucsd.edu/~bkolodzi

3511. Re: Atari 810 Archiver Set

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080003110961600250001@nntp.netgate.net>
Source record: 79031

In article <559g39$a9b@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA
(Steven J. Tucker) wrote:

> I have 2 Atari 810 disk drives with Archiver copier enhancments, and
> all required software to back up most copy protected software.
>
> Selling as a set only, $80 for both. Includes SIO cables, power supplies,
> etc.

$80 US or Canadian?

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
We did it again! Softball '96: 44G / 30-13-1 / .537, 3 HR
Dole? Clinton? Perot? Puh-leeeeze. You have other choices!
http://www.netgate.net/~ziggy29/whythird.html

3512. Re: Two Atari 800 questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: Robert S Ely <rely@ix.netcom.com>
Message-ID: <32798051.4335@ix.netcom.com>
Source record: 79032

The Hurdy Gurdy Man wrote:

> Ok, I lied, here's a third question. What the hell was the right
> cartridge slot for? What did it actually do from you, technically
> speaking?
>
> Bryan
> bkolodzi@sgva-serv1.ucsd.edu

Bryan,
The right cart port was rarely used. That's why it was discontinued in later models
(XL and XE series). There were a few carts that actually use the right port. Monkey Wrench is one,
but I don't happen to remember any others at the memoent.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3513. Doc's for Game Carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: mpook@freenet.npiec.on.ca
Message-ID: <55ada5$5i7@brain.npiec.on.ca>
Source record: 79033

I recently acquired a box full of game cartridges without documentation.
I would be willing to reimburse the cost to photocopy/mail instructions
for the following programs; Asteroids (Atari), Basketball (Atari), Chess
(Parker), Deluxe Invaders (Roklan), Halftime Battlin' Bands (CBS), Return
of the Jedi (Parker), River Raid (Activision), Track & Field (Atari).

--
Michael Bernard Pook TEL 905-684-9563 FAX 905-988-1137
#22-68 Louth Street, St. Catharines, ON L2E 3X2 Canada
Post Office Box 2274, Niagara Falls, NY 14302-2274 USA
Internet Electronic Address: <mpook@freenet.npiec.on.ca>

3514. PC Xformer 3.2 & 6502 Asm...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: dracul@wbris.starnet.net
Message-ID: <9610311601.D0428Ej@wbris.starnet.net>
Source record: 79034

Hello. I am looking for a copy of PC Xformer 3.2 for DOS...does anyone know where I might be able to find one? I would also be interested in any 8-bit Atari emulators for DOS I might be able to FTP from the Net... I have an 800XL, and would like to program it using assembly. Is there a place on the Net, or does anyone know of a good book, which would teach me 6502 assembly? Kinda cool fact: the Apple IIe has a 6502, and SO DOES MY ATARI! :) I really would appreciate any help on these two topics. If you can help me, please e-mail me as I am not able to read usenet news. Thanx!

BTW - Do you know how to copy cartridges to disk? Thanx again!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

To: comp.sys.atari.8bit@pubnews.demon.co.uk
comp.sys.atari.programmer@pubnews.demon.co.uk

3515. Re: Touchpad questions ...

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: runsun@expert.cc.purdue.edu
Message-ID: <559g5h$lld@mozo.cc.purdue.edu>
Source record: 79035

Hello. I am looking for a copy of PC Xformer 3.2 for DOS...does anyone know where I might be able to find one? I would also be interested in any 8-bit Atari emulators for DOS I might be able to FTP from the Net... I have an 800XL, and would like to program it using assembly. Is there a place on the Net, or does anyone know of a good book, which would teach me 6502 assembly? Kinda cool fact: the Apple IIe has a 6502, and SO DOES MY ATARI! :) I really would appreciate any help on these two topics. If you can help me, please e-mail me as I am not able to read usenet news. Thanx!

BTW - Do you know how to copy cartridges to disk? Thanx again!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

To: comp.sys.atari.8bit@pubnews.demon.co.uk
comp.sys.atari.programmer@pubnews.demon.co.uk

3516. Help ! WTB: 850 interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: cyanosis@slip.net
Message-ID: <cyanosis-3110961717310001@sf-pm8-8-168.dialup.slip.net>
Source record: 79036

I need to get some files off my mac onto my 800xl. anyone selling one or know where to get one?

Thanks

3517. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <3278cef0.903303@news.superlink.net>
Source record: 79037

-Necromancer is one of those rare games on the Atari 8-bit that
-is full of style and atmosphere. That *horrible* sound that
-you hear when the spiders are draining your strength on the last
-stage makes you move *fast*.
-
-Bill Williams also created Alley Cat, while not the same par
-with Necromancer, it certainly is a lot of fun. The only other
-thing I know he did was Salmon Run whichwas an old APX program
-I think. Anyone know of anything else he worked on?
-
- - Joel

Bill Williams wrote one or 2 other 8 bit games, the titles escape me
now. He switched to the Amiga and created Defender of the Crown and
Sinbad, both of which feature trademark Bills excellant sound efx.
After that, dunno

3518. Running binary images on Atari 800 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: rory@menzoberranzan.artemis.com
Message-ID: <RORY.96Oct30180551@menzoberranzan.artemis.com>
Source record: 79162

I am running Atari 800 Emulator v0.60. I have 2 questions:

How do I run binary images?

How do I run Temple of Apshai? (It keeps looking for files on
the tape)

Thanks
--
Rory Toma rory@corp.webtv.net WebTV Networks

: rory@menzoberranzan ; strings - maker3ol.static | grep -i evacuate
What? Evacuate now, in our moment of triumph?
Surely you overestimate their chances.

3519. FS:Box o' Atari 800 stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: milewski@oregon.uoregon.edu
Message-ID: <559dqu$ds5@pith.uoregon.edu>
Source record: 79163

Here's a box of Atari 800 stuff for sale. $35 + postage (box weighs
about 15 pounds) gets the whole thing.

Included:
LJK Letterperfect Wordprocessor w/ original leatherette binder docs
LJK Dataperfect Database w/docs
LJK file transfer utility w/docs
Atari Basic Quick reference Guide
Castle Wolfenstein w/docs
Jumpman w/docs
Temple of Aphsai
Great Cross Country Road Race (box & docs)
Bond Analysis (box & docs)
Stock Analysis (box & docs)
Approx. 50 disks (can be erased and reused) w/disk box
Disk punch (clip SS disk sleeve and use both sides)

Steve
milewski@oregon.uoregon.edu

3520. Re: No sound in Xl-it! 0.16. Suggestions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: mmercado@valdiviaucauachcl
Message-ID: <3278270b.12809344@204.30.237.53XXXXXXXXXnews.zippo.com>
Source record: 79164

On Wed, 30 Oct 1996 23:58:25 GMT, jweaver@bayou.uh.edu (Joel Weaver)
wrote:

(...)
>I'm running Xl-it! 0.16 on a 100 Mhz Pentium with a SB16. Everything
>works fine, except for the sound.
(...)
>Has anyone else experienced this problem?
>More importantly, is there a solution?
>

Hi.

Are you runing Windows 95?

I had same problem when I upgraded my computer.
I fixed it booting with DOS-EMS enabled.

In my system the path is Start/Programs/Accesories/GAmes/DOS-EMS.

Hope it will help you.
Good luck

3521. 8bit POWER VOTING POLLS OPEN!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc705$b1995300$9df7aecc@127.0.0.1>
Source record: 79165

The new web site is nearing completion... we are at over 175 visitors
now... please keep visiting!!!!

To make this web site work I need you all to participate! Please use the
forms I will post to this NG to vote on the top 10 lists and to review your
favorite software (apps, utils, and games)... for inclusion in the web
site!

If you have any questions please e-mail me!

And yes, a <NOFRAMES> version of the site will be on it's way sometime in
the future, as I am a college
student and am limited on time I can not say when... if there are enough
ppl who are limited by frames let me know and I will see what I can do.
JavaScript is here to stay however, I do not plan on making a
non-JavaScript version of the site... I hope this is not a major problem.
=)
--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3522. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: "J. F. Goodwin" <smrgoodw@reading.ac.uk>
Message-ID: <3278668B.7F80@reading.ac.uk>
Source record: 79166

Yogi wrote:

> -And, as for stage 3, how many times do you have to clear the field of
> -headstones? Why are some of the spiders flashing (and invincible)?
>
> Yes, you need to clear the field. Watch your strength. Every time a
> spider hits you OR you hit a spider with your wisp, you lose strength.
>
> Should
> -you be going after spiders and the Necromancer, or the headstones...?
> -
>
> Go after the headstones. After you clear 5 fields of headstones, you
> get to see the ending. (Wasnt worth the 9 months it took me!)
> I used to have a patch to let you cheat.........

You should also try to hit the Mother Spider that's going around
turning the baby spiders into invincible flashing ones, and also
the Necromancer himself. This gives you extra strength. It's
always useful to stop from time to time and hit the Necromancer
a few times. However, on level 5, that's rather difficult...

Necromancer is one of those rare games on the Atari 8-bit that
is full of style and atmosphere. That *horrible* sound that
you hear when the spiders are draining your strength on the last
stage makes you move *fast*.

Bill Williams also created Alley Cat, while not the same par
with Necromancer, it certainly is a lot of fun. The only other
thing I know he did was Salmon Run whichwas an old APX program
I think. Anyone know of anything else he worked on?

- Joel

3523. Atari 810 Archiver Set

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <559g39$a9b@freenet-news.carleton.ca>
Source record: 79167

I have 2 Atari 810 disk drives with Archiver copier enhancments, and
all required software to back up most copy protected software.

Selling as a set only, $80 for both. Includes SIO cables, power supplies,
etc.

Steve

3524. Top 10 / Worst 10 Charts Submission Form

Newsgroup: comp.sys.atari.8bit
Date: 1996-10-31 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc705$e3c19860$9df7aecc@127.0.0.1>
Source record: 79168

```
BKproductions 8bit Power!
Top 10 / Worst 10 Submission Form

- = -

HOW THE TOP/WORST 10 CHARTS WORK
--------------------------------
Each program listed is given a point value
depending on where in the chart it it located:
#1 = 3 points, #2 = 2 points, #3 = 1 point.
These scores are then averaged out with the
total number of voters to date and thus the
Top 10 / Worst 10 charts are made.

Please only vote once, if you change your mind
then please indicate what your old choice was
by placing it in brackets after your new choice.

You do NOT need to vote on all four charts, but
you MUST submit no more, or less, than THREE
programs per chart!

TOP 10 GAMES
------------
#1.
#2.
#3.

WORST 10 GAMES
--------------
#1.
#2.
#3.

TOP 10 APPS
-----------
#1.
#2.
#3.

WORST 10 APPS
-------------
#1.
#2.
#3.
```

Thank-You for filling out this form, please mail
it to blackat@direct.ca as soon as you can. The
results should be updated online within two days.

William "BlacKat" Fisher
=^..^=
BKproductions Online!
blackat@direct.ca
www.ogopogo.com/blackat

3525. Questron???

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32794480.4327211@news.networx.net.au>
Source record: 79038

I believe that this game had the MOST HARDEST disk copy protection ever placed on a disk. I was just wondering if ANYONE has a working copy- whether original or a HACKED copy. I would like a copy of the original just to try and unprotect the disks. If anyone has the original disks, I know you won't part with them- but could you try and send me copies of all the disks. Dont worry about the protection, just skip over the bad sectors- and try to list them if you can. That way I can try and unprotect them, and then I'll send it to Yogi for the Archive. Thank you for any response......

Reply to Stevo <stev@networx.net.au>

3526. ACEC Swap Meet next weekend!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <55bra2$n3g@charm.magnus.acs.ohio-state.edu>
Source record: 79039

Just a reminder to those interested in the swap meet, that it will be held next weekend, Saturday November 9th, 1-4 PM at Chemical Abstracts.

We request a $2 donation at the door, and if you successfully sell more than $30, an additional $3. If you need directions to Chemical Abstracts, send mail to msteve@magnus.acs.ohio-state.edu and I shall give you the directions you need. Any other questions can be sent to me as well.

Thank you for your time,

Michael Steve jr.
The Sequel

Here's a reprint of the message sent some time ago...

A C E C S W A P M E E T

We at ACEC have listened intently to the input of those who have attended our event in the past so as to make them happy. This is what we have done this year:

- Some unhappy people have told us, "ACEC, why do you hold this event in the middle of the worst winter weather that Ohio has to offer?"

Our response this year is to move the event from December to November, where the ending of fall tapers into a somewhat less harsh climate (we hope).

- Some other not completely satisfied people have told us, "ACEC, why do you host this event on a weekday making it almost necessary to risk getting a speeding ticket or causing an accident to make it here whilst braving the idiotically harsh elements of Ohio's December"

Our response this year is to not only include the above point but to also move the date from its well known Wednesday slot and bring it to a lesser known Saturday slot.

- Some other people afflicted by unbalanced Chi have told us, "ACEC, why do you host this event so late in the evening that I can't see the cops as they deviously hide behind the darkened snowdrifts on the splendid Ohio Winter Interstates?"

Our response this year to appease these brethren was to not only include the above two points, but also change the schedule to a more brighter timeframe (we hope) of 1 to 4PM.

- Even another group of do-gooders wanting to improve our event told us, "ACEC, why don't you guys serve food at this thing?"

Our response this year is, well, you just can't please everybody can you?

Atari Computer Enthusiasts of Columbus SWAP MEET
CHEMICAL ABSTRACTS
Olentangy River Rd (corner of Ackerman and Dodridge)
Columbus, OH 43202
SATURDAY NOVEMBER 9TH 1996
1:00 - 4:00 PM

Have something Atari to sell? |_ |_ |_
Looking for something |_ |_ |_
Atari to buy? |_ |_ |_
Come and see what can be found |_ |_ |_
or sold at this event... /_ |_ _
/_ |_ _
~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^ |___ |_ ___ ~^~^~^~^~^~^~^~^~^~^~^~^~^~

P.O.BOX 29103 #### #### ###### #### providing support
COLUMBUS, OHIO 43229-0103 ## ## ## ## ## ## ## for the Atari ST,
####### ## ###### ## TT, Falcon, 8-bit,
Meetings are held the ## ## ## ## ## ## ## Lynx, and Jaguar.
2nd Wednesday of every ## ## ##### ###### #####
Month, 7:30 pm, at
Chemical Abstracts Atari Computer Enthusiasts of Columbus

WE'RE ON THE WEB!!! http://hcgl1.eng.ohio-state.edu/~steve/ATARI/acec.html

3527. Re: Two Atari 800 Questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <55capn$n4@newsbf02.news.aol.com>
Source record: 79040

> Ok, I lied, here's a third question. What the hell was the
> right cartridge slot for? What did it actually do from you,
> technically speaking?

It was used for more technically advanced users -- you know, supplemental carts to work with assembly or basic. In fact, there was this utility called Monkey Wrench II (?) the was for the right slot, to work with Basic in the left slot. I never got to use the right slot myself, and that's all I remember about it. <g>

3528. Re: .exe files

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc7c5$0e67f7c0$95f7aecc@127.0.0.1>
Source record: 79041

> Hello,
>
> I have been using both the XL-it and Pokey Atari emulators for
> the IBM PCs. They have worked fine for .atr files, but I can't
> get .exe files (Donkey Kong, Defender, etc.) to work. Can
> someone please give me some advice for this problem. If you
> can help please e-mail me at...

You need to transfer the .EXE file into an .ATR or .XFD disk image.
I do have a beta version of a program designed to do that, and there are
others availible on the internet as well... my program will be online
on my web site sometime in the near future.

Another answer is to load the .EXE into PC Xformer the same way you would
a disk image. The .EXE file will then be availible as if it was on a
read-only disk image. The file can then be DOS copied (AtariDOS) to a
real disk image.
--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3529. Indus GT drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <55chpn$r6a@kensie.dorsai.org>
Source record: 79042

Hi, I just recently acquired an Indus GT disk drive, but I have a few questions, I didn't get the Dos XL manual, I'm wondering how the Syncromesh thing is supposed to work. It's supposed to speed up disk access, and when I boot Dos XL, it executes a line GTSYNC ON, but subsequent disk access doesn't seem to be any faster (it just makes a different sound when reading sectors).
I figured that maybe it would need a special disk format, so I tried formatting a double density disk with the syncromash on, but disk speeds still seem normal.
Does anybody have any idea what's going on?
Also, since the GTSYNC requires a command line parameter to activate, I can't use it with a regular DOS like Mydos or Atari Dos, are there any device drivers I can download to activate the Syncromesh with these operating systems (I don't really plan on using DOS XL, it seems rather poorly designed to me, I mean, come on, the command for copying files isn't even built-in to the command processor?)?

Anothe rthing. Inside the drive enclosure, on the main circuit board (beneath the bare drive), are two pin-type connectors on the edge of the circuit board that aren't connected to anything, one is a big double-row connector (like 40 pins total or something), and the other is a singel row of five pins, does anybody know what are these connectors used for?

Lastly, can this drive backup my protected disks with the right software, or would it need some sort of upgrade like for the 1050s (tho I've not seen any for the Indus GT)? I mean, I figure since it's got a Z80A processor and all, it must be intelligent or something......

Any help would be appreciated, thanks.

3530. Re: Necromancer!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-0111961131530001@194.125.100.1>
Source record: 79043

In article <3278cef0.903303@news.superlink.net>, scharles@superlink.net (Yogi) wrote:

> Bill Williams wrote one or 2 other 8 bit games, the titles escape me
> now. He switched to the Amiga and created Defender of the Crown and
> Sinbad, both of which feature trademark Bills excellant sound efx.

Those were great games, I think the series had a few that shipped on the Atari ST too. I remember one where you were a "space pilot" and had to save the world from nuclear war by flying to a soviet station and taking it over. That and Sinbad were my favs from that series.

Maury

3531. Atari Equipment, Books, and Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: btrabucc@peganet.com
Message-ID: <55cu4l$bio@andromeda.peganet.net>
Source record: 79044

I am auctioning the following Atari Computer Equipment and Software:

Atari 130XE
Atari 130XE w/ 320k and RamRod OS
Atari 800
Atari 1200XL
Black Box Hard Drive Controller w/ 64k Print Spooler
Black Box Case
20 Meg Hard Drive
Power Supply for the Hard Drive
Atari 1050 Disk Drive w/ US Double
Atari 810 Disk Drive
Atari 810 Disk Drive (Untested)
Magnavox Amber Monitor
Atari 835 Modem (Untested)
Atari 410 Program Recorder
Koala Pad (Untested)
Microflight Joystick
Various Joysticks, controllers, Power Supplies and Cables

Approximately 390 disks full of software, most double sided

Books:
Your Atari Comes Alive
Tricky Tutorial Series
Your Atari Computer
Mapping the Atari
Electronic Computer Projects
Atari Roots
De Re Atari
Atari Technical Manuals

Visit the Auction site at: http://www.ebay.com/aw/item.cgi?item=ybi025010

3532. Re: Doc's for Game Carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc7c4$42272640$95f7aecc@127.0.0.1>
Source record: 79045

> I recently acquired a box full of game cartridges without documentation.
> I would be willing to reimburse the cost to photocopy/mail instructions
> for the following programs; Asteroids (Atari), Basketball (Atari), Chess
> (Parker), Deluxe Invaders (Roklan), Halftime Battlin' Bands (CBS), Return
> of the Jedi (Parker), River Raid (Activision), Track & Field (Atari).

I am setting up a www site that will eventually feature online docs for
most atari 8bit software... if you do manage to get these docs would you
mind forwarding them to me for inclusion in the web site?

--
William "BlacKat" Fisher
=^..^=
BKproductions
blackat@direct.ca
www.ogopogo.com/blackat

3533. Re: XL-it! 0.16 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: bond@access4.digex.net
Message-ID: <55d8k5$54u@access4.digex.net>
Source record: 79046
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

In article <54lm2n$fck@info.cyf-kr.edu.pl>,
Tomasz Slodkowicz <slodki@virgo.ii.uj.edu.pl> wrote:
>Jeff Colbert (jcolbert@earthlink.net) wrote:
>: It just sits there in windows, in dos it locks the computer up, and I
>: have power-cycle it. Warm boot won't work. System is 120mhz Compaq
>: pentium with 24 megs ram, and no sound board. Yes, I did use the
>: -nosound switch.
>
>I noticed that user interface added to emul. don't work. So, if you run
>XL-it 0.16 without any command line options - when interface should start -
>it hangs your computer. Also when you press F8 in emulator...
>
>But it works fine on my 486dx4/133 (about 200% of real atari...)

I've only played with it for a few minutes...first time using XL-it. But
I fixed that problem (in my case).

It doesn't like QEMM. I had the same problem. I switched to my emm386
old junky boot and it worked fine. Pain tho....

--
_ _ _ mailto:bond@access.digex.net
| | |_' / `_| http://www.access.digex.net/~bond
|_| ._| / |_. -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Atari and OS/2 =-=-=-see WWW for PGP public key=

3534. Re: Indus GT drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <55dg19$gbf@darla.visi.com>
Source record: 79047

> Sapphire@innonyc.com (Janice in NYC) writes:
> Hi, I just recently acquired an Indus GT disk drive, but I have a few
> questions, I didn't get the Dos XL manual, I'm wondering how the
> Syncromesh thing is supposed to work. It's supposed to speed up disk
>
(SNIPPED) It's messy and if you don't plan on using DOS XL,
you'll have to use SDX (SpartaDOS X) to take advantage of the Indus
high speed mode. I don't know of any other DOS that supports the INDUS
GT Syncromesh mode.

> Anothe rthing. Inside the drive enclosure, on the main circuit board
> (beneath the bare drive), are two pin-type connectors on the edge of
> the circuit board that aren't connected to anything

These were for a 64K add on board that would allow the user
to run CP/M type programs.
>
> Lastly, can this drive backup my protected disks with the right
> software, or would it need some sort of upgrade like for the 1050s

No. I've owned 4 of the Indus GT drives, still have 2 working
ones and as much as I've wanted such a thing, it was never done. For
this you need a 1050 with the CSS Super Archiver II AND the Bitwriter.
The last I heard the Bitwriter's were sold out and CSS didn't have enough
demand to make another production run.

I've assumed here that your INDUS is one of the later ones,
marked on the bottom "Future Systems, Inc". If not, there is a good
chance that it is not Syncromesh capable unless the PROM on the
main board has been upgraded. Can it BOOT and use a Dual Density
floppy (DOS 2.5, not DOS 3)? If so it has the latest PROM.

Hope this helps; Rich Mier

3535. Re: Indus GT drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <55dpfi$5f5@kensie.dorsai.org>
Source record: 79048

rbmier@visi.com (Rich Mier) wrote:

> (SNIPPED) It's messy and if you don't plan on using DOS XL,
>you'll have to use SDX (SpartaDOS X) to take advantage of the Indus

This is the cartrdige, right?

>high speed mode. I don't know of any other DOS that supports the INDUS
>GT Syncromesh mode.

Oh, I thought all that would be needed was a device driver, like with
teh Happy drives......

> I've assumed here that your INDUS is one of the later ones,
>marked on the bottom "Future Systems, Inc". If not, there is a good

No, mine says 'Indus Systems', but......

>chance that it is not Syncromesh capable unless the PROM on the
>main board has been upgraded. Can it BOOT and use a Dual Density
>floppy (DOS 2.5, not DOS 3)? If so it has the latest PROM.

....it can boot from a dual density floppy, so I guess it's been
upgraded.

So Synchromesh isn't like a special skewed-sector format (like the US
Doubler formats), but rather a way to actually speed up disk access on
even a regular-formatted disk?

Still doens't seem to make any difference, I'll try it again but I'll
pay more attention to the loading times (I was just running the small
utilities from the DOS XL disk, so maybe I'll try loading a large
program and see if there's any difference).

Thanks for your help.

3536. Re: Two Atari 800 Questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: davepat@total.net
Message-ID: <55d2ba$67o@newsfeeder.total.net>
Source record: 79049

In article <55capn$n4@newsbf02.news.aol.com>, eplicon@aol.com says...
>
>> Ok, I lied, here's a third question. What the hell was the
>> right cartridge slot for? What did it actually do from you,
>> technically speaking?
>
>It was used for more technically advanced users -- you know, supplemental
>carts to work with assembly or basic. In fact, there was this utility
>called Monkey Wrench II (?) the was for the right slot, to work with Basic
>in the left slot. I never got to use the right slot myself, and that's
>all I remember about it. <g>

Actually, it was intended to permit add-ons to carts. The Left Cart port
had all the same lines; that's why it never really caught on.

Dave

3537. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <327a86ff.1182367@news.superlink.net>
Source record: 79050

On 31 Oct 1996 17:08:38 GMT, davepat@total.net (David A. Paterson)
wrote:

-In article <5591dt$o8r@newsbf02.news.aol.com>, twonoahs@aol.com
says...
->
->I am always worried about my copy of M.U.L.E. going bad, too. It's
lasted
->all this time without going, but I know it is only a matter of time
before
->I go to boot it up and I get nothing. I can't copy it becuase of the
bad
->sctor or whatever it contains, I even have an Indus disk drve that
lets
->you see what sector they made bad and I have Diskey the copying
Utility
->and Disk Doctor, but I can't seem to beable to make a working
backup.
->Anyone know how I could back it up?
-
-It takes the CSS BitWriter/Superarchiver combo. It uses 34 sector
tracks.
-Impossible to copy with a standard drive; if your drive if too far
out of
-spec with its speed you can't boot it properly.
-
-Dave
-

No copy of MULE I ever ran across used 34 sector tracks, 21 sector
tracks, yes.
Why not d/l the cracked archive copy and put your original away.

3538. Re: 65XEM? Information desired.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: davepat@total.net
Message-ID: <55e0mr$pm2@newsfeeder.total.net>
Source record: 79051

In article <Pine.HPP.3.95.961031104334.18586A-100000@labhp31.cs.utah.edu>,
strong@facility.cs.utah.edu says...
>
>
>
>I am looking for information on the 65XEM machine. Aside from the fact
>that it was not released, I know nothing about it. I am told that the M
>stands for Music, but I have not been able to confirm or deny that rumor.
>
>Does anyone out there know anything about this protobeastie?
>
> -Chris

It was supposed to integrate the AMY chip for enhanced sound. AMY never
made it out; there were many problems, apparently. Anyone from inside Atari
in those days who can fill us in?

3539. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080000111961702240001@nntp.netgate.net>
Source record: 79052

In article <55cjte$r6a@kensie.dorsai.org>, Sapphire@innonyc.com (Janice in NYC) wrote:

> davepat@total.net (David A. Paterson) wrote:
>
> >It takes the CSS BitWriter/Superarchiver combo. It uses 34 sector tracks.
> >Impossible to copy with a standard drive; if your drive if too far out of
> >spec with its speed you can't boot it properly.
>
> Why bother? I saw a downloadable copy of MULE on somebody's Web page
> (sorry, forgot the URL), so I downloaded it, it seems to work fine (I
> haven't really played it yet, I just booted it).

A copy of the disk that can be transferred to floppy and booted
on the Atari, or merely an ATR image which only works on an emulator?

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
We did it again! Softball '96: 44G / 30-13-1 / .537, 3 HR
Dole? Clinton? Perot? Puh-leeeeze. You have other choices!
http://www.netgate.net/~ziggy29/whythird.html

3540. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <55cjte$r6a@kensie.dorsai.org>
Source record: 79053

davepat@total.net (David A. Paterson) wrote:

>It takes the CSS BitWriter/Superarchiver combo. It uses 34 sector tracks.
>Impossible to copy with a standard drive; if your drive if too far out of
>spec with its speed you can't boot it properly.

Why bother? I saw a downloadable copy of MULE on somebody's Web page
(sorry, forgot the URL), so I downloaded it, it seems to work fine (I
haven't really played it yet, I just booted it).

3541. Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <55d42a$npg@usenetp1.news.prodigy.com>
Source record: 79054

The SX212 has both RS232 and SIO ports. There are drivers that allow you to connect it directly to the SIO. The "box" that is needed for modems with only RS232 ports is an Atari 850 interface, a PR Connection, or whatever it takes to convert SIO to RS232. Another route is through the expansion port on XLs and XEs as the MIO box does.

3542. Two Atari 800 questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-01 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <327a6228@pianosa.demon.co.uk>
Source record: 79055

Whilst reading the usual rubbish I find here, The Hurdy Gurdy Man wrote
something interesting to All about Two Atari 800 questions.:

Hello The,

THG> Ok, I lied, here's a third question. What the hell was the right
THG> cartridge slot for? What did it actually do from you, technically

It was originally intended for use with stuff that couldn't be put in a 8k
cart. Then somebody "discovered" bank switching, so effectively making it
redundant.

There are one or two carts that need to be placed in the right slot, though.
One of them was called Monkey Wrench II, which allowed the user to access a
basic monitor, and added one or two hacks to the Atari's OS. Funnily enough,
I've just completed negotiations for the sale of MWII.

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... You are my inspiration of how not to be. You are my inspiration to
achieve a better way of life. - The Beautiful Dead; Killing Joke

3543. Just try this, it will work

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: sbolting@nemonet.com
Message-ID: <84.6541933268309@news.nemonet.com>
Source record: 78969
Cross-posted to: alt.binaries.atari,alt.warez.atari,fido.ger.atari,alt.warez.atari-st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.binaries.atari.d,maus.sys.atari.desktop,maus.sys.atari.f030,maus.sys.atari.hardware,maus.sys.atari.mint,maus.sys.atari.okami,comp.sys.atari.programmer,lightspeed.rechner.atari.selbstgeschrieben,lightspeed.rechner.atari.software,maus.sys.atari.software,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.talk,alt.support.ataxia,alt.christnet.atheism,uk.sport.athletics,fr.biz.d

Take five minutes to read this and it WILL change your life.

The Internet has grown tremendously. It doubles in size every 4 months. think about it. You see those 'Make.Money.Fast' posts more and more. That's ... because it WORKS ! So I thought, all those new users might make it work. And I decided to try it out, a few months ago. Besides, whats $5.00, I spend more than that in the morning on my way to work on coffee and cigs for the day. So I sent in my money and posted. Everyone was calling it a scam, but there are SO many new users from AOL, Netcom, etc. they will join in and make it work for you.

Well, two weeks later, I began recieving bucks in the mail! I couldn't believe it! Not just a little, I mean big bucks! At first only a few hundred dollars, then a week later, a couple of thousand, then BOOM. By the end of the fourth week, I had recieved nearly $47,000.00. It came from all over the world. And every bit of it perfectly legal and on the up and up. I've been able to pay off all my bills and still had enough left over for a nice vacation for me and my family.

Not only does it work for me, it works for other folks as well. Markus Valppu says he made $57,883 in four weeks. Dave Manning claims he made $53,664 in the same amount of time. Dan Shepstone says it was only $17,000 for him. Do I know these folks? No, but when I read how they say they did it, it made sense to me. Enough sense that I'm taking a similar chance with $5 of my own bucks. Not a big chance, I admit--but one with incredible potential, because $5 is all anyone ever invests in this system. Period. That's all Markus, Dave, or Dan invested, yet their $5 netted them tens of thousands of dollars each, in a safe, legal, completely legitimate way. Here's how it works in 3 easy steps:

STEP 1.

Invest your $5 by writing your name and address on five seperate pieces of paper along with the words: "PLEASE ADD ME TO YOUR MAILING LIST." (In this way, you're not just sending a dollar to someone; you're paying for a legitimate service.) Fold a $1 bill, money order, or bank note inside each paper, and mail them by standard U. S. Mail to the following five addresses:

1- Fern Suarez
Mallorca 112
Hato Rey, P.R., USA, 00917

2- Philippe
2104 De Mexico
Chomedey, Laval
Quebec, Canada
H7M 3C6

3- Natalie Jansen
Lancveldlaan 18
5671 CN Nuenen
Holland

4- Chad Collier
2785 Cold Springs Rd. #49
Placerville, CA 95667

5- Steve Boltinghouse
1009 Bird St.
Hannibal, MO 63401

STEP 2.

Now remove the top name from the list, and move the
other names up.This way, #5 becomes #4 and so on.
Put your name in as the fifth one on the list.

STEP 3.

Post the article to at least 250 newsgroups. There are at
least 19000 newsgroups at any given moment in time.
Try posting to as many newsgroups as you can. Remember
the more groups you post to, the more people will see your
article and send you cash!

STEP 4.

You are now in business for yourself, and should start seeing
returns within 7 to 14 days! Remember, the Internet is new
and huge. There is no way you can lose.

Now here is how and why this system works:

Out of every block of 250 posts I made, I got back 5 responses.
Yes, thats right,only 5. You make $5.00 in cash, not checks or
money orders, but real cash with your name at #5.

Each additional person who sent you $1.00 now also makes 250
additional postings with your name at #4, 1000 postings. On
average then, 50 people will send you $1.00 with your name at
#4,....$50.00 in your pocket!

Now these 50 new people will make 250 postings each with your
name at #3 or 10,000 postings. Average return, 500 people= $500.
They make 250 postings each with your name at #2= 100,000
postings=5000 returns at $1.00 each=$5,000.00 in cash!

Finally, 5,000 people make 250 postings each with your name at
#1 and you get a return of $60,000 before your name drops off
the list.And that's only if everyone down the line makes only 250
postings each! Your total income for this one cycle is $55,000.

From time to time when you see your name is no longer on the list,
you take the latest posting you can find and start all over again.

The end result depends on you. You must follow through
and repost this article everywhere you can think of.
The more postings you make, the more cash ends up in
your mailbox. It's too easy and too cheap to pass up!!!

So thats it. Pretty simple sounding stuff, huh? But believe me, it
works. There are millions of people surfing the net every day, all
day, all over the world. And 100,000 new people get on the net
every day. You know that, you've seen the stories in the paper.
So, my friend, read and follow the simple instructions and play
fair. Thats the key, and thats all there is to it. Print this out
right now so you can refer back to this article easily. Try to keep
an eye on all the postings you made to make sure everyone is
playing fairly. You know where your name should be.

If you're really not sure or still think this can't be
for real, then don't do it. But please print this article and pass it
along to someone you know who really needs the bucks, and see
what happens.

REMEMBER....HONESTY IS THE BEST POLICY.YOU DON'T
NEED TO CHEAT THE BASIC IDEA TO MAKE THE BUCKS!
GOOD LUCK TO ALL, AND PLEASE PLAY FAIR AND YOU WILL
WIN AND MAKE SOME REAL INSTANT FREE CASH!

*** By the way, if you try to deceive people by posting the messages
with your name in the list and not sending the bucks to the people
already included, you will not get much. I know someone who did this
and only got about $150 (and that's after two months). Then he sent
the 5 bills, people added him to their lists, and in 4-5 weeks he had
over $10,000!

TRY IT AND YOU'LL BE HAPPY!!! :o) !!!!!!!!!!

3544. Atari 800 stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CB7411.10C1000E94.uuout@compudata.com>
Source record: 78970

```
Atari Items for Sale plus shipping

Atari 800 Computer with power supply ..... $44
Atari XMM801 printer..... $39
Atari 1020 Printer..... $25
Atari XM301 Modem..... $19
Atari 1050 Disk Drive ..... $29
Atari 410 Program Recorder (tape deck) (2)..... $24
Atari 400 Program Recorder (tape deck)..... $19
Double Atari Cable - two joysticks to one port etc.. $10
Gemstick Joystick..... $13
Cables for Atari etc from Chelco (6) ..... $ 8 each
Commodore 1701 Monitor..... $49
Paddles (4)..... $ 8 each
Atari Controllers (4)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Diskette w/box & docs.... $20
.....

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
```

Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)

Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Jungle Hunt Missile Command

Memory Manor by Fisher Price w/box & docs
Pilot w/Turtle Graphics w/box & docs
Sesame Street Ernie's Magic Shapes w/box & docs
Sesame Street Big Birds Special Delivery w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc

Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

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Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

generic@voicenet.com (soon) gene.ehrich@compudata.com

• OLXWin 1.00b • What's another word for "thesaurus"

3545. ***** FRE INTERNET ****

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: Respondby@mail.com
Message-ID: <55glsn$bdn@chaos.wg.com>
Source record: 78971

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3546. Re: 1050 and 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: ernstk@delphi.com
Message-ID: <xvOxfZQ.ernstk@delphi.com>
Source record: 78972

Peter M. Cline <pmc7288@is.nyu.edu> writes:

>I just acquired a 1050 which I am attempting to use with my 600xl. I

Peter,
I have both the 600XL (16K) and the 1050. The disk drive works with
DOS 2.0S. But you have only 5885 bytes left. Without the drive 11502 bytes.
When I tried DOS 2.5 (which I use with the 130XE), I get the condition that
you reported. Except the message before the screen goes crazy is:
"Setting up 130XE Ram Disk". Next I made up a boot disk with just
DOS.SYS and DUP.SYS (RAMDISK.COM deleted). Now I could boot with DOS 2.5
which leaves you with more memory (7698 bytes). Which isn't a whole lot. I
made myself a memory module (4K) that plugs into the Expansion bus. That
helped a little. I think there was a plug-in memory expansion. Try Best
or Toad. Do you live in NY? (nyu.edu !) I live in Queens.
Regards, Klaus Ernst NYC,USA
Toad Computers 800-448-8623 or 410-544-6943
Best 408-243-6950 (I think)

3547. FS:ATARI 800,810,830,850

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: Mark Readinger <75130.1576@CompuServe.COM>
Message-ID: <55g25r$1do$1@mhadf.production.compuserve.com>
Source record: 78973

Have an 800 with 810 disk drive, 830 modem and 850 interface.
Power supplies, cables software.
Will ship in US
$100
readinge@biddeford.com
Mark Readinger

3548. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <55eadf$t6u@nadine.teleport.com>
Source record: 79056
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking. At BSC's Web Page you'll View, and
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FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to
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them to you by E-Mail Only. I'll get back to you after the weekend.
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www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3549. Help with Sparta DOS! Where is FTE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <55ebem$i2@nadine.teleport.com>
Source record: 79057

Can someone help me? I'm looking for help with Sparta DOS. I tried to
Download these 4 files from the University of Michigan:
fte32g.arc ftesd32f.dcm ftedrxb.dcm ftesdtka.dcm
I downloaded these files and use the proper Utilities to either
UnARC or DiskComm them and all 4 files are corrupt. I tried downloading
them again and tried again and the DiskComm/UnARC still said it was
corrupted. I believe the files on University of Michigan are corrupt.
I need to get the ShareWare version of Sparta DOS plus other software
that goes with it. I would also like to contact Mike Hohman.
Please direct all replies through E-Mail to: bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3550. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <55ebmu$m0@nadine.teleport.com>
Source record: 79058
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him.
We were in the middle of a Trade and after I received my part of the
Trade, I lost touch with him. And I still need to complete the Trade.
If anyone can help... An E-Mail Address, a Phone Number. Direct any and
all Replies through E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
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www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3551. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <55eg55$fr@darla.visi.com>
Source record: 79059

> scharles@superlink.net (Yogi) writes:
> On 31 Oct 1996 17:08:38 GMT, davepat@total.net (David A. Paterson)
> wrote:
>
> -In article <5591dt$o8r@newsbf02.news.aol.com>, twonoahs@aol.com
> says...
> ->
> ->I am always worried about my copy of M.U.L.E. going bad, too. It's
> lasted

(SNIP)
> -
>
> No copy of MULE I ever ran across used 34 sector tracks, 21 sector
> tracks, yes.
> Why not d/l the cracked archive copy and put your original away.
>
>
>>>>
The Super Archiver II can handle it without the Bitwriter but
you must use the 'Sycronized Mode', I think that's what it's called. It's
much slower, but it will boot and run correctly.

3552. Re: No sound in Xl-it! 0.16. Suggestions?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.388.00141D2F@mindspring.com>
Source record: 79060

In article <01bbc700$504ef5a0$9df7aecc@127.0.0.1> "William \"BlacKat\" Fisher"
<blackat@direct.ca> writes:
>From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
>Subject: Re: No sound in Xl-it! 0.16. Suggestions?
>Date: 31 Oct 1996 07:55:03 GMT

>> Hi everybody!
>>
>> I'm running Xl-it! 0.16 on a 100 Mhz Pentium with a SB16. Everything
>> works fine, except for the sound. When a game should be making
>> sounds, like the intro to M.U.L.E. or an encounter in AR: The Dungeon,
>> all that comes through the speakers is a muted hiss. I have the .WAV
>> files in the /SAMPLES directory, and have tried toggling just about
>> every option, to no avail. Has anyone else experienced this problem?
>> More importantly, is there a solution?

>I am running a P-120 in Windows95... one thing I noticed was that I had to
>add the BLASTER environment variable to my autoexec.bat to make Xl-It! do
>sound.

>CONFIG.SYS
>device=c:\windows\himem.sys
>device=c:\windows\emm386.exe ram highscan
>fileshigh=50
>buffershigh=30
>dos=high,umb

>AUTOEXEC.BAT
>@ECHO OFF
>SET SOUND=C:\PROGRA~1\CREATIVE\AWE32
>SET MIDI=SYNTH:1 MAP:E MODE:0
>SET BLASTER=A220 I5 D1 H5 P330 E620 T6

>This is what my config.sys and autoexec.bat look like and I get GREAT sound
>in Xl-It!

I'm not sure if EMS is necessary for sound in Xl-It, as I
haven't tried it, but Microsoft says EMM386 is completely
superfluous in Win95. Since Win95 is capable of managing
both extended and expanded (the equivalent of the ram option
you have selected, which has always been buggy) it is not
needed unless you drop down to DOS. For that purpose, I use
a multi-boot into either Win95 GUI or DOS 7. There is a
noticeable speed increase if you delete it from your config.sys.

My config looks like this:

```
[menu]
menuitem=WIN95,Windows 95
menuitem=WINDOS,Windows DOS
menudefault=WIN95,15
[WIN95]
DEVICE=C:\WINDOWS\HIMEM.SYS /testmem:on
/testmem:off
rem DEVICE=C:\WINDOWS\EMM386.EXE ram x=a000-c7ff
dos=UMB
DEVICE=C:\DOS\EANSI.SYS
SHELL=C:\COMMAND.COM C:\ /e:1024 /p
dos=high
lastdrive=g:
DEVICEhigh=C:\TSCSI\MA13B.SYS
Devicehigh=C:\TSCSI\TSCSI.SYS
buffers=40
[WINDOS]
DEVICE=C:\WINDOWS\HIMEM.SYS
/testmem:off
Dos=UMB
DEVICEhigh=C:\DOS\EANSI.SYS
SHELL=C:\COMMAND.COM C:\ /e:1024 /p
dos=high
lastdrive=k:
DEVICEhigh=C:\TSCSI\MA13B.SYS
Devicehigh=C:\TSCSI\TSCSI.SYS
rem ---------------------- MTM ATAPI CD-ROM ----------------------
DEVICEhigh=C:\mtm\mtmcdai.sys /d:mtmide01
rem ---------------------- MTM ATAPI CD-ROM ----------------------
buffers=40
```

My autoexec is this:

```
SET MIDI=SYNTH:1 MAP:E
@echo off
cls
SET PATH=C:\WINDOWS;C:\WINDOWS\COMMAND;C:\;C:\DOS;C:\BATS;C:\TOOLS;C:\SB16;C:\TSCSI;E:\PSH
OP\PLUGINS\
cd\
SET BLASTER=A220 I5 D1 H5 P330 T6
SET SOUND=C:\SB16
SET L=C:\DOS
C:\SB16\SB16SET /Q /M:255 /VOC:220 /CD:220 /MIDI:200 /BASS:160 /TREBLE:220 /LINE:0
/mic:220
set temp=c:\temp
prompt $e[s$e[24A$e[1D$e[K$e[47;33m $p $d $t$h$h$h %config% $e[37;40m$e[u$n$g
goto %config%
:WINDOS
SET PATH=C:\WINDOWS;C:\WINDOWS\COMMAND;C:\;C:\DOS;C:\BATS;C:\TOOLS;C:\SB16;C:\TSCSI;C:\MOU
SE;E:\PSHOP\PLUGINS\
c:mouse\cloaking.exe
C:\MOUSE\MOUSE
```

```
C:\WINDOWS\COMMAND\MSCDEX.EXE /D:MTMIDE01 /M:4 /L:G
goto END
:WIN95
win
:END
```

And MSDOS.SYS should be edited to this:

```
[Options]
BootMulti=1
BootGUI=0
Network=1
```

Don't change anything in MSDOS except the options.

By the way, the prompt is one I've used since DOS 3.3.

Bruce Willard bwillard@mindspring.com

3553. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <55ett3$ffb@kensie.dorsai.org>
Source record: 79061

ziggy29@netgate.net (Tim Irvin) wrote:

>A copy of the disk that can be transferred to floppy and booted
>on the Atari, or merely an ATR image which only works on an emulator?

It's an ATR image. But I think there are utilities available that let
you transfer ATR images to disk.
If you have a SIO2PC cable you can use APE to do this.

3554. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: davepat@total.net
Message-ID: <55eqtn$jo9@newsfeeder.total.net>
Source record: 79062

In article <55cjte$r6a@kensie.dorsai.org>, Sapphire@innonyc.com says...
>
>davepat@total.net (David A. Paterson) wrote:
>
>>It takes the CSS BitWriter/Superarchiver combo. It uses 34 sector tracks.
>>Impossible to copy with a standard drive; if your drive if too far out of
>>spec with its speed you can't boot it properly.
>
>Why bother? I saw a downloadable copy of MULE on somebody's Web page
>(sorry, forgot the URL), so I downloaded it, it seems to work fine (I
>haven't really played it yet, I just booted it).
>
>
Yeah, I've got the DisCommed version as well, but we were talking about
making copies, and that's the only way I know of to copy the full disk, copy
pro and everything.

Dave

3555. New poLisH site!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: mfranczak@ajax.umcs.lublin.pl
Message-ID: <55f4pa$b0q@helios.man.lublin.pl>
Source record: 79063

Hi all atarians!

New Polish WWW for Atari 8bit was opened !!! /still under construction/.
There are a lot of programs: the best Polish demos, graphics editors
(for interlace), various graphics made by scene gfx-mans,
msx composers (MPT, CMC, FC, etc.) with a lot of example musics.

Novelty!!:
* ProTracker for atari8 - it's a player for music
modules in format .MOD (you know: from Amiga or PC), and you can edit
modules!!! It's use 4*4bit Pokey or 4*8bit Covox!
(You will found an electronic scheme of 4 channels 8bit Covox in this WWW)
* InterPainter - new editor for paint in Interlace mode!!

In this WWW you can found there all links to Polish WWW about 8bit machine !!!
(for example link to FTP of Taquart group - most of progs, demos and games)

New interesting items will put to this site from time to time!!

* * *

So, i'm invite you to go to this site (an official TIGHT group page):
http://ajax.umcs.lublin.pl/~mfranczak

* * *

P.S.
If you have your www about atari, please add link for this page :-)

3556. Atari 8-Bit Computers: Frequently Asked Questions

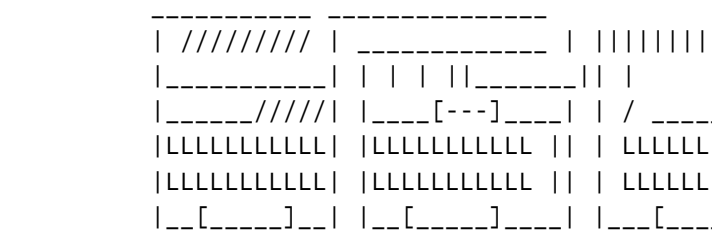
Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_846933053@rtfm.mit.edu>
Source record: 79064
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: 60 days
Last-modified: October 21, 1996

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List



130XE 800XL 800

400 1200XL 65XE XE Game System

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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The Atari 8-Bit Computers Frequently Asked Questions List was created to
provide answers to many commonly asked questions found in the Internet's
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. It is in
a constant state of development, and comes with no guarantees. If you
see any problems, I need to hear from you!

--- Where to get the latest copy of the 8-bit Atari FAQ List ---

The home of many FTP archive sites, automatically updated regularly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web version, automatically generated regularly:
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html

http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.faq.html

Usenet newsgroups where this FAQ list is automatically posted regularly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 0.1) Table of contents

0.1) Table of contents

Introduction
1.1) What is an Atari 8-bit computer?
1.2) What can I do with an 8-bit Atari?
1.3) What are the performance specifications of the 8-bit Atari?
1.4) What is the internal layout of the 8-bit Atari?

Usenet
2.1) What is comp.sys.atari.8bit?
2.2) What is comp.sys.atari.announce?
2.3) What is comp.sys.atari.advocacy?
2.4) What is comp.sys.atari.programmer?
2.5) What is comp.emulators.misc?
2.6) What is comp.emulators.announce?
2.7) Where can I post Atari binaries?

E-Mail
3.1) What is the Info-Atari8 Digest?
3.2) What is INFO-A8?
3.3) How can I retrieve files from FTP sites by e-mail?
3.4) How can I post to Usenet newsgroups by e-mail?
3.5) How can I access the World Wide Web by e-mail?

Software Archives
4.1) What is the University of Michigan Archive?
4.2) What is the Boston Archive?
4.3) What is the PVV Archive?
4.4) What is the ClarkNet Archive?
4.5) What is the Gatekeeper's Archive?
4.6) What is the QACE Archive?
4.7) What is the Polish Demo Archive?
4.8) What is the Slovakian Archive?

Telnet
5.1) What is the Cleveland Free-Net Atari SIG?
5.2) What is the National Capital Free-Net Atari Users SIG?
5.3) What is the Victoria Free-Net Atari Computer Users SIG?

5.4) What is the Closer To Home BBS?
5.5) How can I access the World Wide Web by Telnet?

World Wide Web
7.1) What WWW pages support the 8-bit Atari?

IRC
8.1) What IRC channels discuss the 8-bit Atari?

File Formats
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?
9.2) What is an .arc file?
9.3) What are the .DCM, .ATR, and .XFD file formats?
9.4) What are the .XMO and .BIN file formats?

Emulation
10.1) What 8-bit Atari emulators exist for other computing platforms?

File Transfer Solutions
11.1) What are the best terminal emulators available?
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?
11.3) Can I read/write MS-DOS disks on an 8-bit Atari?
11.4) How do I transfer files using a null modem cable?

Storage Media
12.1) What 5.25" floppy disk drives are available?
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?
12.3) What do I need to connect a hard drive to my 8-bit Atari?
12.4) What is SIO2PC?

General Interest
13.1) What's the best DOS for the Atari?
13.2) What hardware has Atari created in the 8-bit computer line?
13.3) What are the power-supply requirements for my Atari components?
13.4) What are the pinouts for the...?
13.5) What BBS software can be used on the Atari?
13.6) What version of Atari BASIC do I have?
13.7) What are the Standards for Used 8-Bit Stuff?
13.8) What games support 4 simultaneous players on the 400/800?
13.9) Why should I disconnect the 810/1050 power supply before connecting or disconnecting SIO cables?

Other Documents of Interest
14.1) What vendors, developers, or publishers support the 8-bit Atari?
14.2) Where is my nearest 8-bit Atari BBS?
14.3) Where is my nearest 8-bit Atari user group?
14.4) How do I use my new or emulated Atari?
14.5) What prominent Atarians are reachable by e-mail?

Suggested topics, unwritten as yet: (volunteers?!)
How fast of a modem can my Atari display keep up with?
-with Ultraspeed roms?
-with XEP-80

-with any particular terminal program

What is the XEP 80?

What programming languages are available for the Atari?

What kinds of replacement ROMS?
-CSS Ultraspeed+
-Omnimon
-(there's another that I can't remember- SLCC uses it, I think)

What kinds of monitors can I use with my Atari?
-Color Composite with separate chroma\luminance
-Commodore 1702
-Commodore 1084/1084s(stereo)
-can be used with ST or Amiga _and_ 8-bit
-monitor cable requirements
-400/600XL lack monitor port entirely
-800XL lacks separate chroma/lumi (can be added) as 800/XE
-XEGS totally different plug (RCA jacks) lacks chroma\lumi
-XEP80 has composite monochrome

Video Upgrades
-Adding chroma\lumi to 800XL
-Super Video Upgrades
-800XL
-130XE
-1200XL
How can I make my commercial boot disk (tape, cart)
into a load file or disk image?

What is APE?

Subject: 1.1) What is an Atari 8-bit computer?

400 800 1200XL 600XL 800XL 65XE 130XE XE Game System

It was 1979 when Atari, Inc. entered the home computer market with the introduction of the 800 and the 400 computer systems. (The 400/800 models were first shown publicly in November 1978). These MOS Technology 6502-based systems run at a clock speed of 1.79 MHz, offering 256 colors displayable simultaneously, up to 320x192 graphics resolution and up to 40x24 text resolution in 11 graphics modes and 5 text modes. Video may be displayed either on a composite video monitor in the case of the 800, or on a standard television for both systems. 4 independent sound voices are available through the audio output of the television or monitor, each with a 3 1/2 octave range, plus there is a built-in speaker for key-click and other programmable sounds. The 800 has a second cartridge port and a full-stroke keyboard, while the 400 has a single cartridge port and a membrane keyboard. Each has 4 serial controller ports and an Atari Serial Input/Output port. Originally, both the 400 and 800 were sold with 8K RAM,

but later most 800's were sold with 48K and 400's with 16K. Each includes the 10K Atari Operating System in ROM.

The introduction of the 1200XL in 1982 marks the single largest advance in the 8-bit Atari system. The 1200XL runs most software and hardware designed for the 800 and 400, but now runs a slightly more advanced 6502C microprocessor, and includes a full 64K RAM. The single cartridge and monitor ports remain, along with 2 controller ports. In addition, the 1200XL includes 4 programmable Function keys and a Help key, built-in diagnostic and graphics demonstration programs, and probably the favorite keyboard of any 8-bit Atari computer. Clicks previously outputted through the built-in speaker are now heard from the television or monitor's speaker. The revised 14K Operating System offers many new features, including an alternate International Character Set.

In 1983 Atari replaced the 1200XL/800/400 line-up with the new 800XL and 600XL. These new machines include most of the features of the 1200XL minus the Function keys and the demo program. But now both the 800XL and 600XL have the Atari BASIC language built-in. In addition, these two systems offer the Parallel Bus Interface, providing direct memory access to the heart of the computer. The 800XL contains 64K RAM while the 600XL has 16K RAM.

The new Atari Corp. delivered on its promise to advance the 8-bit Atari system by replacing the 800XL/600XL with the new 130XE and 65XE in 1985. The 65XE is nearly identical to the 800XL in features, minus the PBI. The 130XE, however, offers 128K RAM, plus a few special new graphics capabilities. In addition, the 130XE replaces the PBI port with the Enhanced Cartridge Interface, continuing the powerful feature of direct memory access.

In a change of marketing strategy, Atari introduced the new XE Game System in 1987. Despite its label, the XEGS is a true 8-bit Atari computer system. It offers the convenience of a detachable keyboard and built-in Missile Command game, while offering 64K RAM and full compatibility with the 65XE.

Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 1992.

On August 1, 1996, Atari Corp. (http://www.atari.com/) became a division of upstart disk drive manufacturer JTS (AMEX:JTS). In the short term, Atari is to continue supporting their Jaguar 64-bit home game console as a division of JTS.

Founded in 1994, JTS Corporation develops and manufactures hard disk drives for the computer industry. JTS has recently introduced its new 3 Nordic product for the portable computer market. Headquartered in San Jose, California, with manufacturing facilities in Madras, India, JTS employs 1,300 people worldwide.

Subject: 1.2) What can I do with an 8-bit Atari?

What can you do with an 8-bit Atari computer system? Virtually anything you can do with any other type of computer!

Programming? Pascal, C, BASIC, Logo, Pilot, Forth, Lisp, 6502 assembler... Plus powerful unique languages like Action! and QUICK...

Word Processing? Try AtariWriter, Letter Perfect, Paperclip, TextPro, Bank Street Writer, 1st EXLent, TurboWord, Cut & Paste, Letter Wizard, Panther, Superscript...

Database? Try TurboBase, TurboFile, Synfile, Data Perfect, MicroFiler, MegaFiler, Homebase, Super Data Base 1-2-3, Small Business System...

Speadsheet? Look at Syncalc, Visicalc, TurboBase, Calc Magic, Turbo-Calc, SAM Budget...

Communications? There's Express!, BobTerm, Kermit-65, Omnicom, VT850, Chameleon, Ice-T, FlickerTerm 80, Term80...

Graphics? Print Shop, Newsroom, Blazing Paddles, Video Title Shop, Virtuoso, Movie Maker, News Station, Publishing Pro, Awardware, Page Designer, ChromaCAD, Rambrandt...

Music? Virtuoso, Music Studio, Music Construction Set, Songwriter, Electronic Drummer, Music Painter, Music Composer, AtariMusic, MIDI-Track, Digital Music System, Chaos Music Composer...

Alternate Operating Systems? There's the Diamond Graphic Operating System; SpartaDOS X, the 64K DOS on a "supercartridge"; the S.A.M. (Screen Aided Management) 80 column Desktop System; the Ultra Speed Plus OS; the TurBoss! High Speed O/S...

Hardware? A plethora of upgrades and add-ons are available, realizing improvements in speed, memory, sound, graphics, storage media...you name it!

Education? Colorful graphics, exciting sounds and full-screen editing give rise to hundreds of quality educational software titles.

Entertainment? The 8-bit Atari has long been famous for thousands of great games.

If you want to do something with a computer, chances are you can do it on an 8-bit Atari computer. While slower than today's PC's, the 8-bit Atari is far less costly than any of these, is easier to program at the machine level or alter at the hardware level, and has been documented more thoroughly than any of the newer computing platforms. The relative simplicity in design of the 8-bit Atari also means that many people find the systems more reliable than their modern counterparts.

The software for the 8-bit Atari is sometimes more powerful than on any other platform. For example, some Bulliten Board Systems are still run on 8-bit Ataris specifically because the BBS software available can be better than that for any other type of computer. There is a reason for the relative quality of software on the 8-bit Atari. People program commercially for the latest PC's to make money; people program the 8-bit Atari because they want to -- they

enjoy producing good software. It takes a team of specialized programmers to develop a major piece of software for those other systems; with the 8-bit Atari, a single person has the chance to learn the entire system, thereby developing greater pride in his programming abilities and his final product. The character of the programmer can shine through.

The 8-bit Atari owner can take pride that his computer platform was developed years before the PC or Macintosh were even on the drawing boards, but remains as useful today as it was in 1979.

For these reasons and more, the 8-bit Atari remains a viable alternative in today's home computer marketplace.

Subject: 1.3) What are the performance specifications of the 8-bit Atari?

Some of this section by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick).

Clock Speed:
NTSC machines: 1.78979 MHz
PAL machines: 1.773447 MHz

Graphics:
Mode Horiz.xVert.xColors text/graphics
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 2 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Normal (bordered), narrow (underscanned), and wide (overscanned) screen modes are available.
Screen modes can be mixed (by lines) down the screen using the Display List - a program which is executed by the ANTIC graphics chip every screen refresh:
60 times per second (Hz) on NTSC Ataris
49.86 Hz on PAL machines
Fine scrolling (both vertical and horizontal) can be enabled on any line on the screen.
All other screen attributes (color, player/missile horizontal position, screen width, player/missile/playfield priority, etc.) can be ajusted

at any point down the screen via a "Display List Interrupt."
Four 8-bit wide, 128 or 256 byte high single color players, and four
2-bit wide, 128 or 256 byte high single color missiles are available.
A mode to combine the 4 missiles into a 5th 8-bit wide player is also
available, as is a mode to XOR colors or blacken out colors when players
overlap (good for making three colors out of two players!) Players
and missiles have adjustable priority and collision detection.

Sound:
Four voices of 8-bit pitch-resolution, 4-bit volume-resolution,
8-distortion sound can be produced. 2 voices (1 and 2, and/or 3 and 4)
can be combined to make 16-bit pitch-resolution. Also 4-bit volume-only
modes can be enabled for digitally sampled sound replay.
A fifth "voice" is produced by the internal speaker on Atari 400/800's
(for keyclick and buzzer) and in the XL's and XE's this was
(fortunately!) rerouted through the normal audio output, and the
keyclick can be disabled.

Subject: 1.4) What is the internal layout of the 8-bit Atari?

The following text was written by Chris Crawford and appears in De Re
Atari (Atari#APX-90008), a book published and copyright by Atari, Inc.,
1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different
from other systems. It of course has a microprocessor (a 6502), RAM,
ROM, and a (PIA). However, it also has three special-purpose (LSI) chips
known as ANTIC, GTIA, and POKEY. These chips were designed by Atari
engineers primarily to take much of the burden of housekeeping off of the
6502, thereby freeing the 6502 to concentrate on computations. While
they were at it, they designed a great deal of power into these chips.
Each of these chips is almost as big (in terms of silicon area) as a
6502, so the three of them together provide a tremendous amount of
power. Mastering the Atari 8-bit computers is primarily a matter of
mastering these three chips.

ANTIC ("Alpha-Numeric Television Interface Circuit") is a microprocessor
dedicated to the television display. It is a true microprocessor; it has an
instruction set, a program (called the display list), and data. The display
list and the display data are written into RAM by the 6502. ANTIC retrieves
this information from RAM using direct memory access (DMA). It processes the
higher level instructions in the display list and translates these instructions
into a real-time stream of simple instructions to GTIA.

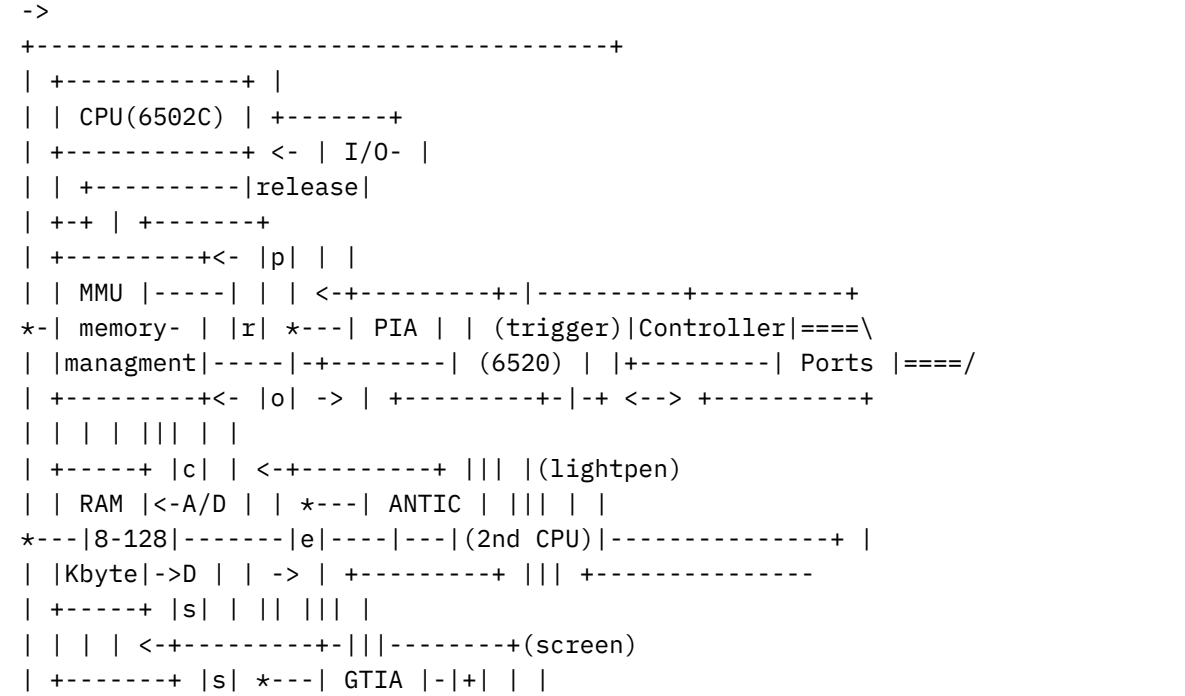
GTIA is a television interface chip. ANTIC directly controls most
of GTIA's operations, but the 6502 can be programmed to intercede and
control some or all of GTIA's functions. GTIA converts the digital
commands from ANTIC (or the 6502) into the signal that goes to the
television. GTIA also adds some factors of its own, such as color
values, player-missle graphics, and collision detection.

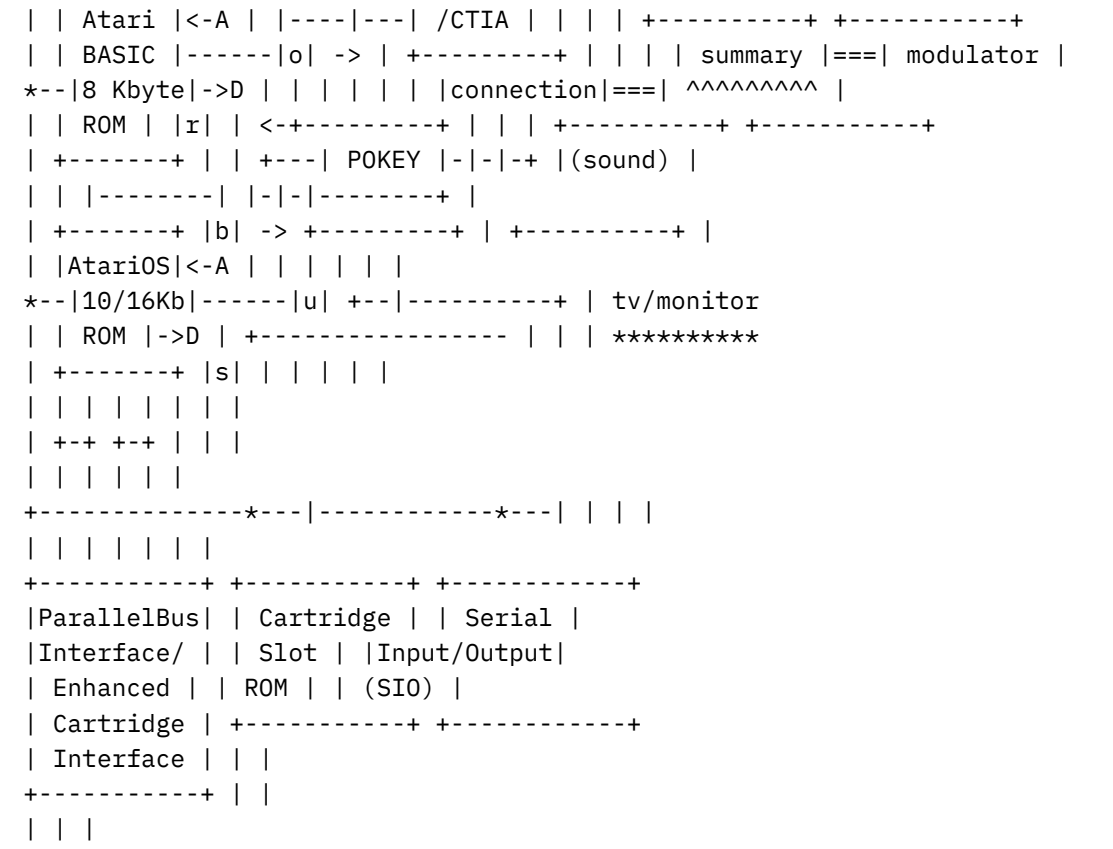
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE, a RAM address multiplexer. According to mailto:sup8pdct@closer.brisnet.org.au (James Bradford), "Freddy is a type of memory controller. It takes the address and clock from the CPU and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement (With thanks to mailto:peter@soemtron.sb.sub.de (Peter))





- memory expansion -cartridge with - disk drive
- Z80 card programs - printer
- 80 char card (games , dos) - modem

NOTES
* RAM: 400/800:8/16/48K, 1200XL/800XL/65XE/XEGS:64K, 600XL:16K, 130XE:128K
* ROM: 400/800:10K OS, 1200XL:16K OS, all others:16K OS + 8K Atari BASIC
* CPU: 400/800:6502, all others:6502C
* 800 includes two Cartridge Slots, all others include one
* early release 400/800 have CTIA instead of GTIA
* 400/800 have 4 Controller Ports, all others have 2
* PBI is on 600XL/800XL only
* ECI is on 130XE/800XE only

According to Doug Neubauer (by way of mailto:finneganj@delphi.com (James Finnegan), here is the team that originally designed the Atari 400/800:
<quote>

The A800 VLSI hardware guys include:
Jay Miner - Creator and System architect, VSLI manager
Steve Mayer - Also one of the creators (from the grass valley group)
Joe Decuir - Antic and system and creator
???A french guy (whose name I forget) - Antic logic designer
George McLeod - CTIA and GTIA logic design
Doug Neubauer - Pokey logic design
Mark Shieu - Pokey chip design
Steve Stone - Pokey layout design

Steve Smith - Technician for antic and gtia
Delwin Pearson - Technician for Pokey

There were a number of other people whoses names I have forgotten.
I have lost touch with most of them.

<end quote>

According to mailto:jjessop@ix3.ix.netcom.com (Jerry Jessop), the original
400/800 OS programmers were:

Larry Kaplan
David Crane
Bob Whitehead
Al Miller

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group
through news:comp.sys.atari.8bit . This is an unmoderated newsgroup for
discussion about the 8-bit Atari 400/800/XL/XE computing platform. All
postings to comp.sys.atari.8bit automatically appear in the
Info-Atari8 Digest and in INFO-A8.

comp.sys.atari was split into comp.sys.atari.8bit and comp.sys.atari.st in
approximately 1986. To the best of my knowledge, there is no charter for
comp.sys.atari.8bit, presumably because the custom of drafting charters
for new newsgroups did not exist at that time.

comp.sys.atari.8bit is archived by the INFO-A8 list server.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news
items and announcements related to all Atari computing platforms. This is
a low-volume, high-signal newsgroup, useful for reaching the widest
possible audience when making 8-bit Atari announcements. Moderated by
Yat Siu from mailto:lexicor@world.std.com .

Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for
advocating for or against the various Atari computing platforms. If you
enjoy making comparisons between Atari 8-bit and other computing
platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for
topics in programming on the various Atari computing platforms,
including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the
discussion of emulating computing platforms on other computing platforms.
All emulator discussion that does not involve the Apple][, the
Commodore 64, or the WINE MS-Windows emulator (which each have their own
emulator groups) may be found on comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for
news items about emulating one computing platform on another. This is
a low-volume, high-signal newsgroup, useful for reaching the widest
possible audience when making 8-bit Atari emulator announcements.
The moderator may be contacted at mailto:emulators-request@qualcomm.com .

Subject: 2.7) Where can I post Atari binaries?

If you really want to post uuencoded atari binaries to News, you can use

news:alt.binaries.atari

The discussion forum for that group is news:alt.binaries.atari.d

There is also a less-distributed newsgroup news:alt.binaries.comp.atari8bit

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Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group
through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:atari8@netcom.com

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name
followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, or to start a
new thread, send your posting to:

mailto:comp.sys.atari.8bit@pubnews.demon.co.uk

Postings sent in this way automatically appear on comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to atari8@netcom.com will NOT be cross-posted to comp.sys.atari.8bit, so don't send your posting there. The Moderator hopes to correct this in the future.

The Info-Atari8 Digest is archived by the INFO-A8 listserver.

Recent copies are also kept at ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason Duerstock.

The Info-Atari8 Digest Moderator is Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU .

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu where the message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to

mailto:comp.sys.atari.8bit@pubnews.demon.co.uk

Postings sent in this way automatically appear on comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST or to info-a8@vm.marist.edu.

---The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8---

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Recent copies are also kept at
ftp://ftp.kendall.mdcc.edu/pub/atari/info-a8/ (147.70.146.36) by Jason
Duerstock.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

Of the mail-servers listed here, I recommend this "BITFTP" server. To help you
get started using it, try this example of retrieving files from the Umich
Software Archives (through the barnone.citi.umich.edu mirror site). Send a
message to bitftp@pucc.princeton.edu that says exactly:

```
ftp barnone.citi.umich.edu
user anonymous
cd atari/8bit
dir
cd Telecomm
dir
get ft80v037.txt
get icet.txt
binary
get ft80v037.arc
get icet.arc
quit
```

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.4) How can I post to Usenet newsgroups by e-mail?

From the internet-services/access-via-email FAQ, maintained by "Doctor Bob"
Rankin. (1995/08/28 edition)

Mail the text of your post to:

group.name@pubnews.demon.co.uk
group.name@dispatch.demon.co.uk
group.name@paris.ics.uci.edu
group.name@crs4gw.crs4.it
group.name@berlioz.crs4.it
group.name@magus.dgsys.com (unverified)
group.name.usenet@hkucs92.air.org (unverified)

For example, to post to comp.sys.atari.8bit, you might send your
message to:

comp.sys.atari.8bit@pubnews.demon.co.uk

Be sure to include an appropriate Subject: line, and include your real
name and e-mail address at the close of your note.

Subject: 3.5) How can I access the World Wide Web by e-mail?

Swiped from the WWW FAQ, which is maintained by mailto:boutell@netcom.com
(Thomas Boutell), here is how to access a web page by email:

mailto:server@mail.w3.org (preferred) or to
mailto:listserv@info.cern.ch (older address) containing
the following single line. (What you put on the subject line doesn't
matter; blank is OK. This line should go in the text of the message.)
You will receive as a reply a simple page intended to help you learn
more about the Web.

send http://www.earn.net/gnrt/www.html

Subject: 4.1) What is the University of Michigan Archive?

The University of Michigan (UMich) Software Archives hold a huge number of
files for many computing platforms, including the Atari 8-bit computers. For
more information:

Bill Kendrick, mailto:kendrick@zippy.sonoma.edu (8-bit Atari files)
Mickey Boyd, mailto:boydm@atari.archive.umich.edu (the entire Atari Archive)
Michael Dautermann, mailto:myke@umich.edu (the entire UMich Software Archives)

Downloading

There are numerous methods available for downloading files from the UMich
Archive. The Archivists request you use these mechanisms in this order of
preference:

1) The number one way to get into the UMich archives is via AFS. If you have
AFS, all our files are kept in the directory
"/afs/umich.edu/group/itd/archive". If you have AFS, PLEASE USE IT!
Specifically, use:

file:///afs/umich.edu/group/itd/archive/atari/8bit/

2) Gophering to gopher.archive.umich.edu and looking under the "Software
Archives" choice. Specifically, use:

gopher://gopher.archive.umich.edu:7055/11/atari/8bit/

There are also mirror Gopher servers:
gopher://wuarchive.wustl.edu:70/11/systems/atari/umich.edu/8bit/
gopher://sunsite.doc.ic.ac.uk:70/1/0-Most-Packages/atari/umich/8bit/
gopher://gopher.orst.edu:70/11/g-i-s/computer/zftparea/mirrors/archive.umich.edu/atari/8bi
t

3) The WWW interface is fine, at this point. http://www.umich.edu/~archive/
Specifically, use:

http://www.umich.edu/~archive/atari/8bit/

A mirror web site:
http://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/

4) FTPing to atari.archive.umich.edu and looking in the "8bit" subdirectory.
Specifically, use:

ftp://atari.archive.umich.edu/atari/8bit/

The atari.archive.umich.edu FTP site is chronically overloaded, but there are
several mirror sites which are all updated from the home site regularly:
ftp://wuarchive.wustl.edu/systems/atari/umich.edu/8bit/
ftp://sunsite.doc.ic.ac.uk/computing/systems/atari/umich/8bit/
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit/
ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit/
ftp://barnone.citi.umich.edu/atari/8bit/ (<-- RECOMMENDED)
ftp://ftp.kendall.mdcc.edu/pub/atari/umich.edu/8bit/
ftp://ftp.toad.net/pub/umich/8bit/

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

5) E-Mail <-> FTP gateways. See the section of this FAQ list entitled "How can
I retrieve files from FTP sites by e-mail?"

Uploading

General uploading tips:
- No uploads may be made to the Archive's mirror sites.
- Please also upload a short text file describing what your upload is. You
might also suggest what permanent 8bit subdirectory you'd like your file to
end up in.
- Note that the 8bit/New directory is "write-only."

1) upload via AFS:
Just copy files into file:///afs/umich.edu/group/itd/archive/atari/8bit/New/

2) upload via FTP:
FTP to atari.archive.umich.edu, cd into "8bit/New", and upload your files.

Brief FTP tips:
- user name is "anonymous"; password is your e-mail address
- Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

3) upload via E-Mail:
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu (Jody Lenn). Please
name the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu . This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites. [IS THIS SITE LOST? - 10/13/95]

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by mailto:eyvind@stud.unit.no
(Eyvind Bernhardsen). PVV stands for ProgramVareVerstedet, or The Software
Workshop, a student society at the University of Trondheim, Norway.

ftp://ftp.pvv.unit.no/pub/atari/8bit/ (129.241.210.232)

Uploads go to /incoming/atari/8bit; Eyvind will move them to the appropriate
directory. Please include a readme file with each upload, so people know
what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net .

ftp://ftp.clark.net/pub/atari (168.143.0.2)

Write to Kevin for uploading instructions.

A mirror of the ClarkNet Archive, kept by Jason Duerstock:
ftp://ftp.kendall.mdcc.edu/pub/atari/clark.net/ (147.70.146.36)

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is the QACE Archive?

The Queensland Atari Computer Enthusiasts have a fairly large FTP site. It is located in Australia and is the local internet sight of Super Products. Contact James Bradford, mailto:sup8pdct@closer.brisnet.org.au for more info.

ftp://203.4.149.98/8bit

Subject: 4.7) What is the Polish Demo Archive?

It's a place when you can get all Polish (not only) demos (not only) on a Atari 8-bit.
If You have any comments, write to:
mailto:LukSoft@hipokrates.am.lublin.pl

ftp://hipokrates.am.lublin.pl/sys/pub/atari8/

Subject: 4.8) What is the Slovakian Archive?

This FTP site contains some demos, games, utils, zines from all the world. Here you can also find some Slovak or Czech stuff.

Contact: mailto:mchorvat@econ.umb.sk (Marco, of GMG)

ftp://svs.scsss.sk/pub/atari/

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National Public Telecomputing Network. It can be accessed by any of the following: telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari

Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu (Atari SIG).

Subject: 5.2) What is the National Capital Free-Net Atari Users SIG?

National Capital Free-Net (Ottawa, Canada)

Internet access to NCF is via

telnet://guest@freenet2.carleton.ca (134.117.1.39) type "go atari" at any menu
telnet://guest@freenet3.carleton.ca (134.117.1.22) type "go atari" at any menu
gopher://gopher.ncf.carleton.ca and choose:
'National Capital Freenet (NCF) Information by Gopher'
http://www.ncf.carleton.ca/freeport/sigs/computer/atari/menu/

This is the Atari computer(*) users special interest group.

Select the Bulletin Board for the latest Atari related news on the SIG
To get information on the other options select the menu option in question
and read the ABOUT message.

For more information, please contact Jack Kitowicz (ac382) on the
National Capital FreeNet. Comments & Suggestions for improvements to the
Atari SIG are always welcome.

Subject: 5.3) What is the Victoria Free-Net Atari Computer Users SIG?

Victoria Free-Net (Victoria, Canada)

telnet://guest@freenet.victoria.bc.ca (199.60.222.1)

type "go atari" at any menu

Facilitators: Gord Hooper (mailto:ua558@freenet.victoria.bc.ca)
Ted Skrecky (GCACE Librarian)
(mailto:ud264@freenet.victoria.bc.ca)

The aim of this SIG is to assist Atari Computer users. We can provide
assistance with XL/XEs, STs, and Falcons, whether you are a new or
experienced user.

Subject: 5.4) What is the Closer To Home BBS?

Kept by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears), this is a
BBS in Australia which supports the 8-bit Atari.

telnet://guest@closer.brisnet.org.au (203.4.149.97)

Subject: 5.5) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://telnet.w3.org
A telnettable browser provided by the W3 coalition.

telnet://www@www.cc.ukans.edu
Offers Lynx, a full screen browser which requires a vt100
terminal. Log in as www. Does not allow users to "go" to
arbitrary URLs, so GET YOUR OWN COPY of Lynx and install it on
your system if your administrator has not done so already. The
best plain-text browser, so move mountains if necessary to get
your own copy of Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 7.1) What WWW pages support the 8-bit Atari?

This should be a complete list of WWW pages supporting the 8-bit Atari.

VENDORS/DEVELOPERS/PUBLISHERS:
See my companion vendor/developer list

USER GROUPS:

Atari Bit Byter User Club e.V. (ABBUC e.V.)
mailto:0236639623-0001@t-online.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/abbuc/

Atari Boise User Group (ABUG)
Ron Whittam, whittam@primenet.com
http://www.primenet.com/~whittam/atari.html

Atari Computer Enthusiasts of Columbus (ACEC)
mailto:rwarenz@freenet.columbus.oh.us
gopher://gopher.freenet.columbus.oh.us/11/specialinterestgroups/Atari%20Computer%20Enthusiasts%20of%20Columbus

The Atari Exchange of Louisville (AEL)
http://ourworld.compuserve.com/homepages/rlink/

Central Atari Information Network (CAIN)
Cleveland Free-Net Atari SIG, mailto:xx004@cleveland.freenet.edu
http://ace.cs.ohiou.edu/personal/mleair/cain.html

Edmonton Atari Computer Hobbyists (EACH)
Leslie Hartmier, mailto:leslieh@tibalt.supernet.ab.ca
http://www.compdirect.com/each/

NorthWest Phoenix Atari Connection (NWPAC)
John Collins, Club Webmangler, mailto:coolzip@host.yab.com
http://www.yab.com/~coolzip/club.html

Queensland Atari Computer Enthusiasts (QACE)
mailto:qace@closer.brisnet.org.au
http://www.closer.brisnet.org.au/atari/atari.html

St. Paul Atari Computer Enthusiasts (SPACE)
Michael Current, mailto:mcurrent@carleton.edu
http://www.library.carleton.edu/space/

Toronto Atari Federation (TAF)
mailto:taf@io.org
http://www.io.org/~schrist/taf.html

OTHER HOME PAGES:

Atari 8-Bit Computers FAQ and Vendor/Developer Lists
Michael Current, mailto:mcurrent@carleton.edu
http://www.cs.ruu.nl/wais/html/na-bng/comp.sys.atari.8bit.html

The Atari 8-Bit Home Page
Ivo van Poorten, mailto:ipoorten@cs.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/Atari.8bit.Homepage/

Atari 8-bit Resort
Marek Tomczyk, mailto:Marek.Tomczyk@stud.uni-karlsruhe.de
http://www.uni-karlsruhe.de/~Marek.Tomczyk/8bit.html

Big Atari 8bit Home Page
Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl
http://student.uci.agh.edu.pl/~tatar/Atari/hp.html

Some Atari 8-bit Stuff
Rob Funk, mailto:funk+@osu.edu
http://er4www.eng.ohio-state.edu/~funkr/Atari/

Atari XL/XE-System
ACF Design Team, mailto:wwg28@rzserv2.fh-lueneburg.de

http://rzserv2.fh-lueneburg.de:8080/Atari_2

ATARI XL/XE - Homepage
Stefan Lausberg, mailto:lausberg@studbox.uni-stuttgart.de
http://wwwcip.rus.uni-stuttgart.de/~inf11492/

Tolkien computer games for the Atari 400
Fredrik Ekman, mailto:ekman@lysator.liu.se
http://www.lysator.liu.se/tolkien-games/atari.html

The good old Atari Computers (1978-1985)
Sacha Hofer, mailto:hofer@iamexwi.unibe.ch
http://iamexwi.unibe.ch/studenten/hofer/atari1.html

WWWorld of Atari 8-bit...
mailto:pdg@alexia.net.au
http://werple.net.au/~lions/atari.htm

Alternate Reality Homepage
Robert Hagenstrom, mailto:sp93rob@ksk.sala.se
http://www.ksk.sala.se/~sp93rob/dungeon/

Reminiscing: 8-Bit Atari Games
John V. Goodman, mailto:jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Classic Home Video Games Museum
Dennis Brown, mailto:dgb@owlnet.rice.edu
http://www.owlnet.rice.edu/~dgb/museum/

La cueva de los 8 bits
Mariano Domnguez Molina, mailto:mariano@ce.fciencias.unam.mx
http://graf.fciencias.unam.mx:100/~mariano/atari.html

Alternate Reality The Classic Role Playing Game
Matt Roller, kirk.webb@m.cc.utah.edu
http://www.cc.utah.edu/~krw8466

Atari 8-bit Emulation
Tony Smolar, mailto:asmolar@fast.net
http://www.users.fast.net/~smol/8bitemu.html

Atari 8-bit Utilities (emulators/SIO2PC/APE)
Preston Crow, mailto:crow@cs.dartmouth.edu
http://www.cs.dartmouth.edu/~crow/atari/

BRiTiSH Underground Atari 8-bit
Craig Lisowski, mailto:clisowsk@mcs.kent.edu
http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

Homepage Nyman: Atari 8 bit
Peter Nyman, mailto:N94PetNy@Midgard.Liu.Se
http://www.geocities.com/SiliconValley/2741/8bit.html

Atari 8-bit Emulator utilities
Ivan Mackintosh, mailto:ivan@dales.rmplc.co.uk
http://dales.rmplc.co.uk/ivan/atari/

Draco's Atari area
Konrad M. Kokoszkiewicz, mailto:conradus@plearn.edu.pl
http://www.orient.uw.edu.pl/~conradus/atari.html

8-Bit Atari Emulation and Games
David Grieve, mailto:DavidG@bagend.otago.ac.nz
http://www.otago.ac.nz/Web_menus/User_Homepages/david/

Cartridge List for the Classic Atari 800/XL/XE Computers
Andrew Krieg, mailto:krieg@execpc.com
http://www.cs.uwm.edu/public/krieg/links/atari.8bit.carts

Subject: 8.1) What IRC channels discuss the 8-bit Atari?

==> #atari8 - Just for 8-bit Atari users!

==> #classic - Classic Games and Systems Collectors.

mailto:cmwagner@gate.net (Chad Wagner) writes:

If you have access to a Unix host then you should be able to get to irc by
typing irc at your shell prompt and jumping on an EFnet server
(irc.portal.com, irc.eskimo.com, dewey.cc.utexas.edu) and joining #atari8.

If you are using a host that has a menu system then locate IRC and go there,
and join #atari8 (and hope your on EFnet, :).

If you are using SLIP/PPP then download a client (for Windows users, download
mIRC for Winsock archives, and I would guess that most SLIP/PPP users -- if
they have gotten that far -- are familiar with IRC, :) and select one of
the servers and join #atari8. There is many IRC servers on EFnet, chances
are the one your on is on EFnet.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
filenames: Archivers/uudecode.bas, Archivers/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
filename: Archivers/yau.arc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
filename: Utilities/uue.arc

Dumas UU-coder by John Dunning
filename: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
filenames: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc

Subject: 9.3) What are the .DCM, .ATR, and .XFD file formats?

These are all filename extensions used to name files containing entire 8-bit
Atari floppy disk images.

DCM - Disk Communicator format. Invented by Bob Puff,
mailto:76702.1076@compuserve.com for his Disk Communicator 3.2 utility.
Used when working with native Atari hardware.

ATR - Atari disk image format. Invented by Nick Kennedy,
mailto:nkennedy@cswnet.com for his SIO2PC project.
Used when working with non-Atari hardware.

XFD - Xformer disk image format. Invented by Emulators Inc,
mailto:emulators@msn.com for their ST Xformer emulator.
Identical to ATR except without the 16 byte header.
Used when working with non-Atari hardware.

PRO - APE ProSystem format. Invented by Steven Tucker,
mailto:classics@nacs.net for his APE ProSystem device.
Used with APE, the Atari Peripheral Emulator.

Subject: 9.4) What are the .XMO and .BIN file formats?

XMO stands for XMODEM. The idea was that the file was not plain text,
but was a binary file. As a binary file, it had to be downloaded using a
file transfer protocol such as XMODEM. The use of ".xmo" as a filename
extender was popular once, but has been discouraged for years.

BIN - another filename extension sometimes used to designate binary-load
files. Like .xmo, use of .bin is discouraged.

Subject: 10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the five emulators that are usable.

1) ST Xformer 3.0, from Emulators Inc, for the Atari ST.
mailto:emulators@msn.com
http://www.emulators.com/

2) PC Xformer 3.5, from Emulators Inc, for MS-Windows.
mailto:emulators@msn.com
http://www.emulators.com/

3) Rainbow 1.3, by Chris Lam, for MacOS/Windows 95/NT
mailto:jx91@cityscape.co.uk
http://www.cityscape.co.uk/users/jx91/rainbow.html

4) Atari800 Emulator for Unix and Amiga, by David Firth
Latest version: 0.4.5
mailto:david@signus.demon.co.uk
ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)

5) XL-it! 0.16, by Markus Gietzen, for MS-DOS
mailto:iig05-1@htw.uni-sb.de
http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
filename: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
filenames: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
filename: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
filename: Telecomm/vt850b1.arc

FlickerTerm 80 v.0.51, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100, IBM ANSI
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
filename: ?????

Ice-T 2.71 XE (128K) or 1.1 (48K) by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: Yes (2.7 XE) or No (1.1)
Backscroll buffer: Yes--8 screens (2.7 XE) or One screen (1.1)
Capture-to-disk: Yes--up to 16K (2.7 XE) or No (1.1)
Summary: Excellent for high-speed VT100 emulation
available from mailto:brucka@eruvin.jct.ac.il

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs that allow an MS-DOS system to work with an
Atari-format diskette. The following require a DOS and disk drive on the
Atari end capable of the SS/DD 180K format:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
filename: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
filename: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
filename: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett with Mark Vallevand, and
SpartaDOS disk utility by Mark Vallevand
filename: Diskutils/myutil.zip
includes best version of UTIL for read/write of SS/DD 180K Atari disks,
plus Mark's SpartaDOS disk utility v0.1e to access 180K SpartaDOS disks

MyUTIL and the XF551 - tips from mailto:JTKIRK@urp.edu.pe:

]MyUtil works fine with the XF551. The XF551's speed is 300 rpm (sometimes even
]up to 303 rpm). I've got two XF551s and can read/write disks written on a PC
]with MyUtil on both with no problems. MyUtil even can write to a DS/DD disk,
]for a total of 360 K, BUT: the ATARI disks not only have the bits inverted,
]the second side is also read BACKWARDS respect to PC disks. That is, when
]MyUtil on the PC writes to what it thinks is sector 721, it really is writing
]to sector 1440! Worse, if you take an ATARI disk with a file whose sectors
]get past sector 720, MyUtil will attempt to read the sector 2161-n instead of
]'n', and you'll get a 'truncated record' error. The solution is simply to
]rewrite the code to take into account this (if sec>720 then sec=2161-sec).
]Let me know if you modify this. You don't know how frustrating it is to have
]to use only 180 K of a 360 K disk! I'm going to analyze the source code, but
]I don't know if I will be able to modify it properly. If someone does it
]before, please email me and send me an uuencoded copy or tell me where to get
]it.

Here's some advice on using the above utilities from mailto:hans@umd5.umd.edu
(Hans Breitenlohner):

There are two technical obstacles to interchanging disks between
DD Atari drives and PC drives.

1. The Atari drive spins slightly slower (288 rpm instead of 300 rpm).
If you format a disk on the Atari, then write sectors on the PC, it is
possible that the header of the next physical sector will be overwritten,
making that sector unreadable. (The next physical sector is usually
the current logical sector+2). The solution to this is to format all
disks on the PC.
(Aside: Does anybody know how this problem is handled on the
XF551? Is it also slowed down?)
Konrad Kokoszkiewicz, mailto:conradus@plearn.edu.pl answers:
"The XF551 disk drive is not slowed down - these drives are spinning
300 rotations per minute. To prevent troubles with read/write disks
formatted and written on normal Atari drives (288 rot/min), the main
crystal frequency for the floppy disk controller is 8.333 MHz
(not 8 MHz, as in 1050, for example)."

2. If the PC drive is a 1.2M drive there is the additional problem of the
track width. The following is generally true in the PC world:
- disks written on 360k drives can be read on either drive
- blank disk formatted and written on 1.2M drives can be read on

either kind
- disks written on a 360k drive, and overwritten on a 1.2M drive,
can be read reliably only on a 1.2M drive.
- disks previously formatted on a 360k drive, or formatted as 1.2MB,
and then reformatted on a 1.2M drive to 360k, can be read reliably
only on a 1.2M drive.
(all this assumes you are using DD media, not HD).

Solution: Use a 360k drive if you can. If not, format disks on the
Atari for Atari to PC transfers, format truly blank disks on the PC
for PC to Atari transfers.

While the above work with SS/DD 180K Atari-format disks, the following
combination of utilities can be used to work with SS/SD 90K Atari-format
disks, and is currently the best bet for reading SS/ED 128K Atari-format
disks.

AnaDisk 2.07, shareware by Sydex - Reads/Writes "any" 5.25" diskette
filenames: Xf2/anad207.zip, Xf2/anadisk.txt
Deana by Nate Monson - converts AnaDisk dump files from Atari format
filenames: Xf2/deana.com, Xf2/deana.txt

Explanation --> According to mailto:crow@cs.dartmouth.edu (Preston Crow),
"As best as I can figure it out, if your PC drive happens to read
FM disks (I'm not sure what the criteria for that is), then you
can read single density disks on your PC by dumping the contents
to a file with AnaDisk, and then using Deana.com to convert the
dump file into a usable format.
For enhanced density disks, Anadisk generally only reads the first
portion of each sector, but it demonstrates that it is possible for
a PC drive to read enhanced density disks."

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
filenames: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the
companion vendor/developer list) allow the Atari XF551 disk drive to read
720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software
Services (see the companion vendor/developer list), allows both low
density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe
Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard
floppy drives to be used on the Atari. A utility is included to

read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

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==> Atari 810
SS SD 19.2Kbps standard

==> Happy 810
SS SD Warp speed

==> Atari 1050
SS SD/ED 19.2Kbps standard

==> Happy 1050
SS SD/ED/DD Warp speed US Doubler/19.2 and 52k. track
buffering

==> Super Archiver 1050
SS SD/ED/DD Ultra Speed 50+K

==> Speedy 1050
SS SD/ED/DD 78K mode (European) used w/ Bibo-DOS (Compy Shop)

==> SuperMax 1050
SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super Products. Compatiable with SuperDOS and US Doubler

==> Lazer 1050
SS SD/ED/DD Another Happy clone; Compatible w/ US Doubler

==> Atari XF551
SS/DS SD/ED/DD 38K burst mode usable only with SpartaDOS X,
SuperDOS 5.1, TurboDOS, DOS XE, and patched SpartaDOS 3.2. XF DS system now
considered "standard".

==> CSS XF551
SS/DS SD/ED/DD US Doubler compatible. Updates drive to work
better and faster. Also 3.5" upgrade available

==> Percom RFD4x-Sy
where: x=0 -> a single-sided drive
x=4 -> a double-sided drive
y=1 -> a single-drive unit
y=2 -> a dual-drive unit

==> Percom AT88-Sy[PD]
where: y=1 -> a single-drive unit
y=2 -> a dual-drive unit
PD -> equipped with a built-in parallel printer port

==> Trak ATD1
SS SD

==> Trak ATD2
SS SD/DD
Built in Diagnostics. Track indicator. Write protect switch. Built in
parallel printer interface. 2k printer buffer (expandable). Optional
Turbo software on Eprom.

==> Trak AT-1
SS SD/DD Slave

==> Indus GT
SS SD/ED/DD Synchromesh mode usable with SpartaDOS X and
DOSXL only.

==> Astra Double-D?
SS/DS SD/DD? standard /LEDs and such

==> Rana 1000
SS SD/ED/DD standard /LEDs and such can format disks on a
stand alone basis

==> TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,

chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

==> AS SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

==> TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, SpartaDOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

==> LDW Super 2000
SS SD/ED/DD 19200 bps or 38000 bps

CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2001
SS SD/ED/DD 19200 bps or 38000 bps
CPU Z80A, ROM 4 KB, RAM 256 B. Some difficulties with ED

==> LDW CA-2002
SS/DS SD/ED/DD 19200 bps, 70000 with SpartaDOS
CPU 8040, ROM 4 KB, RAM 256 B

==> Floppy board various
Any standard very fast parallel
DOS-transparent. Requires Black Box. DS system configurable for
XF Percom or ATR style

==> HDI various
Any standard very fast SIO? European

==> SWP ATR-8000
Any standard standard except 1.2 meg and unique DS system
(HD) nice Z80 CP/M system in which CP/M drive acccess is parallel only
thus faster.

==> Atari 1450XLD drives
DS SD/ED DD? standard, requires DOS4. unusual DS system
Only prototypes exist.

==> KARIN MAXI
Double head disk drive 360 KB/5,25" or 720 KB/3,5", controller WD 1772.
Available formats:
= standard SS/SD 90 KB
= standard SS/ED 130 KB
= standard SS/DD 180 KB
= 'cylindric' DS/DD 360 KB (XF-551 uncompatible)
= 'cylindric' DS/QD 720 KB (TOMS-compatible; 720 KB drives only)
Any other capabilities depend on a special software.
Transmission mode:
- parallel: real speed 11.25 kilobytes per second with DOS or 22.5 kilo-
bytes per second with special track-copier.
Notes:
Because of the 1772-registers available in 6502 i/o pages ($D100),
the KARIN MAXI drives look full-programmable.
Preferred systems: My-DOS, SDX.

==> XFD-601B
Double head 360 KB/5,25" disk drive. Controller WD 1772, CPU 8051.
Available formats:
- standard SS/SD 90 KB
- standard SS/ED 130 KB
- standard SS/DD 180 KB
- standard DS/DD 360 KB (XF-551 compatible)
Transmission modes:
- normal 19200 bps

- Top Drive 1050 70000 bps
- Indus GT (synchromesh) 70000 bps (GTSYNC.COM and INDUS.SYS are not necessary; full-compatibel with the SDX)
- Ultra Speed 70000 bps (full-compatible with the older SpartaDOS)

Notes:
Customized sector skew. In fact, the XFD-601B is a original clone of the XF-551.

==> XFD-602B
The two XFD-601B drives in the one unit.

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

- Amdek
- XF551 upgrades (CSS)
- Floppy Board (CSS)
- Percom drive upgrades

==> Atari XF521
3.5" system Unreleased

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

For starters, you'll need one of the following interfaces:

==> Corvus hard drive (10 megabytes)
Fast but still relatively slow I/O, kludge through joystick ports for 800. Rare

==> K-Products KPI Hard Disk Drive Interface (formerly from Supra)
Some limitations on drive type and size and total number of drives in sys.

==> Fine Tooned Engineering Multi I/O (formerly from ICD)
256 byter per sector restriction. 256K and 1 meg ramdisk models.
Printer and modem, modem will handle 19.2K bps

==> Computer Software Services Black Box
Will handle all SCSI drives. Allows 9 drive access for MYDOS. Currently the only modem interface with CTS/RTS hardware flow control. 19.2K ready.

==> SWP ATR-8000
Rare daughterboard for hard drives.
I/O is probably fairly slow on this baby and there may be DOS restrictions.

==> IDE Hard Drive Interface from Konrad M. Kokoszkiewicz and Jacek Zuk
- two IDE drives can be handled as well
- up to 8388607 logical sectors per drive
- up to 8388607 logical sectors per partition

(limited to 65535 by existing disk operating systems)
- up to 15 partitions simultaneously
(limited to 9 by existing disk operating systems)
- up 58 kilobytes per second in read or write operations
(limited to 32/7 in read/write operations by existing operating systems)
- native IDE mode for a future disk operating system
- emulation mode for existing DOSes like MyDOS, SpartaDOS, BWDOS.
- booting from any partition (even on machines with non-upgraded XL OS)
- write-protection feature
- executing non-DOS software from a hard drive partition
- the partitions may be created freely (there aren't fixed partitions)
The interface operates as normal PBI device and has a connector for 130XE computers (and other, those have such connector). Tested with various Western Digital, Seagate and JVC drives. Compatible with the MyDOS 4.50, SpartaDOS 3.2g, SpartaDOS X 4.20, BWDOS 1.10 and a lots of DOS applications, demos and games.

==> Fine Tooned Engineering Multi I/O II
An IDE interface. Released?

Subject: 12.4) What is SIO2PC?

Original text by Dave Paterson

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

Several different designs for the SIO2PC hardware are floating around. Best contact the author for the latest details.

SIO2PC 4.13 is shareware by Nick Kennedy, mailto:nkennedy@cswnet.com

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Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system.

Either MYDOS or SpartaDOS will work with almost any disk drive, up to 8 drives or hard disk partitions, and ramdisk.

MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. MYDOS 4.53 is freeware from Wordmark Systems (Charles

Marslett and Bob Puff). There are two versions of MYDOS 4.53, one uses 3 digit sector numbers where possible, known as 4.53/3; the other, known as 4.53/4, uses 4 digits minimum. Complete documentation about the disk formats and commands, as well as the source code, is available.

SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.22 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/developer list).

It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
filenames: Os/dos25.arc (DOS 2.5)
Fte/fte32g.arc (SpartaDOS 3.2)
Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Any other versions of DOS all 8-bit Atari users should be aware of??

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8/16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8/16/48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
800XE Personal Computer(1987?)~same as 130XE but 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I software
835 Direct Connect Modem -300 baud, with Telelink II software
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col.(80 by command) print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col. letter quality =Mann-Tally Riteman LQ
1029 Printer -7-pin dot matrix, same as Commodore MPS-801

1030 Direct Connect Modem -300 baud, with ModemLink software
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term software
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF late 800XL with a redesigned motherboard, & FREDDY (from the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1055 -a 1050 (SS/ED) with a 3.5" mechanism
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

As with the rest of this FAQ list, please let me know if any of this information conflicts with the units you have. I'm also not sure how much of this section is valid outside North America. If it's not valid where you are, I need to hear from you!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Relevant law of physics:
Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

24 V AC 3.6 VA (150 mA) Atari#CA016751 transformer:
830

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adapter:
Indus GT,5200

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12,ICD/FTe P:R:Connection

Draws power from the 600XL PBI:
1064

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835

XC11 program recorder (no brick needed -> internal or SIO source?)

OTHER:
The ICD/FTe Multi I/O (MIO), all versions, can use both AC and DC supplies.
But stick to voltages of at least 6.2-7.2 V.

Subject: 13.4) What are the pinouts for the...?

Serial I/O (SIO) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5V/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V (400,800 only. 1400XL/1450XLD?)
6. Ground 13. Interrupt
7. Command

Cartridge Slot ("Left" slot on all machines; "Right" slot on 800 only):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4(Left) R/~W late(Right) A. RD4(Left) B02(Right)
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5(Left) ~S4(Right) N. A11
13. +5V P. A10
14. RD5(Left) RD4(Right) R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF

H. GND 7. +5V

Monitor Jack (all but 400, North American 600XL, XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800XL,1200XL; grounded on 600XL)

Power Adapter Plug (all but 400,800,1200XL,1400XL,1450XLD):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input / Light Pen Input. Port 4 only on 400
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15

21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5V on 600XL only) 48. NC (+5V on 600XL only, used to power 1064)
49. Audio input 50. GND

R1: Serial port DB9P (850 Interface Module):
5 4 3 2 1 _____________________________
9 8 7 6 / DB25P
1. DTR - Data Terminal Ready (out) + 20
2. CRX - Signal (carrier) Detect (in) + 8
3. XMT - Transmitted Data (out) + 2
4. RCV - Received Data (in) + 3
5. GND - Signal Ground + 7
6. DSR - Data Set Ready (in) + 6
7. RTS - Request to Send (out) + 4
8. CTS - Clear to Send (in) + 5
No connection to shield + Frame - to the shield wire

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6

1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

P: Parallel port (850 Interface Module) DB15P:
8 7 6 5 4 3 2 1 _____________________________
15 14 13 12 11 10 9 / 36 pin Centronics (male)
1. Data Strobe + 1
2. D0 + 2
3. D1 + 3
4. D2 + 4
5. D3 + 5
6. D4 + 6
7. D5 + 7
8. D6 + 8
9. Data Pull up (+5v) +
10. - +
11. Ground + 16
12. Fault + 32
13. Busy + 11
14. - +
15. D7 + 9
No connection to shield + Frame - to the shield wire

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o FoReM BBS -- Friends of Rickey Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FoReM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed

in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

Matt Singer, mailto:msinger@oe.fau.edu writes:
FoReM BBS derived from an early AMIS. When multiple message areas were
added the name was extended to FoReM 26M. Then, When OSS released BASIC
XL the program was rehacked and called FoReM XL... Bill Dorsey wrote most
of the Assembler routines (where is he now?).

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the
Atari 8-bit has been placed into the public domain or not. This BBS was
the first to support a RAMdisk, which Paul Swanson called a "V:" device
for "virtual disk". This BBS was written in Atari BASIC and required a
joystick hardware "dongle" device. This was notable as being one of the
first Atari 8-BIT BBSes that could actually go for a week without having
to be rebooted. Pointers to the message base were kept in an Atari "very
long string" (for which Atari BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An Atari 8-bit version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SpartaDOS environment. This was a problem
until very recently, when the disk-based version of SpartaDOS was
re-released as shareware. This BBS program uses a "modem clock string"
rather than an R-Time 8 cartridge in order to retrieve the current time.
It also comes with an Atari BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC XE.
This version of FOREM BBS requires the commercial BASIC XE
cartridge in order to run. It is in the public domain and can import and
export messages from the Atari PRO! BBS EXPRESS-NET (7-bit text only,
control ATASCII graphics are reserved for message data-structure bytes).
FOREM-XE BBS is still currently in use as we speak, and may be reached via
the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in
effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS,
which is the Keith Ledbetter companion project of the EXPRESS!-TERM

terminal program of days gone by. I am not familiar with this program. I think that it is written in Action! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE--
demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 13.6) What version of Atari BASIC do I have?

At the READY prompt, enter "? PEEK(43234)"

If the result is: You have Revision:
162 A
96 B
234 C

Subject: 13.7) What are the Standards for Used 8-Bit Stuff?

Developed by mailto:b.poehland@genie.geis.com (Ben Poehland)

When selling used 8-bit Atari equipment in the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, please consider describing the condition of the materials you are selling using these standards. This will go a long way toward preventing potentially highly-contentious misunderstandings. Usage is voluntary, but recommended.

LN (Like New)-- Item is pristine, unused, w/all manuals & original packaging materials.
EC (Excellent Condition)-- Item is little used, good working order, physically clean, may have a very few minor cosmetic blemishes, w/original

manuals.
GC (Good Condition)-- Item is in good working order but slightly soiled,
contains worn parts or minor scratches/dings that betray heavy
service or old age, w/original manual or copied manuals.
FC (Fair Condition)-- Item in working order but missing manuals/accessories;
heavily worn/soiled or cosmetically damaged.
BC (Basket Case)-- Item does not work, is damaged/butchered, missing manuals &
accessories etc., but contains salvageable parts.

Subject: 13.8) What games support 4 simultaneous players on the 400/800?

The following games support 4 player head-to-head play. Remember, only the
400 and 800 computer models sport 4 controller ports.

Asteroids, Basketball, Breakout, Dandy, M.U.L.E., Maze War, Silicon Warrior,
Survivor.

Thanks to mailto:jlodoen@shell.portal.com (Jeff M Lodoen) for initial info.

Subject: 13.9) Why should I disconnect the 810/1050 power supply before
connecting or disconnecting SIO cables?

Rich Mier writes:

You've been plugging and unplugging the SIO cable with the 1050 power pack
plugged in, right? That's a no-no. Most of the time it's Okay, but about 1 in
10, 20 times, it will blow out 'U-1'. It's a CA/LM 3086 I.C. at the right,
rear of the main board. A 14 pin DIL chip. Actually it is an array of 5
transistors.

Unplug the power pack from the 1050, then unplug the SIO cable. Power can be
ON on the CPU. The problem has to do with the secondary winding of the Power
Pack. Remember, the problem only occurs 1 out of 10 - 20 times that you do it,
not all the time.

It doesn't really matter if the 1050 Transformer has power on or off, it
'Might' happen if plugged into the 1050. It is really bad on 810's.

One thing, if the system has been turned off for, oh say, 5 - 10 minutes it
won't matter. By then all the capacitors should be bled(sc?) to 0 volts.

Subject: 14.1) What vendors, developers, or publishers support the 8-bit
Atari?

See the "Atari 8-Bit Computers Vendors and Developers List." The latest
version may be obtained in the following locations, among many others:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html

news:comp.sys.atari.8bit news:comp.answers news:news.answers
mailto:mail-server@rtfm.mit.edu , message says:
send usenet/news.answers/atari-8-bit/vendev
quit

You can also ask me for a copy at mailto:mcurrent@carleton.edu

---

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

1) Oscar Fowler maintains a list of BBS's supporting the 8-bit Atari. He posts his list to comp.sys.atari.8bit every once in a while.

You can ask Oscar for his list at: mailto:oscar@primenet.com

2) Rick Detlefsen is presently compiling a new comprehensive Atari computers bulletin board systems list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: ATARI BBS LIST
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.3) Where is my nearest 8-bit Atari user group?

Rick Detlefsen is presently compiling a new comprehensive Atari computers user groups list. Contact him by any of the following for more information:

Rick Detlefsen Compuserve:74766,1561
Genie:R.DETLEFSEN
Internet: mailto:74766.1561@compuserve.com

Or by Mail: USER GROUP SURVEY
C/O RICK DETLEFSEN
8207 BRIARWOOD LANE
AUSTIN, TX 78757-7642

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8-bit New User, Emulator Help FAQ" is maintained by mailto:kendrick@zippy.sonoma.edu (Bill Kendrick). Bill and his FAQ are excellent sources for information on basic usage of the 8-bit Atari, and for information on the 8-bit Atari emulators which run on other computing platforms. See:

http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" includes people involved in all of the Atari computing and gaming platforms. This directory is maintained by the managers of the Cleveland Free-Net Atari SIG. Write to mailto:xx004@cleveland.freenet.edu (Atari SIG) or see: http://ace.cs.ohiou.edu/personal/mleair/whos_who.html

==========
End of atari-8-bit/faq
==========

3557. 200+ Hits On The New WebSite

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc8ba$712d7f60$96f7aecc@127.0.0.1>
Source record: 79065

Have you been there yet? If so please send
e-mail with your opinion!
--

_____

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3558. Help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc8ba$accb56a0$96f7aecc@127.0.0.1>
Source record: 79066

Ok, over 200 ppl have visited the new Atari 8bit website, but LESS than 10 ppl have written anything back. I need ppl to review/rate 8bit software, contribure your 2 cents to the Top/Worst 10 lists, and send some documentation this way for inclusion on the web site...

Please check out the site (listed below in my sig) and participate.

--

_____

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3559. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080000211961110030001@nntp.netgate.net>
Source record: 79067

In article <55ett3$ffb@kensie.dorsai.org>, Sapphire@innonyc.com (Janice in NYC) wrote:

> ziggy29@netgate.net (Tim Irvin) wrote:
>
> >A copy of the disk that can be transferred to floppy and booted
> >on the Atari, or merely an ATR image which only works on an emulator?
>
> It's an ATR image. But I think there are utilities available that let
> you transfer ATR images to disk.
> If you have a SIO2PC cable you can use APE to do this.

Not if you have a Mac. :)

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
We did it again! Softball '96: 44G / 30-13-1 / .537, 3 HR
Dole? Clinton? Perot? Puh-leeeeze. You have other choices!
http://www.netgate.net/~ziggy29/whythird.html

3560. Re: The Tebbit

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-02 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <55gk8f$ecq@news.asu.edu>
Source record: 79068

Seems there were a lot of Atari programs from the UK heydays that have been forgotten and lost. I used to get a magazine called "Your Computer" that was chock-full of ads (or adverts as they called them) for many different computers, mostly for the Spectrum (basically a color Timex) but some were for the Atari. Some of them that looked interesting were "Mugsy", "Cuthbert", and too many that I don't remember now. There were even type-ins that I never saw anywhere else.

Any former UK-Atarians have these little gems for us to see?

--
John Collins N.W.P.A.C.
irata@aztec.asu.edu P.O. Box 67511
Nybbles & Bytes Editor Phoenix AZ 85082

3561. Re: The Tebbit

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc923$7f453160$1df7aecc@127.0.0.1>
Source record: 78974

> Seems there were a lot of Atari programs from the UK heydays that
> have been forgotten and lost. I used to get a magazine called
> "Your Computer" that was chock-full of ads (or adverts as they
> called them) for many different computers, mostly for the
> Spectrum (basically a color Timex) but some were for the Atari.
> Some of them that looked interesting were "Mugsy", "Cuthbert",
> and too many that I don't remember now. There were even type-
> ins that I never saw anywhere else.
>
> Any former UK-Atarians have these little gems for us to see?

I live in Canada... but would love to archive these lost 'type-in' programs
on my web site!!! If anyone does have any info pleas e-mail me!

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3562. DIMS'96 Is Online!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc923$dbdaab80$1df7aecc@127.0.0.1>
Source record: 78975

DIMS'96 IS ONLINE!!!!!

Go to my homepage and click on the 'software' icon at the top of the page, you will then be shown a chart for DIMS'96. Click on the little zip 'suitcase' icon for DIMS'96 and download it. Try running DIMS'96.EXE, if you get 'file not found' errors then download the VB4RUN32.ZIP file and extract into your \WINDOWS\SYSTEM directory.

E-mail me and let me know what you think, DIMS'97 will be out sometime in the new year, once i re-learn C++! =)

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3563. Jumpman anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bbc932$8a96b160$169072ce@forester>
Source record: 78976

Has anyone seen this game lately? I recently was given an Atari 800 and remember this as being one of my favorite games way back when. Unfortunately, I can't seem to find it anywhere. If you have any info, please let me know.

Thanks,
Richard

3564. Request solutions to classic games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: ant3311@ix.netcom.com
Message-ID: <55h7mo$sd2@sjx-ixn2.ix.netcom.com>
Source record: 78977

Does anyone have solutions to any classic computer games? Or does anyone know of any places on the net that has solutions to classic games? I was thinking of opening a Solution/Walkthrough/Cheats section for games off my Classic Computers page. I'm looking for a walkthrough to "Exile" the metroid like game, in particular. Thanks if you can help.

^*^*^*

3565. FS: Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: Steve Ikler <sikler@pclogiconline.com>
Message-ID: <327CDCC2.49C2@pclogiconline.com>
Source record: 78978

I have the following 8-bit stuff for sale:

130XE
1050 Disk Drive w/US Doubler
410 Program Recorder
Atari touch tablet w/drawing cartridge
Party Quiz game with controllers

Make an offer on package. (Shipping from Pennsylvania)

Respond via e-mail to:
Steve Ikler
sikler@pclogiconline.com

3566. Re: Jumpman anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <55it36$se3@nnrp1.news.primenet.com>
Source record: 78979

In article <327c8ced.1603132@news.solace.mh.se>,
Johan Persson <frenchie@algonet.se> wrote:
>On 3 Nov 1996 02:52:52 GMT, "Richard Forester" <forester@blarg.net>
>wrote:
>
>>Has anyone seen this game lately? I recently was given an Atari 800 and
>>remember this as being one of my favorite games way back when.
>>Unfortunately, I can't seem to find it anywhere. If you have any info,
>>please let me know.
>>
>>Thanks,
>>Richard
>
>I have it plus the Jumpman II
>I liked 'Loadrunner' better with all its over 100 tracks...

I didn't know there was a Jumpman II!
--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3567. Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <55ih79$t42@usenetp1.news.prodigy.com>
Source record: 78980

In case anyone is interested, Mule is still available new at B&C
Computervisions in original packaging for about 30 bucks.
408-986-9960

3568. A few more books

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <327D29DC.36C@cdsnet.net>
Source record: 78981

Shipping, mostly by US Priority mail, had excellent results. $3.00 to $8.00 shipping charges.

Payment, Checks take 8 days to clear, Money orders are shipped same/next day, COD with $5.00 deposit only.

Computes 1ST book of Atari $5.00
Computes 2ND book of Atari $5.00
Computes 1ST book of Atari graphics $5.00 (2)
Computes 2ND book of Atari graphics $5.00 (2)
Computes mapping the Atari 400/800 $5.00

Atari XL Users handbook $5.00
Atari games and recreation $4.00 (2)
Easy guide to your Atari 600/800xl $4.00
Analog's 8Bit Extra $6.00
The Creative Atari $5.00
Atari sounds and graphics $5.00
Atari graphics, Designs from your mind $5.00
Your First Atari Program, (Rodnay Zaks) $4.00

Mike LaRue
830 W 2nd St.
Medford, Or 97501
541-772-7830

3569. Re: Indus GT drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: royvarg@leland.stanford.edu
Message-ID: <327D8025.3308@leland.stanford.edu>
Source record: 78982

>
> Oh, I thought all that would be needed was a device driver, like with
> teh Happy drives......
>
> So Synchromesh isn't like a special skewed-sector format (like the US
> Doubler formats), but rather a way to actually speed up disk access on
> even a regular-formatted disk?
>
My Indus GT broke down about 5 years ago, so I'm going on memory here...
I recall that single density disks had to be formatted while Syncromesh
was engaged. This produced a format that was actually SLOWER to read
than a normally formatted disk until DOS XL loaded in and engaged
Syncromesh. Once engaged, however, the transfer rate was significantly
higher (I think it went up from 19200 to 24xxx or 38400). As far as
double density disks, it doesn't matter whether you formatted it with
Syncromesh engaged or not. The effect that I noticed is that a DD disk
with Syncromesh beeped with about the same frequency as a SD disk
without Syncromesh (i.e., double the data transfer rate).

3570. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0311962350190001@port25.bitstream.net>
Source record: 78983

In article <ziggy29-ya023080000211961110030001@nntp.netgate.net>,
ziggy29@netgate.net (Tim Irvin) wrote:

> > It's an ATR image. But I think there are utilities available that let
> > you transfer ATR images to disk.
> > If you have a SIO2PC cable you can use APE to do this.
>
> Not if you have a Mac. :)

If you have Rainbow and an RS232 cable between the 8-bit Atari (via an 850 interface or similar) and the Mac, it should be possible. Assuming you have a disk image (ATR or whatever), run Disk Communicator in Rainbow to create a dcm file. Export the dcm file and transfer it from your Mac to the 8-bit using the software that comes with Rainbow. Run Disk Communicator on the real 8-bit to create a bootable disk.

I should warn you, I've never tried this myself, but it should work, albeit slowly. It may be easier to find a copy of the program. Perhaps someone will design something like SIO2PC for the Mac (I'm not holding my breath). Or you could go out and buy a PC--I can't think of a better use for one. ;-)

Mark
marksim@bitstream.net

3571. Wanted: XC11 Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961103201713.26711A-100000@labhp31.cs.utah.edu>
Source record: 78984

I am looking to buy or trade for an Atari XC11 tape deck.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

3572. Re: Jumpman anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080000311962002540001@nntp.netgate.net>
Source record: 78985

In article <55it36$se3@nnrp1.news.primenet.com>, nickb@primenet.com (Nick S Bensema) wrote:

> In article <327c8ced.1603132@news.solace.mh.se>,
> Johan Persson <frenchie@algonet.se> wrote:
> >On 3 Nov 1996 02:52:52 GMT, "Richard Forester" <forester@blarg.net>
> >wrote:
> >
> >>Has anyone seen this game lately? I recently was given an Atari 800 and
> >>remember this as being one of my favorite games way back when.
> >>Unfortunately, I can't seem to find it anywhere. If you have any info,
> >>please let me know.
> >>
> >>Thanks,
> >>Richard
> >
> >I have it plus the Jumpman II
> >I liked 'Loadrunner' better with all its over 100 tracks...
>
> I didn't know there was a Jumpman II!

Perhaps he meant Jumpman Junior? I have that one on a cart...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/
We did it again! Softball '96: 44G / 30-13-1 / .537, 3 HR
Dole? Clinton? Perot? Puh-leeeeze. You have other choices!
http://www.netgate.net/~ziggy29/whythird.html

3573. For sale, a few more things

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <327D2CE9.6BB1@cdsnet.net>
Source record: 78986

All Items have been tested and are in good condtion
unless Stated.

Shipping, mostly by US Priority mail, had excellent
results. $3.00 to $8.00 shipping charges.

Payment, Checks take 8 days to clear, Money orders
are shipped same/next day, COD with $5.00 deposit
only.

Hardware:
1 800xl's with power $25.00
1 1050's with power and cable $25.00
1 810's with Archiver installed PS/CB $25.00
1 B&C 810 PS/CB $22.00
1 1027 with PS/CB extra ink roller $15.00
1 XM301 $ 4.00
1 XMM801 nice printer! $20.00
1 RamPOwer 32k for 800/400 doc/box $10.00

Software:
The book keeper, complete $ 7.00

Much more to follow!

Mike LaRue
830 W 2nd St.
Medford, Or 97501
541-772-7830

3574. Re: Jumpman anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbc9aa$c8a991c0$0af7aecc@127.0.0.1>
Source record: 78987

> I have it plus the Jumpman II
> I liked 'Loadrunner' better with all its over 100 tracks...
>
> The problem is that everything is disorganized and I'm thinking
> of opening a WEB-site for Atari games
>
> Read my letter 'Copyright?* sent earlier...

I am in the progess of doing that! =)

Take a look...

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca
��

3575. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <55honb$o61@sirius.cs.pdx.edu>
Source record: 78988

>> ziggy29@netgate.net (Tim Irvin) wrote:
>>
>> >A copy of the disk that can be transferred to floppy and booted
>> >on the Atari, or merely an ATR image which only works on an emulator?

There seems to be some confusion here about ATR images...

There's nothing special about ATR files that makes them "only work on an emulator". An ATR file is simply the data on the disk squashed into one file, i.e., except for a header at the beginning, the first 128 bytes of the ATR are the first 128 bytes on the disk (the first sector), the second 128 bytes are the second 128 bytes, etc...

>>
>> It's an ATR image. But I think there are utilities available that let
>> you transfer ATR images to disk.
>> If you have a SIO2PC cable you can use APE to do this.

>Not if you have a Mac. :)

Janice is right, there are ways to transfer an ATR to disk without an emulator or SIO2PC, as long as you have a disk on the Atari side that's big enough to hold the whole ATR file (like a 1050-formatted enhanced density floppy, or I use the RAMdisk in my 256K 1200XL). You can hack up an "ATR2DISK" program in about 20 lines of BASIC. I posted one a while back, feel free to email me and I'll send you a copy of it... (And I can BinHex it for Mac people. 8-)

---Alex

3576. Wanted: XC35 Disc Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-03 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961103202024.26711B-100000@labhp31.cs.utah.edu>
Source record: 78989

I am looking to buy or trade for an XC35 drive/prototype.

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

3577. JIM HOOD

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <327EDECD.256A@pacbell.net>
Source record: 78919

I regret to inform the Atari community that Jim Hood, a principle in the current Atari Classics, a charter member of the San Leandro Computer
Club, and a great friend, passed away on Friday, November 2nd from respiratory failure as a result of complications encountered in his battle
with cancer. He leaves a wife, Cindy, and a grown son, Nathan. A talented wit and a joy to be around, we will miss him terribly.

Bob Woolley

I'm sorry, but I don't quite know how to post a new message, so I REplied to the last one in the queue.... rew

3578. Protector

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: Stuart Nicholson <stuartn@iap.net.au>
Message-ID: <327D5EAC.62C9@iap.net.au>
Source record: 78920

Has anyone got the game Protector to work with the Xlit or Pokey
program? I can't get it to wqork at all. Is there a secret? I've put it
in XFD file and tried to binary load it. Is there a better way?
--
L8R

Stuart
Perth, Western Australia

<<It's not the SIZE OF THE dog in the fight, but the SIZE OF THE fight
in the dog that counts>>

3579. Re: Menu Program

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <55l9fa$os1@dfw-ixnews8.ix.netcom.com>
Source record: 78921

In <01bbc9f7$097fdbe0$83469ace@mmarch> "Marc M" <tbmarc@webspan.net>
writes:
>
>I am still looking for a decent menu program to run binary files...
The
>few I have come across
>are very disappointing. It must support large (up to 65535) disks,
double
>density, and load
>most of the games! Can some of you 8-bit wizards out there help....?

Marc,
Locate a copy of SpartaDOS Cocstruction Set. It has a very nice
binary run menu system included.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3580. Re: Help with Sparta DOS! Where is FTE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <55l8ur$ogf@dfw-ixnews8.ix.netcom.com>
Source record: 78922

In <55ebem$i2@nadine.teleport.com> bensmith@teleport.com (Benjamin Smith) writes:
>
>Can someone help me? I'm looking for help with Sparta DOS. I tried to
>Download these 4 files from the University of Michigan:
>fte32g.arc ftesd32f.dcm ftedrxb.dcm ftesdtka.dcm
>I downloaded these files and use the proper Utilities to either
>UnARC or DiskComm them and all 4 files are corrupt. I tried downloading
>them again and tried again and the DiskComm/UnARC still said it was
>corrupted. I believe the files on University of Michigan are corrupt.
>I need to get the ShareWare version of Sparta DOS plus other software
>that goes with it. I would also like to contact Mike Hohman.
>Please direct all replies through E-Mail to: bensmith@teleport.com
>--
>Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
>DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
>www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
>Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

Ben,
It's not that they are corrupted. They're fine. You have to have a working bootable copy of SpartaDOS 3.2f (I think 3.2D will probably work too). Boot the older version of SD then use scopy fte32g.scp to a second formatted disk. This is something similar to a DCM disk, I think. This process should make a bootable SD32G.DOS disk. I think the others work the same way. There should be a read.me file in the ARC files that tells you what to do.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3581. Menu Program

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbc9f7$097fdbe0$83469ace@mmarch>
Source record: 78990

I am still looking for a decent menu program to run binary files... The
few I have come across
are very disappointing. It must support large (up to 65535) disks, double
density, and load
most of the games! Can some of you 8-bit wizards out there help....?

3582. Re: Jumpman anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <327d6bae.1578014@news.superlink.net>
Source record: 78991

```
->I have it plus the Jumpman II
->I liked 'Loadrunner' better with all its over 100 tracks...
-
-I didn't know there was a Jumpman II!
---
-N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
```

I guess you can call Jumpman Jr. "Jumpman II"

3583. @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: Str8.Man@Nice.Folks.com
Message-ID: <55k1h1$rd9@juliana.sprynet.com>
Source record: 78992

HOT COLLEGE STR8, BI, AND GAY GUYS NEEDED FOR FRIENDS AND/OR
RELATIONSHIPS!

ALL AREAS! NOWHERE TO BIG OR SMALL FOR THE LOCATOR!
ALL PRIVATE!
ALL CONFIDENTIAL!
ALL AGES!
LADIES WELCOME!

THE LOCATOR
1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4

2.99/min

3584. RE: 65XEM

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <9a1_9611040503@idn.nl>
Source record: 78993

On Thu, 31 Oct 1996 10:45:34 -0700, Christopher Brett Strong
<strong@facility.cs.utah.edu> wrote about:
65XEM? Information desired:

> I am looking for information on the 65XEM machine. Aside from the
> fact that it was not released, I know nothing about it. I am told
> that the M stands for Music, but I have not been able to confirm or
> deny that rumor. Does anyone out there know anything about this
> protobeastie?

From Compute!, April 1985:

"The third new 8-bit machine is an interesting variation of the 65XE
called the 65XEM (XE Music computer). It's a 65XE with an additional
sound chip, the new eight-voice "Amy". Unfortunately, this was the
only new computer Atari didn't exhibit at the show. Hoewever, those
who have heard Amy say it outperforms even the SID synthesizer chip
in the Commodore 64. Amy has a dynamic range exceeding 60 decibels, a
frequency range of nearly 11 octaves from 4.8 hertz (far below human
hearing) to 7.8 kilohertz, frequency resolution of 1/64 semitones, 64
harmonics, and many other features. Reportedly it can synthesize
almost any musical instrument sound. The 65XEM will sell for about
$150."

Richard Douwes
Richard.Douwes@hcc-lwd.idn.nl

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.

3585. Atari & Apple Stuff FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: bede0005@gold.tc.umn.edu
Message-ID: <bede0005-0411960204470001@pub-24-c-172.dialup.umn.edu>
Source record: 78994

Below is a list of Hardware, Software, and Manuals I have for sale or trade:

Want to get:

IIGSFuture Sound card
or other GS Sound Card

Want to make go away :)

Manuals

Apple
Writer's Choice Elite
//e 80 Column Text Card

Atari
How to use Visicalc, Supercalc "An Alfred Handy Guide"
Understanding Atari Graphics "An Alfred Handy Guide"
Atari Home Computer and Acc Brochure
Your Atari Computer (400/800) "McGraw Hill)
Atari Basic
Disk Operating System II
Compute's First Book of Atari
Computes Second Book of Atari
Mapping the Atari (Compute)
--all books $4.00

Software
with Docs

Apple

Zork I 5.25 (with Invisiclues and map) $6.00
Apple System Utils and Prodos User's Disk
Dos 3.3 system master
PFS: File with spare
Solidus International Macrotory Ver 1.1 (works w/ 64k II+)
Accounting Plus II
Accounts Payable
Accounts Receivable
General Ledger
System/Control
-make offer

Atari

Cart
Defender
Space Invaders
Pac-Man
Galaxian
Music Composer
Tape
Frogger (Tape and Disk)
Tariterm (comm prog)
States and Capitals
Disk
MegaFont II
Track Attack!
SAM
Printshop (quick reference card (hah even the receipt)) $10.00
Chess (box also)
Preppie (game)
Each disk, tape or cassette $5.00 except those marked how about
$30.00 for all of them
No Docs
Atari
Cart
Centipede $3.00
Star Raiders $3.00

Tape
Shooting Arcade
Baja Buggies
-make offer
Disk
Bank Street Writer
Choplifter
-make offer

Apple
Applesoft Sampler
Apple Presents....Apple
Dos 3.3 Sample programs
II computing Vol 2 No 2
Compute! Disk
Vol 8 No 9-11 thru Vol 10 no 3-4
Apple Applications disk Fall/Winter 1986
Spring/Summer 1987
--make offer on whole group or individual disks

Hardware

Apple
Disk II Drive $10.00
Disk II Interface Card $5.00
ImageWriter II $75.00
Apple Memory Expansion Card (256k) //gs $6.00.

Atari 1010 Tape player w/docs $8.00

all hardware shipping is extra, software it is included unless noted otherwise

Thanks

Rob

bede0005@gold.tc.umn.edu

3586. Re: Questron???

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961104004023265886@mutl-d9.bctel.net>
Source record: 78995

Stevo <stev@networx.net.au> wrote:

> I believe that this game had the MOST HARDEST disk copy protection
> ever placed on a disk. I was just wondering if ANYONE has a working
> copy- whether original or a HACKED copy. I would like a copy of the
> original just to try and unprotect the disks. If anyone has the
> original disks, I know you won't part with them- but could you try and
> send me copies of all the disks. Dont worry about the protection, just
> skip over the bad sectors- and try to list them if you can. That way I
> can try and unprotect them, and then I'll send it to Yogi for the
> Archive. Thank you for any response......

Was "Spiderman" one of those Questron games? I don't have the program
near me so I can't check right away, but I believe it was their second
one. If so, I have a fully protected _copy_, courtesy of my
Happy-Enhanced 1050.

Hey, I just went and booted up spiderman on my 8-bit, and its made by
QuestProbe, are you sure thats not the company you were referring to?

L8r!

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3587. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961104004026266044@mutl-d9.bctel.net>
Source record: 78996

Bill Marcum <bmarcum@iglou1.iglou.com> wrote:

> In article <32796a19.11448402@207.126.101.78>, SK wrote:
> >The SX-212 is a standard modem which of course requires an RS-232
> >port. The "box" is needed to provide that RS-232 interfacer. The
>
> I haven't actually seen an SX-212, but I heard that it has both a standard
> 25-pin RS-232 connector and a 13-pin Atari SIO connector.

Hence the name "SX-212" S=ST X=XL/E 2=two serial connectors (i think)
12=1200 BPS
:)

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3588. Re: Doc's for Game Carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961104004027266130@mutl-d9.bctel.net>
Source record: 78997

Michael Pook <mpook@freenet.npiec.on.ca> wrote:

> I recently acquired a box full of game cartridges without documentation.
> I would be willing to reimburse the cost to photocopy/mail instructions
> for the following programs; Asteroids (Atari), Basketball (Atari), Chess
> (Parker), Deluxe Invaders (Roklan), Halftime Battlin' Bands (CBS), Return
> of the Jedi (Parker), River Raid (Activision), Track & Field (Atari).

Hmm I have original docs for Deluxe Invaders and Wizard of Wor somewhere
around here...

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3589. Re: Copyrights?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: frenchie@algonet.se
Message-ID: <327df640.1492564@news.solace.mh.se>
Source record: 78998

```
>
>I don't remember the URL's right off the top of my head and I am just going
>to work, when I get home I will post another message with the URL's if
>you'd like
>
>Will
>--

Thanks in advance...

Johan
```

3590. Re: Jumpman anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: frenchie@algonet.se
Message-ID: <327df5ce.1378796@news.solace.mh.se>
Source record: 78999

```
>
>
>I guess you can call Jumpman Jr. "Jumpman II"
>

Sorry guys...
You're right, I ment Jumpan Jr

Johan
```

3591. Re: @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: frenchie@algonet.se
Message-ID: <327df6ad.1601855@news.solace.mh.se>
Source record: 79000

On 4 Nov 1996 06:54:33 GMT, "William \"BlacKat\" Fisher"
<blackat@direct.ca> wrote:

>> HOT COLLEGE STR8, BI, AND GAY GUYS NEEDED FOR FRIENDS AND/OR
>> RELATIONSHIPS!
>>
>> ALL AREAS! NOWHERE TO BIG OR SMALL FOR THE LOCATOR!
>> ALL PRIVATE!
>> ALL CONFIDENTIAL!
>> ALL AGES!
>> LADIES WELCOME!
>>
>> THE LOCATOR
>> 1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
>> 1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
>> 1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
>>
>> 2.99/min
>
>Erm, I really don't see how this relates to the Atari 8bit?
>Perhaps you could fill me in?
>
>Will

Maybe he's desperate or something...

Johan

3592. For Sale: Atari 8-Bit/Game Machine Hardware and Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: quinn@sliders.com
Message-ID: <55l38r$2ts@stratus.skypoint.net>
Source record: 79001

```
**************************************************************************
* *
* Friedland Computer Systems, Inc. *
* *
* Your one stop stop source for Atari 8-Bit *
* and game machine products! *
* *
* 320K 130XE's, High-Speed Triple OS Upgrade for XL/XE, *
* Hard drives, 3.5" Drives, modems, *
* and the list goes on and on! *
* *
* *
* What ever your need, we have it - at unbeatable prices! *
* If we don't have it, we'll get it. *
* *
* Guaranteed! *
* *
* *
* Please call 612-689-0880 for more information *
* or email quinn@sliders.com *
* *
**************************************************************************
```

3593. Re: 65XEM? Information desired.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: davepat@total.net
Message-ID: <55l64t$55a@newsfeeder.total.net>
Source record: 79002

In article <19961104011711398646@mutl-d9.bctel.net>, ryang@computerhelp.ca
says...
>
>Christopher Brett Strong <strong@facility.cs.utah.edu> wrote:
>
>> I am looking for information on the 65XEM machine. Aside from the fact
>> that it was not released, I know nothing about it. I am told that the M
>> stands for Music, but I have not been able to confirm or deny that rumor.
>>
>> Does anyone out there know anything about this protobeastie?
>
>I saw a picture of it a while back. It was basically a 65XE with an
>integrated XEP80 controlling an internal green-screen 80-column display.
>An all-in-one unit. Also very strange...
>

Actually, that's the Atari 65XEP, for Portable. Again, it was shown at a
trade show, but never released. The XEP a,d XEM were overshadowed at the
show by Atari announcing the ST line.

Dave

3594. Re: Doc's for Game Carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbca7c$5aca8d80$93f7aecc@127.0.0.1>
Source record: 79003

```
> Hmm I have original docs for Deluxe Invaders and Wizard of Wor somewhere
> around here...

Ryan, if you find those please send a copy to me... i'd love to add the
docs
to my web page...
```

Will

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3595. Re: @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbca7b$e2cd15a0$93f7aecc@127.0.0.1>
Source record: 79004

> >> HOT COLLEGE STR8, BI, AND GAY GUYS NEEDED FOR FRIENDS AND/OR
> >> RELATIONSHIPS!
> >>
> >> ALL AREAS! NOWHERE TO BIG OR SMALL FOR THE LOCATOR!
> >> ALL PRIVATE!
> >> ALL CONFIDENTIAL!
> >> ALL AGES!
> >> LADIES WELCOME!
> >> 2.99/min
> >
> >Erm, I really don't see how this relates to the Atari 8bit?
> >Perhaps you could fill me in?
> >
> >Will
>
> Maybe he's desperate or something...
>
> Johan

Must be really desperate for an Atari 8bit user since this is the only group he posted it to... unless he is individually posting this message to lots of groups.. =)

Will

3596. RE: 1450XLD ROMs and schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: "Bruner, Glenn S., SSgt" <BRUNERGS@fafb.af.mil>
Message-ID: <327E440C@2sops.fafb.af.mil>
Source record: 79005

To the individual looking for 1450XLD info and stuff, I'm a good one to talk to. I used to own one of the engineering prototypes (#5) that had a TONG version of the motherboard. Before I sold it, to a very good friend for his collection hobby, I did make copies of the ROMs. The machine I had the following items:

- Used a SSI-263 chip for the Voice Synthesizer. This is similar to the Votrax SC-02 second generation voice chips. I have a copy of a article from Byte Magazine that goes into the SSI-263 chip and builds a voice synthesizer for the Apple II. I'm not quite sure if Brad still has some, but I think Best Electronics might carry them. If not, JDR Microdevices was the other place I found to carry them. I believe the SSI-263 was made by Silicon Systems.

- Had a 300 baud modem and used a Intel chip for the RS232 function. I don't remember exactly what chip it was.

- Had two Epson made double-sided, double-density disk drives. Both drives worked. They were mounted in the case and had a piece of sheet metal molded into a bracket and attached to the case to support the drives. Atari engineers had drilled holes into the side of the case and had screw threads poking out that were holding the bracket in place. I was able to get Atari DOS 2.0, 2.5, 3.0, and 4.0 to load on the machine, but SpartaDOS would not load. The reason is that SpartaDOS uses it's own D: driver and would overwrite the device handler address info and use it's own D: driver.

- The voice synthesizer didn't work on this machine. I don't know if the SSI-263 chip was bad or if the two prototype 40 pin chips were bad. These two chips I was told were language chips. What their exact purpose was I don't know. They were definitely prototype because someone used some scotch tape to put the gold cover on the chip package when they mounted the chip in the chip package.

- There was a small breadboarding area on the board for the engineers to add any additional circuits.

- There was a area for a 48 pin chip. This spot I was told was for a possible Apple II emulation. But haven't seen any info to prove that.

That's about all I can remember at this time about the machine. I do have the OS EPROM and the PBI handler EPROM images. The handler EPROM had the PBI handlers for the T:, V:, and D: handlers (which are the modem, voice, and disk drive). The machine had in it Basic revision C. The schematics I have say 1450XLD on them but I found really apply to the 1400XL (which I also have one of those) because it doesn't have the drive controller on the schematic or the SSI-263 chip. If I remember right the schematic probably

covered a different 1450XLD board from the TONG version I had.

Just let me know what you are looking for. Looking forward to hearing from you.

Glenn Bruner
Colorado Springs, CO
brunergs@pcisys.net & brunergs@4sops.fafb.af.mil
Atari 2600,5200,7800,1400XL,130XE,800XL,Lynx I & II, Jaguar, Coleco,
Vectrex, Sega CD, NES,
Turbo Grafix Turbo Express, Game Gear, Macintosh

3597. Re: 1050 and 600xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: davepat@total.net
Message-ID: <55lf6a$bgd@newsfeeder.total.net>
Source record: 79006

In article <xvOxfZQ.ernstk@delphi.com>, ernstk@delphi.com says...
>
>Peter M. Cline <pmc7288@is.nyu.edu> writes:
>
>>I just acquired a 1050 which I am attempting to use with my 600xl. I
>
>Peter,
>I have both the 600XL (16K) and the 1050. The disk drive works with
>DOS 2.0S. But you have only 5885 bytes left. Without the drive 11502 bytes.
>When I tried DOS 2.5 (which I use with the 130XE), I get the condition that
>you reported. Except the message before the screen goes crazy is:
>"Setting up 130XE Ram Disk". Next I made up a boot disk with just
>DOS.SYS and DUP.SYS (RAMDISK.COM deleted). Now I could boot with DOS 2.5
>which leaves you with more memory (7698 bytes). Which isn't a whole lot. I
>made myself a memory module (4K) that plugs into the Expansion bus. That
>helped a little. I think there was a plug-in memory expansion. Try Best
>or Toad. Do you live in NY? (nyu.edu !) I live in Queens.
>Regards, Klaus Ernst NYC,USA
>Toad Computers 800-448-8623 or 410-544-6943
>Best 408-243-6950 (I think)

Check out the British Atari Homepage. There are pretty simple plans to
upgrade the 600xl to 64k listed there; it takes a few chips and some wire.

--
David A. Paterson
It was the town that made America famous,
The churches full and the kids all gone to hell.
- Harry Chapin

3598. Re: Two Atari 800 Questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: rdell@best.com
Message-ID: <55levu$nbr@shellx.best.com>
Source record: 79007

In article <55d2ba$67o@newsfeeder.total.net>,
David A. Paterson <davepat@total.net> wrote:
>In article <55capn$n4@newsbf02.news.aol.com>, eplicon@aol.com says...
>>
>>> Ok, I lied, here's a third question. What the hell was the
>>> right cartridge slot for? What did it actually do from you,
>>> technically speaking?
>>
>>It was used for more technically advanced users -- you know, supplemental
>>carts to work with assembly or basic. In fact, there was this utility
>>called Monkey Wrench II (?) the was for the right slot, to work with Basic
>>in the left slot. I never got to use the right slot myself, and that's
>>all I remember about it. <g>
>
>Actually, it was intended to permit add-ons to carts. The Left Cart port
>had all the same lines; that's why it never really caught on.
>

Technically speaking, not all the lines were the same ... the default chip
selects were addressed for C000 and D000 in the normal slot, and 8000 and
9000 in the right hand slot (as I recall).

--
Richard Dell

3599. Jumpman anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <55li0h$d3o@usenetp1.news.prodigy.com>
Source record: 79008

If you download the shareware version of APE, one of the demo files of
his PRO system is Jumpman.

3600. Re: Questron???

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn57rsp6.l80.asmolar@nscs.fast.net>
Source record: 79009

On Mon, 4 Nov 1996 00:40:23 -0800, Ryan Goolevitch <ryang@computerhelp.ca> wrote:

>Was "Spiderman" one of those Questron games? I don't have the program
>near me so I can't check right away, but I believe it was their second
>one. If so, I have a fully protected _copy_, courtesy of my
>Happy-Enhanced 1050.
>
>Hey, I just went and booted up spiderman on my 8-bit, and its made by
>QuestProbe, are you sure thats not the company you were referring to?

Questron is not a game company, it is the name of a game from SSI.

3601. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961104011709398486@mutl-d9.bctel.net>
Source record: 79010

Tim Irvin <ziggy29@netgate.net> wrote:

> In article <55ett3$ffb@kensie.dorsai.org>, Sapphire@innonyc.com (Janice in
> NYC) wrote:
>
> > ziggy29@netgate.net (Tim Irvin) wrote:
> >
> > >A copy of the disk that can be transferred to floppy and booted
> > >on the Atari, or merely an ATR image which only works on an emulator?
> >
> > It's an ATR image. But I think there are utilities available that let
> > you transfer ATR images to disk.
> > If you have a SIO2PC cable you can use APE to do this.
>
> Not if you have a Mac. :)

Actually, Tom Hunt has written a program for the 8-Bit Itself that will
write out ATRs to Floppy disks!

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3602. Re: 65XEM? Information desired.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961104011711398646@mutl-d9.bctel.net>
Source record: 79011

Christopher Brett Strong <strong@facility.cs.utah.edu> wrote:

> I am looking for information on the 65XEM machine. Aside from the fact
> that it was not released, I know nothing about it. I am told that the M
> stands for Music, but I have not been able to confirm or deny that rumor.
>
> Does anyone out there know anything about this protobeastie?

I saw a picture of it a while back. It was basically a 65XE with an
integrated XEP80 controlling an internal green-screen 80-column display.
An all-in-one unit. Also very strange...

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3603. Re: 65XEM? Information desired.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <327E2E58.6B14@aol.com>
Source record: 79012

Ryan Goolevitch wrote:
>
> Christopher Brett Strong <strong@facility.cs.utah.edu> wrote:
>
> > I am looking for information on the 65XEM machine. Aside from the fact
> > that it was not released, I know nothing about it. I am told that the M
> > stands for Music, but I have not been able to confirm or deny that rumor.
> >
> > Does anyone out there know anything about this protobeastie?
>
> I saw a picture of it a while back. It was basically a 65XE with an
> integrated XEP80 controlling an internal green-screen 80-column display.
> An all-in-one unit. Also very strange...
>
> --
> Ryan Goolevitch
> http://www.wimsey.com/~johng/ryan.html

You actually just missed out, one of the last 65XEM prototypes was just
sold last week from B&C computervisions in CA. I was after the little
beast and it got away, but in the meantime I just acquired some super
rare gems:

An Atari 1600XL prototype wirewrapped motherboard
an Atari 800XL-F
an Atari 800-D (Developers Bus System)
several Atari 2600 developer S-100 bus cards
and the only 2 known to exist Atari STylus STpenOS touch pads

cvendel@aol.com

3604. The Atari 8-bit Hardware Upgrade,Modification and Add-On FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: davepat@total.net
Message-ID: <55jvp1$dcs@newsfeeder.total.net>
Source record: 79013

The Atari 8-bit Hardware Upgrade,

==========

| | |
| | |
/ | \

Version 0.4

Dated November 3, 1996

Maintained by: David A. Paterson
Mailto: davepat@total.net

INTRODUCTION

This is a very basic version. I am adding as
people give feedback to what they want to see, and how
they want to see it. Any info or comments you have are
more than welcome!

PURPOSE

This FAQ exists to describe the various hardware
modifications available to the Atari 8-bit user. It does
not teach you how to do them. It definitely doesn't take
any responsibility for the results if you do try them.
But it will try to give you some information about where
to find more information, which upgrades (or "hacks") are
best, and who to consult if things go wrong. For
addresses and phone numbers of any of the companies
listed, consult the Vendors and Developers List, posted
to comp.sys.atari.8-bit at or about the 15th of each
month.

It also exists to describe the many wild, Woolley
and wonderful products that have been produced for the
Atari 8-bit. Many are unique, some may be apocryphal.
Mainstream items like printers, modems, disk drives and
cassette decks are all excluded, unless I feel otherwise.
Temperature gauges, combination printer buffer/RAMdisks
that run through the joystick port, and other such are
fair game.

If you're looking for a list of Atari hardware
(real or vapour-ware) or for a list of Atari compatible
disk drives, check out the comp.sys.atari.8bit FAQ,

posted every two months, and stored at the University of Michigan archive (gopher://gopher.archive.umich.edu).

POSTING FREQUENCY

This FAQ is posted whenever I remember to post it. It is posted to comp.sys.atari.8bit.

OTHER STUFF I THOUGHT I SHOULD INCLUDE SOMEWHERE

This FAQ owes a debt of gratitude to Michael Current, Bill Kendrick, Glenn Saunders and Ben Corr for their contributions. Bob Woolley and Bob Puff (CSS) also deserve mention, since they are responsible for so many of the items listed here. All errors, omissions, blatant mistakes and attitude problems are mine. If you notice any, tell me!

INDEX

Part I
RAM Upgrades
listed by computer

Part 2
Video
Upgrades
80 Column devices
Genlocks
Other video type things

Part 3
Operating Systems

Part 4
Sound - Stereo, digitizing...

Part 5
Disk Drives

Part 6
Other Neat Stuff

Key to abbreviations

ANL - Analog Magazine
AC - Atari Classics Magazine
ANT - Antic Magazine
AIM - Atari Interface Magazine

PART I - RAM Upgrades

General

The 6502 microprocessor at the heart of every Atari 8-bit has a sixteen bit wide address bus. What this means is that it can access up to 2^16 memory locations. That's 65536 bytes. Some people, wanting more memory, came up with a variety of techniques to use more memory. Most were built around the idea of bank switching. Bank switching means that you swap chunks of memory around so that the CPU can see them when necessary. Most schemes use 16k banks, though 4k and 32k have also been tried.

Atari 400

The original Atari 400 had either 8k or 16k. Atari produced a board with 48k. Mosaic produced a 32k board, as well as a 64k board with 48k RAM plus 4 4k RAM banks. (ANL 13, IFC)

Atari 800

The Atari 800 came with three memory slots. Each slot could contain Atari 8k or 16k RAM boards. Mosaic produced 32k and 64k boards. Three 64k boards could be combined for 192k.

Axlon produced the 128k RAMdisk board. It banks 16k, using $CFFF as a control register. Banked memory appears from $4000 to $7FFF.

David Byrd created the "800 PLUS 288K UPGRADE" which rewired existing 16k RAM boards, but required additional work to become fully Axlon compatible. A nasty sort of flame war erupted between David Byrd and Jay Torres of the Windhover Project over who invented the upgrade.

Magna systems produced 256k, 512k and 1M boards which followed the Axlon standard. (ANL 65, 68)

Atari 1200xl

See 800xl.

Atari 600xl

As shipped, the Atari 600xl came with 16k RAM. Atari released the 1064 memory module which expanded the 600xl to 64k. MPP, now Supra, produced the Microram 64k Memory Board (ANL 19, 28)

RC Systems produced three expansion modules for the 600xl, raising memory to 32k, 48k or 64k (ANL 26, 12)

Richard Gore produced the Yorky, a 256k board which plugs in to the PBI. It provides full compatibility with 130xe type banking. It is for use on 600xls upgraded

internally to 64k, or on 800xls. (AC 3/2, 10)

Atari 800xl

The Atari 800xl came with 64k RAM internal. To access RAM hidden under the OS ROMs, the PIA chip was used (PORTB, used for STICK(2) and (3) on the original 800). Claus Bucholtz published plans for a 256k upgrade which banked 32k at a time using PORTB for control in Byte magazine. (Byte Sept 85)

ICD released the RAMBO upgrade, providing 256k in 16k banks, using PORTB. Newell came out with the 256k XL, which would work on a 1200xl or 800xl, providing 256k total memory, . The two upgrades used different sequences to access their banks. (ANL 44, 115)

Charles Bucholtz updated his upgrade to use 16k banks after the release of the 130xe. Most of the 800xl upgrades can be made compatible with Antic banking. The only possible problem would be when Antic and the CPU are supposed to be using different memory banks.

The Yorky will also provide 256k on an 800xl (see the entry under 600xl).

Newell released 1Meg and 4Meg upgrades for the 800xl. These banked 16k as well, and required disabling internal BASIC to properly access the memory.

Fine Tooned Engineering, having bought the rights to ICD and Newell's products, is bringing out a third method in the Mars 8. Though not yet released, it will use SIMMs for 256k, 1Meg or 4Meg RAM.

The 800xl is arguably the most popular Atari 8-bit for upgrades, since most 800xls have socketed chips.

Atari 130xe

The 130xe was the first "official" method of banking memory. It too used PORTB, but with an added twist: ANTIC and the CPU could access different banks. This provided headaches for some owners of "older" upgrades, but few programs took advantage of this feature (SpartaDos Wedge and VideoBlitz demo only). Upgrades for the 130xe include replacing one set of 64k chips with 256k chips, raising the RAM to 320k. Adding another 256k for 576k total has also been done. These were designed by Scott Peterson, as was a 1088k upgrade.

PART II - Video

Upgrades

The most common video upgrades are the SuperVideo series, described in AC 2/6. Plans were provided for the 600xl, 800xl, 1200xl and 130xe. The SuperVideo upgrade provides the forgotten chroma signal on the monitor port. It corrects a number of errors in the parts in the Atari video circuit, resulting in a clearer image, particularly on monitors.

Providing TTL output was also covered in AC 2/6. Bob Woolley provided plans for the circuit, as well as instructions for getting TTL output from an XEP80. Be warned that the output is not in the standard Atari colours; on a CGA type screen, the sixteen possible shades are translated into eight colours.

80 column devices

Since the 400/800 were released in 1979, people have been clamouring for better text displays than the default 40x24. Two products were released for the 800: The Austin-Franklin 80 column board and the Bit 3 80 column board were both for use in the Atari 800. They replaced the third memory module. The Austin-Franklin board came with a "Right Cartridge" which provided the drivers. Removing the cartridge disabled the board. Some software would not run with an 80-column board installed.

Ace 80/80xl was a cartridge released which provided 80 columns by using bitmapped graphics on an 80 column screen. A similar technique was used in the Newell Omniview, an add-on for their Omnimon.

Atari's entry into the 80 column field was the much maligned XEP80. For maximum compatibility, the XEP80 attaches to the computer via a joystick port. It includes three character sets, 8k internally, and a parallel printer port. The software provided by Atari supports a 320x200 graphics mode. This mode only supports direct bit images. Hacks have been released which hook the XEP80 on via the parallel bus.

Recent terminal programs have added two other display techniques. ICE-T uses a graphics 8 screen and fine scrolling for its display. FlickerTerm uses two graphics 0 screens a half-character apart, each displayed during alternate vertical blanks.

In a series of articles in the SLCC newsletter, Bob Woolley gave hardware plans for installing an 80-column TTL output inside an XL.

Nir-PAL

With the decline of Atari in North America, more and more quality software was migrating across the Atlantic which was all but unusable. Why? European Ataris are built for the PAL broadcast standard; North American Ataris use NTSC. Not knowing it was impossible, Nir Dary upgraded an NTSC Atari to run PAL software properly. Swap out the NTSC Antic chip for a PAL Antic, do a minor modification to the OS, and voila! Your Atari is ready to join the EU. (Better stop before the abbreviation police arrive!)

Genlock

In October and November of 1991, Michael St Pierre published articles in the SLCC Journal describing plans for a monochrome Genlock. A genlock is a system to synchronize live video with a computer image. Graphics can be overlaid, faded in or out, or used for titling.

In 1994, Michael announced Prism Studio, a full colour genlock. It is sold by Mytek.

Computer Eyes

Computer Eyes was a video capture system which plugged into two joystick ports. It could render images in a variety of modes. It required a composite video source. (ANL 35, 53)

Easy Scan

Take a cartridge, add a fibre-optic cable, and hook it onto a printer, and you've got Easy-Scan, an image scanner for the Atari 8-bit. Innovative Concepts produced this item. (ANT 7/6, 43)

PART III - Operating Systems

The original 400/800 had a 10k ROM OS. There was nothing in memory from $C000-CFFF. The later xl/xe models all had 16k OSes. As an added bonus, the xl/xe OS was in a 28 pin ROM that was pin compatible with a 27128 EPROM. What does this mean to the layman? With a little knowledge of 6502 assembly and an EPROM burner, you can write your own operating system (or at least change Atari's).

Computer OS
-------- --

400/800 Rev A. No self test; Memo Pad mode.
Rev B. Fixes several bugs in Rev A.

1200xl XL OS. Some incompatibilities with 400/800 OS

600xl/800xl Revised XL OS. Includes parallel
bus handlers. Internal BASIC.

65xe/130xe Revised XL OS. (as above)

xegs Modified XL OS. Self-test mode
changed. Internal Missile Command
and BASIC.

Operating System upgrades

UltraSpeed + OS : from CSS. Supports high speed disk
communication. Drives 1 through 9. Any RAM upgrade.
Includes three modes: standard XL/XE OS; 400/800 OS;
UltraSpeed+ OS. For XL/XE systems.

Omnimon: from Newell. M/l monitor for 400/800. Installs
into $C000 page of memory, otherwise unused.

RAMROD OS: from Newell. Replacement for 400/800.
Includes accelerated floating point math package.

RAMROD XL: from Newell. OS speed-up routines, fast math,
and Omnimon. Includes option for second OS.

XL Boss: from Allen Macroware. OS replacement for XL
model computers. Includes m/l monitor. 400/800 OS
compatible.

TurBoss: available from KP and Best. Fast math and fast
screen routines. For XL/XE computers.

Turbo 816: Chuck Steinman at Dataque released a modified
OS that used the 16 bit capability of the 65816 CPU
upgrade he sold. For XL/XE computers.

DP OS Version 4: my own effort (don't ask about versions
1 through 3!). Fast floating point math, fast screen
display, graphics 0 screen dump, fast keyboard repeat.
For XL/XE computers.

SmartOS: This is a hardware upgrade that installs a
battery-backed RAM chip into your XL/XE. This lets you
fool around with changing the OS and not have to burn new
EPROMs constantly. Presented in AC 4/3.

PART IV - Sound

Voice Master

Covox sold the Voice Master and Voice Master
junior. These would capture and record speech. Bundled
software attempted recognition of commands, with limited
success. (ANL 47, 44)

Parrot

The Parrot was a sound digitizer sold by Alpha Systems. Resembling a paddle, the device had phono jack for input. Antic provided plans for a similar project, called the Antic Sampling Processor. (ANT 8/8, 11)

SoundMouse

Among the more esoteric products ever released was the SoundMouse, which interpreted sound to provide a reading on a paddle register. It did not act as a digitizer, like the Voice Master and Parrot did. Bundled software made the lava lamp look mainstream in its appeal. No commercial applications taking advantage of this unique device were released.

Gumby

Chuck Steinman of DataQue created this set of plans for building stereo sound by installing a second Pokey chip (Pokey and Gumby, get it?). Once installed, the second channel has all its addresses 16 bytes higher in memory ($D210 - $D21F). A small number of demos have been released in stereo.

available at the umich atari archive

POPS

Lee Brilliant, ANALOG's resident hardware guru, came up with this system for stereo sound, running it off the clock line on the SIO bus. As with Gumby, it requires customized software to use. (ANL ???)

MIDIMATE

MIDI stands for Musical Instrument Digital Interface. It is a system for computers to record, replay and control musical instruments. MIDIMATE, when combined with MidiTrack software, permits an Atari 8-bit to take control. Why buy an ST? (ANL 33:26)

SIO-2-MIDI Interface

This is a set of plans to make your own MIDI interface. Limited software is included.

available at the umich atari archive

PART V - Disk Drives

Happy Computing

Atari users were notorious for their software piracy. The Happy Drive (originally for the 810, later for the 1050) contributed to that reputation. It was a modified 810, which could duplicate copy protected

software. Thus began a war between crackers and software houses. It also included a full track buffer, which sped up operations and reduced the painful grinding sound of the 810 at work. The 1050 version also made the 1050 into a true double-density drive; the last version would let the modified 1050 read and write 180k MS-DOS disks.

US Doubler

The Atari 1050 drive was brain-damaged from the very beginning. Rather than add a few dollars worth of parts to make a true double-density drive, Atari invented their own format, called "dual-density", which stored 130k on a disk. ICD produced the US Doubler, a hardware add-on that gave the 1050 true double-density. As an added bonus, it also included UltraSpeed, which made "the normal beep-beep of Pokey sound like staccato machine gun fire" according to one review. A variant was produced which added 4 to the drive number, permitting drives to be addressed as D5:-D8:.

The Super Archiver

This was CSS's entry into the 1050 DD sweepstakes. It included a high-end crackers' toolbox, letting you edit sectors, create phantom sectors and other fun stuff.

The Bit Writer

Eventually, software companies came up with a new copy-protection technique: use 34 sector tracks and repeating sector numbers, so you get a "different" sector #7 depending on where the disk is when you ask for it. CSS to the cracker's rescue again! The Bit-Writer reads in tracks from the disk and stores the bit pattern. This can then be re-written. Ironically, the software disk that came with this upgrade to the Super Archiver was created on a non-Atari machine, so users couldn't copy it.

The XF551 Update

Atari's last disk drive for the 8-bit wasn't quite perfect. This replacement OS ROM from CSS fixed a number of bugs (can't switch back and forth between SD and DD properly), and sped up the drive. A warning on upgrading the XF551: The main PC board is lousy. It's REALLY easy to break traces - even unplugging SIO cables can do it. BE CAREFUL!

The XF Single and Dual Drive Upgrades.

CSS introduced these for the XF551. You could
either replace the 360k mechanism with a 720k one, or add
a 720k to the 360k. Software included let you read and
write IBM disks.

Bob Woolley's 3 1/2" XF551 Upgrade

Once again, someone couldn't leave well enough
alone, ripped apart Atari hardware, got bored with merely
improving the OS ROM, and swapped out the 360k 5 1/4"
mechanism for a 720k 3 1/2" one. This was sold by an
outfit called Innovative Concepts.

512k ROMDisk

From Klaus Peters in Germany, this system provides a
solid-state alternative to floppy and hard disks. Using
up to 8 27512 EPROMs, this setup provides high-speed PBI
access to commonly used software

Amdek 3" drive

Amdek released a new standard for disks: a rigid 3"
plastic disk that could store a whopping 360k (but you'd
have to flip the disk for that). It never caught on.

MIO

ICD manufactured this wonderboard in 1987.
Connected to the PBI or ECI, it provided either 256k or
1Meg of RAM, two RS232 ports, a parallel printer port and
a SCSI hard drive port.

MIO II

Currently under development by Fine Tooned
Engineering, this PBI/ECI board will provide an interface
and power supply for an IDE hard disk. It may also
include extended memory support for CPU upgraded
computers, as well as a parallel port.

Black Box

CSS manufactures the Black Box, a PBI/ECI device
that offers an optional 64k printer buffer. Its main
attractions are its m/l monitor, 19200 baud RS232 port,
parallel port, and hard disk interface. The parallel and
serial ports do not use standard DB9 or DB25 connectors;
custom cables are required.

Floppy Board

This is an add-on to the Black Box, also from CSS.
It permits standard floppy drives, 360k, 720k, 1.2M and
1.44M, to be attached to the Black Box. Since they are
connected to the PBI, these drives operate extremely

quickly. Software included lets you read and write to MS-DOS format disks.

Supra/KP Hard Disk Interface

Supra released one of the first hard drives for the 800xl. It hooked up via the PBI. KP bought the rights to the interface from Supra.

Corvus Hard Disk System

The earliest hard disk interface, the Corvus system hooked up to a 400/800 via joystick ports 3 and 4. A custom DOS would be booted from a floppy disk to permit the computer to access the hard disk, which was divided into 720 sector partitions.

IDE Hard Drive Interface v1.0

New from Poland, this promises to let your XL/XE take control of new IDE hard disks. Its design will permit future systems to break the 16 megabyte boundary.

mailto: CONRADUS@plearn.edu.pl

Bob Woolley's IDE Interface

Some guys are constantly hacking hardware. And then there's Bob. Memory upgrades? PBIs for 1200xls? 80 column devices? Battery-backed RAM operating system? Somewhere, after all those, he found the time to interface the xl/xe parallel bus with an IDE hard drive. Plans to be published in the next Atari Classics magazine.

ATR-8000

SWP Computer Products made this original wonder-widget: Serial and parallel ports, standard floppy interface, optional hard disk interface and even CPM and MS-DOS add-ons.

Critical Connection

A long time ago, in a galaxy far, far away, was a mystic operating system known as CPM. A company named USS Enterprises produced the Critical Connection, a device to permit a CPM computer to emulate disk drives for the Atari. It was a cable, plus software for the CPM end of the system. The CPM system could also act as a printer buffer, and the CPM keyboard could be used in the place of the Atari keyboard. (ANL 39,103)

SIO2PC

With the demise of CPM and the rise of the IMI cartel (IBM-Microsoft-Intel) a new system similar to the Critical Connection arose. Nick Kennedy developed the SIO2PC hardware and software, which permits any PC with a serial port to act as up to four disk drives for an Atari. It can also act as a printer buffer.

APE

Stephen J. Tucker took SIO2PC one better and wrote new software. The Atari Peripheral Emulator (APE for short) lets your PC act as high-speed drives. It lets you print to your PC printer. And it lets you use your PC modem on the 8-bit. It also permits, with a special cable, the creation of backups of copy-protected disks.

available at the umich atari archive

PART VI - Other Neat Stuff

Zucchini

In ANL 59,60 and 62, Dr. Lee S. Brilliant provided plans and software to turn a surplus Atari into a printer buffer for another Atari. He called it "The Atari Zucchini".

The Printer Buffer Routine (PBR) and Disk Emulator Routine (DER) came from B.L. Enterprises. They were cartridges and cables which worked in a similar fashion to the Zucchini. The PBR provided a buffer, while the DER emulated a disk drive on the remote computer. Stock XLs gave 403 free sectors; a 130xe would give 914. (ANL 65, 67)

PIA2

With the use of PORTB for RAM banking, hackers were looking for more parallel outputs. This plan, for adding one more PIA chip, includes notes for adding two more. It was intended as a means to control large RAM upgrades. (AIM 3/2, 16)

WIMA Radio, Lima, Ohio

This radio station, when automating 6 broadcast hours daily, created a hardware and software package built around a 130xe for control. Control was via joystick ports and tone decoders. (ANT 8/7, 30)

Comp-U-Temp

This provided 8 or 16 channels and 2 or 4 sensors. It would monitor the temperature, with options to log results to disk or printer, or to sound an alarm if the

temperature strayed out of set boundaries. The software was described as "cumbersome". (ANL 48, 35)

Atari Lab

During one of their periodic restructurings, Atari decided to sell their computers as educational. Thus, the Atari Lab series was produced. The two kits released provided experimenters with tools to measure light and temperature. Of course, the next restructuring left this an orphan product.

Turbo 816

Released by DataQue, this provided a replacement OS as well as a replacement for the 6502 CPU. A 65816 was substituted, providing new opcodes and a 24 bit address space (16Megs vs 64k with the 6502).

Sweet 16

Released by Fine Tooned Engineering, this provides a 65816 CPU to replace the 6502.

Bob Woolley's 65816 Upgrade

Notice one name popping up again and again? In AC 3/3, Bob began explaining how to add a 14 mHz 65816 to your xl. That's right, parallel processing. Complete plans were never published.

MicroNet

Supra provided the Atari community with its first networking product. MicroNet provides nine SIO connectors. Eight are for computers. The ninth goes to whatever peripherals are to be connected. The system served to isolate the computers electrically. It did no software checking, meaning that two or more users attempting to print or save at the same time could trash each others output. (ANL 51, 76)

MultiPlexer

CSS provided a better way to network. The Multiplexer system requires one host system which has all the disk drives and printers for the network. The slaves are connected via the cartridge port to the host, and all their disk and printer i/o is rerouted to the host. All the systems involved require their OS replaced with a special multiplexer OS.

GameLink II

The most recent innovation in networking the 8-bit Atari, GameLink II permits up to 8 machines to share information for interactive games. Currently, only the Maze of Agdagon supports this system. DataQue sells cables and the game.

J-Net

Released to on-line services and possibly to the Umich archive as well, this set of programs was designed to interface computers by the joystick port, using 3 bi-directional data lines and two control lines.

R-Time 8

This is a clock cartridge for any Atari from Fine Tooned Engineering. It includes a pass-through connector so that any other cartridge can be plugged in as well. Though primarily intended for SpartaDos, software for other DOSes is included.

???? Clock Cartridge

Announced `way back in Atari Classics 1/1, this product was intended as a replacement for the R-Time 8. Software difficulties have kept it from being released.

Mars-8

This is still under development from Fine Tooned Engineering. For 800xls only. Memory expansion of 256k, 1M or 4M. Install internally Action, Basic XL/XE, MAC/65, SpartaDos X, R-Time 8.

Atari 850

This device hooks into the SIO line, and provides 4 9-pin RS232 ports and a 15-pin parallel port. The RS232 ports are NOT IBM PC standard. The MIO and PR Connection use the same pinout.

P:R: Connection

This device plugs into the SIO line, and provides 2 9-pin RS232 ports and a 15-pin parallel port. It is powered by the SIO line. The Atari 1200xl requires an internal modification to work with this device, or with the Atari XM301 300 baud modem.

Siders' Serial Interface

With 850s and P:R: Connections becoming increasingly rare, Kenneth Siders released plans to build a high-speed serial interface using only 2 ICs.

Atari 1090XL Interface Box

Ever look in the back of an Apple II or an IBM PC, and envy the expansion cards? Atari was planning to release a similar expansion box. The full specs were written up, and prototypes were sent out to hardware developers. As usual, Atari took this great idea, buried it, and forgot about it. These are EXTREMELY rare; I've only ever seen two for sale. Definite collectors pieces.

MPP 1000 Modem

The joystick port is a parallel port. The SIO port is a serial port. So where would you hook up a serial modem? MPP (now Supra) plugged a 300 baud modem into the joystick port. Running at 300 baud, with software that couldn't d/l files longer than 32k (an Xmodem bug), this is what got me started in the on-line world, and what got Supra started in the modem business. Wonder if I could trade in my old 300AT for a new 33.6k?

Voice Box II

Manufactured by the ALIEN Group, this speech synthesizer even made it into TIME Magazine in their "Machine of the Year" issue in 1982. Plugging into the SIO line, this device would produce speech of the traditional computer variety.

R/128 RAMdisk Printer Buffer Spooler

Protronics of California announced this 128k RAMdisk/printer buffer which interfaced via the joystick ports, offering it as a replacement for the 850. A 512k upgrade was promised. (ANT 2/8, 106)

N1858-32

Newell Industries announced this 850 replacement in 1983. It offered two serial and one parallel port, along with an expandable 8k printer buffer. (ANT 2/8, 106)

Oscar Model 1

This bar-code scanner was from the Databar Corp. The intent was to permit the speedy entry of computer programs which would be encoded in magazines. (ANT 2/8, 107)

1200XL PBI

Hackers love the 1200xl for two reasons: because of all the space available within the case, and because of the great keyboard. Bob Woolley came up with this set of plans for adding a parallel bus interface to the 1200xl.

available at the umich atari archive

Arm Your Atari

ANALOG magazine provided this unique information on interfacing an 8-bit to a Radio Shack Armatron remote controlled arm. Positioning was determined using the paddle/potentiometers, and control was via the PIA (joystick pins).

=== End ===

3605. Re: @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: "William \"BlacKat\" Fisher" <blackat@direct.ca>
Message-ID: <01bbca1d$1cd36920$aef7aecc@127.0.0.1>
Source record: 79014

> HOT COLLEGE STR8, BI, AND GAY GUYS NEEDED FOR FRIENDS AND/OR
> RELATIONSHIPS!
>
> ALL AREAS! NOWHERE TO BIG OR SMALL FOR THE LOCATOR!
> ALL PRIVATE!
> ALL CONFIDENTIAL!
> ALL AGES!
> LADIES WELCOME!
>
> THE LOCATOR
> 1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
> 1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
> 1 - 9 0 0 - 8 2 5 - 6 0 0 0 xt 9 7 9 4
>
> 2.99/min

Erm, I really don't see how this relates to the Atari 8bit?
Perhaps you could fill me in?

Will

3606. Equipment and for Sale - cheep

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: James Thingwold <jht@exo.com>
Message-ID: <327E5B3D.16C@exo.com>
Source record: 79015
Cross-posted to: comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,comp.sys.atari.st

I am selling the following Atari Computer Equipment and Software:

several 520
2-1040 STF
2 or 3-SC 1224 colour monitor
240 Meg Hard Drive
120 Meg Hard Drive
several key boards
Lots of parts
Power Supplys, Hard Drives and case
Atari 1050 Disk Drives w/ US Double

Various Joysticks, controllers, Power Supplies and Cables

Approximately 500 disks full of software, all double sided

A lots of originals progs. and lots of disks and instructions
Mouse, Joysticks, PC ditto II card

All for only $???

Jim

jht@exo.com

3607. getting .atr files to my atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <327E7027.B70@uofrlaw.urich.edu>
Source record: 79016

OK. Here is my situation. I have access to all the 8 bit software archives through my PC, and I can download them to disk and make some of them work with the various emulators. I also have a 130XE, with 1050 disk drive and a lot of software on floppy disk, all working properly.

What I want to know is this: is there any way to copy the .atr/.xfd/.bin, etc. files from my PC hard drive onto floppy disks which will run on my Atari? I've read the FAQ and looked at the APE stuff, but I'm wondering if I have any other options.

Also, does anyone have the APE system working, and if so, how well does it work? If I do invest the money, can I download, say, AtariWriter, and be able to save/print files? What about software with heavy disk-access and storage (like role-playing games/Infocom text adventures) My main concern is that if I do shell out the money for the cable, etc. that the programs will work 100%.

Please reply by post or email.
Thanks,
David Falcon

3608. Atari 1050 Drives Available

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <55lknt$nbj@main.freenet.hamilton.on.ca>
Source record: 79017

Disk Drives for sale: $35 Shipped to North American destinations. Email
for details. Europe and elsewhere, $25 plus shipping. Prices in U.S. dollars.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3609. Re: Replacement parts for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-04 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <55k3tj$t6s@sjx-ixn8.ix.netcom.com>
Source record: 79018

American Techna-Vision still has the following parts in stock:

13 Pin serial I/O cables . . . $1.50 ea. or (10) for $10.00
Replacement power supply for 1050/810/800/400/1200XL/850 $4.50 ea.
Power Supply for 800XL/600XL/130XE/65XE/XEGS . . $9.95 ea.
(5) Piece LSI Chip set includes (1) ea.: CO14806 CPU
: CO12294 POKEY
: CO14795 PIA
5 CHIP SET ONLY $4.95 : CO14805 GTIA
: CO12296 ANTIC
MicroPrint Interface that allows you to connect any standard
Parallel Printer to any Atari 8-bit model . Special $9.95

American Techna-Vision -= San Leandro, Ca. PH. 510-352-3787

3610. FS 8 bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <55mcvv$8s3@macaw.cyberport.com>
Source record: 78923

email if interested.

Atari 8 bit

800/400/XL cartridges

Necromancer...new $15 or trade for other shrink
Lode Runner...new $15 wrapped software for 800
Centipede $3
Star Raiders $3
Basketball $3
Missle Command $3
Computer Chess $3
Pac Man $3
Donkey Kong $3
Defender $3
Fraction Fever $4
Real Sports Football $3
Dig Dug, box, docs $7
Joust $6
Pole Position $4
Super Breakout $4
K-Razy Antics $7
Computer War $6
Pengo $5

3611. 8bit homepages? URLs wanted (http,ftp,...)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <55mt79$m2e@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 78924

Hello!

Everybody, that provides a homepage for the 8-bit ATARI computer, please
send me an email with the URL. I want to make a list of all available
resources (http, ftp, or any else)

Your email should have the subject "atari8 URL" and should contain the
following text block:
URL: http://foo.bar/path/file.html
TITLE: The great bla bla bla...
AUTHOR: Name <email>
CONTENT: {a short list of topics, no longer than 2 x 79 chars}

One email may contain two or more blocks, that should be divided by a blank
line. Additional comments should be marked with "REM: " and are NOT published
to the public.

Please use personal email and do not post a follow up articel. I will make
a list of all the information send to me and post it in two or three weeks.
(as plain text and maybe as HTML hypertext, that you can use on your homepage)

Thanks for your help.

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro/ <--

3612. wtb: crystal castles w/ system

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: peat@bga.com
Message-ID: <55mutv$a56@news3.realtime.net>
Source record: 78925

ok..here is what i am looking for.

a crystal castles cartridge or disk (pref. w/ docs)

a system to play it on

pref. an XEGS w/ 2 joysticks and one trak-ball but i will entertain
other suggestions...

also is ms. pac-man available for XEGS??

thank you for reading my post!!

pete

3613. Re: Want to install Atari 130XE reset switch

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961105004236.27259C-100000@pathogen.ecst.csuchico.edu>
Source record: 78926

On Fri, 1 Nov 1996, Steven Reynolds wrote:

> A couple weeks ago I posted a request for help on how to make a
> modification to an Atari 130XE so that pressing a momentary switch
> would cause the same effect as turning power on and off.
>
> One reply was posted in which the poster said that he had made such
> a modification or rewrote some of the code. I requested info from the
> poster via e-mail with no success.

Sorry about that, Steven. Since the preferred solution, of which I spoke, involved only rewriting a portion of the Operating System, there weren't any hardware instructions I could offer. But, having just transferred several hardware modification files from my old Atari BBS Hard Drive to my PC, I can now offer you the following file, authored by one of our locals in this group, in its original form:

THE FREEZER

There is one upgrade that can be applied to an Atari XL/XE which is near and dear to my heart.... extra memory (256K). Many programs that are only OK when run from a disk drive, come alive if you execute them from memory. The PaperClip spelling checker is a good example of this. If you have a 256K machine, the dictionary will load completely into memory and will search a list of words instantly. There are also programs whose capacity is increased tremendously by the 256K upgrade. (PaperClip, a word processor, will hold 112,000 characters vs. AtariWriter's 20,000 or so). Great stuff, but..... a few complaints. How do you use a ramdisk with a program or DOS that is not written for them?? Also, when you turn off the power to a 256K memory chip, the data that is stored in it does not disappear in a few hundredths of a second as it did with the older and less efficient 16K and 64K devices. The operating system, which controls the power on and reset sequences, only checks a few bytes of memory to determine if the power was just turned on (the locations would be garbage), or if you had hit the RESET key (the locations would equal specific values). If, after powering off and then on (in order to re-boot your system), those bytes have retained their data, the system may branch through a warm (RESET key) start, instead of taking the proper path through cold (power on) start. This forces you to allow enough time to elapse after power down for those key addresses to lose their data. A repeat of power off/power on isn't going to help unless you wait the required interval (like 10 to 15 seconds...). This waiting around is very annoying - didn't you get this extra ram to save time??
So?? This is nothing new to those of you that have expanded systems.
How do we fix it??

Relief arrives as a small hardware modification that allows you to force a cold start and boot the system with the RESET key (which will normally produce a warm start and no boot). With this circuit installed, you can re-boot your computer without turning off the power and losing the data in the extended memory banks. This means that you can install a ramdisk, load it with data and then re-boot the system from the ramdisk. Using a menu created for this purpose, programs that do not support a ramdisk - even a game, can be run - if you can force a coldstart without turning off the power (anyone want to write the menu for this??) Also, you could be operating with a ramdisk, boot a different program, run for a while, and then re-boot the original program with the ramdisk memory intact. And, of course, you don't have to wait for the memory to blank out after you power off. (a warm start is cooled down to a cold start any time you wish..... hence, the FREEZER.)
This is accomplished by making the computer think that you have changed the status of the cartridge, either removed one that you were using, or plugged one in where you had not had one before. During reset, the operating system checks the cartridge status since the last power on. If it sees that the status has changed, it executes a cold start and re-boots the computer. This upgrade allows you to change that status when you press the FREEZER switch (the one you will add). This means that if you hold the FREEZER switch down, push RESET (and OPTION, if you don't want BASIC), and wait until the screen goes black(off), you will get a cold start. If you hold the FREEZER switch down too long and the screen restarts before you release it, you can just push RESET alone to cold start. Accidently hitting the FREEZER switch while you are running will lock your computer, but as long as it is not active when you RESET, it will not FORCE a cold start. You may get one anyway if your program is designed to produce one, so mount the switch in a protected spot. A little practice will get you a cold start every time.
Installation requires some soldering and cutting, so don't try this if you haven't had experience. You will need a 74HC86 IC, a small push button switch and a 1/4 watt resistor between 1K and 30K. Take your 1200XL, 800XL or 130XE apart and locate the GTIA chip. (1200XL=U19:800XL=U17:130XE=U17) You need to isolate pin 11 of the GTIA from the rest of the circuit by cutting the wiring on the printed circuit board. The 130XE requires two cuts and an added wire since the pin is between two points that you would like to keep connected. The normal circuit is: pin 14 (RD5) of cartridge - pin 8 of MMU - resistor to ground - pin 11 of GTIA. In that example, you could cut the wiring to pin 11 and not remove any of the connection points from the circuit except pin 11. In the 130XE, pin 11 is between the cartridge and the MMU, so you have to restore the wiring from cart. to MMU after cutting out the pin.

1200XL: cut the trace on top of the board just to the left of Q4. MMU is U14.

800XL: cut the trace just below pin 11 on the GTIA chip (U17). MMU is U3

130XE: cut the trace on top of the board just below pin 11 of the GTIA chip (U17). Also cut the trace on the bottom of the board right next to

pin 20 of U17. Add a wire from the pad near the last cut you made (near pin 20 of the GTIA chip) to pin 8 of the MMU chip (U3). This added wire restores the circuit between the cartridge and the MMU.

All machines: the added circuit is 1/4 of a 74HC86, which is an exclusive-or circuit. Wire pins 4,5,7,9,10,12, and 13 to ground. Connect pin 14 to +5v. Pin 1 goes to pin 8 of the MMU and pin 3 to pin 11 of GTIA. Connect a 1/4 watt resistor (1K-30K) from pin 2 to ground. Finally, mount the push button (normally open) switch on a clear area of your case and wire one side to +5v and the other to pin 2 of the '86. That is all that's needed. If you want to restore your machine to normal, solder a wire between pin 11 of GTIA and pin 8 of the MMU and remove the added IC and switch.

Well, it looks like it will take you longer to read this whole thing than it will take to build it. Just take your time and ASK FOR HELP if you aren't sure!!

<Uh,oh.... do I have to open up my computer again??> Yep!! May be a good idea to install MORRAM and FREEZER at the same time and on the same board. (takes two ICs - maybe you should leave a little extra space for.......?)

Bob Woolley
75126,3446

3614. Re: Controller help

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961105002050.27259B-100000@pathogen.ecst.csuchico.edu>
Source record: 78927

On Sat, 2 Nov 1996 justin@imperium.net wrote:

> I am having a terribly difficult time finding information on how the
> Atari 2600 driving paddles work. I cannot find any of these critters
> where I live. I understand that the encoder has three pins. I need to
> know what the output is when the paddle is rotated clockwise and
> counterclockwise, so I can duplicate the encoder with an optical device.

Justin, this is your lucky day. I posted a textfile on my BBS years ago explaining how to read this (and a few other) controller(s). And wouldn't you know it, I just set up my 8-bit system last week and I now have access to the file. I'll post it here in the newsgroup for everyone to read:

READING THE ATARI TRAK BALL AND DRIVING PADDLES

Both the Atari Trak Ball (in native "Trak Ball mode") and the Atari Driving Paddles have a special characteristic which makes them superior controllers. Not only can you read the direction they are being rotated, but you can also determine the speed they are spinning. I will explain in technical detail how to read each one. You must understand the Binary numbering system and how the computer uses it to follow the examples.

Driving Paddles
------- -------

The Driving Paddles have two physical characteristics which separate them from the standard Paddles:

1) There is only one Driving Paddle per connector.
2) The Driving Paddles have no "end".
(They can spin limitless in either direction)

To read a Driving Paddle, simply read the Joystick register where the Paddle is plugged in. The lower four bits of the register are used (similar to reading a Joystick).

```
b b b b b b b b
7 6 5 4 3 2 1 0
- - - - - - - -
0 0 0 0 1 1 y y
```

Bits b7-b4 are always zero. Bits b3 an b2 will always be 1. Bits b1 and b0 are used to determine the direction and rotation speed. When the Paddle is rotated to the right, b1 and b2 cycle through the following pattern:

yy = 00 10 11 01

When the Paddle is rotated to the left, b1 and b2 cycle through the following pattern:

yy = 00 01 11 10

The speed at which the lowest bits rotate depends on the speed the Paddle is turned. To put it in a decimal example, if a Paddle was plugged into the first controller port, and being rotated to the right, the Basic function STICK(0) would cycle through the values 12, 14, 15, 13.

The button on the Driving Paddle is read with the Joystick button register.

Trak Ball
---- ----

The Atari Trak Ball is a versatile controller in that it can run in its native "Trak Ball mode", as well as emulating a Joystick for compatibility with games not written specifically for a Trak Ball.

Reading a Trak Ball in Joystick emulation mode is identical to reading a Joystick. The lower four bits correspond to the four directions the Joystick may be pushed toward:

```
b b b b b b b b
7 6 5 4 3 2 1 0
- - - - - - - -
0 0 0 0 r l d u
```

Bits b7-b4 are always zero. Bits b0-b3 are set to 1 when the Joystick is centered, and cleared to 0 when the Joystick is pushed (r)ight, (l)eft, (d)own, (u)p or any combination of these directions.

When the Trak Ball is switched to its native mode, the same bits are used, but in a different way:

```
b b b b b b b b
7 6 5 4 3 2 1 0
- - - - - - - -
0 0 0 0 v v h h
m d m d
```

Bit b0 is the horizontal direction bit. When the Ball is spun to the left, b0 is 1. When the Ball is spun to the right, b0 is 0. Bit b1 is the horizontal movement bit. As the ball is spun horizontally (left or right), b1 toggles between 0 an 1. The faster the Ball is spun, the faster b1 toggles.

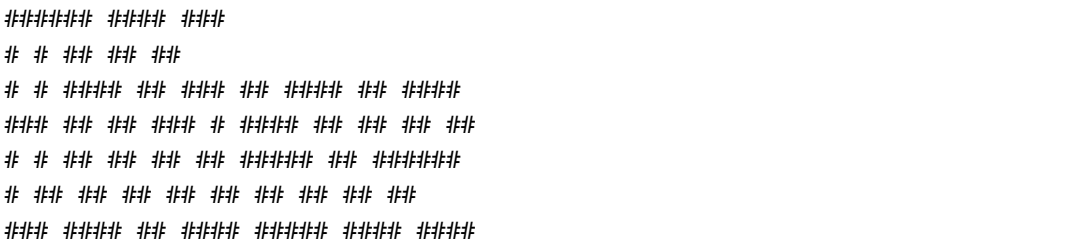
Bit b2 is the vertical direction bit. When the Ball is spun upwards, b2 is 1. When the Ball is spun downwards, b2 is 0. Bit b3 is the vertical movement bit. As the ball is spun vertically (up or down), b3 toggles between 0 an 1. The faster the Ball is spun, the faster b3 toggles.

Here is the direction information in another format:

Article Unavailable

3615. MUX

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <55m7d0$b61@main.freenet.hamilton.on.ca>
Source record: 78928



C.S.S. Multiplexer (Otherwise known as the "MUX")

comes with 3 slave units, and 1 Master unit, instructions and 3 OS Roms.

$125 US funds shipped to your door.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3616. Atari 400 Video

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <55m7fe$b61@main.freenet.hamilton.on.ca>
Source record: 78929

Does anyone here have any plans to add a composite video port to the
Atari 400? My original Atari 400 has 48k and a B key, and I would like to
add monitor support.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3617. Re: getting .atr files to my atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: Solucoes e Informatica Ltda <seigraph@netville.com.br>
Message-ID: <327F5FCA.5177@netville.com.br>
Source record: 78930

W. David Falcon, Jr. wrote:
>
> OK. Here is my situation. I have access to all the 8 bit software
> archives through my PC, and I can download them to disk and make some of
> them work with the various emulators. I also have a 130XE, with 1050
> disk drive and a lot of software on floppy disk, all working properly.
>
> What I want to know is this: is there any way to copy the
> .atr/.xfd/.bin, etc. files from my PC hard drive onto floppy disks which
> will run on my Atari? I've read the FAQ and looked at the APE stuff,
> but I'm wondering if I have any other options.
>
> Also, does anyone have the APE system working, and if so, how well does
> it work? If I do invest the money, can I download, say, AtariWriter,
> and be able to save/print files? What about software with heavy
> disk-access and storage (like role-playing games/Infocom text
> adventures) My main concern is that if I do shell out the money for the
> cable, etc. that the programs will work 100%.
>
> Please reply by post or email.
> Thanks,
> David Falcon

I am using APE, and it works very fine, even with copy-protected
software.

BTW, it reads and writes files three times faster than the regular 1050,
and you can create virtual disks up to 16MB in size!! (need Mydos or
Spartados for this feature).

Yes, you can copy from disk to .ATR images and vice-versa (excluding
copy-protected software images - they can only be copied from disk to
.PRO images using APE's ProSystem).

I guess Mr. Steven J. Tucker can tell you more about... ;)

I recommend.

Werner

3618. Re: 800 switch box>?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: Nekron@juno.com
Message-ID: <55nkr1$olk@news1.sunbelt.net>
Source record: 78931

rbmier@winternet.com (Rich Mier) wrote:

>> risome@netwizards.net (Jeff Lewis) writes:
>> I just got a used 800xl with no switch box. I've been trying
>> to use a Nintendo rf switch box with no luck.... Is there a
>> reson for this or could something else be wrong.....

> Yes, most XL's and XE's don't put out enough signal
>on the RF line to make these switches work. Get a manual type
>switch. $2 to $5 at most discount stores.

> Rich Mier

Go to radio shack and get a connector, half RF and half coax...then
you can connect the RF to the 800xl and run the coax directly into
your television....i use this on all of my systems (3) and i have all
of them going into one tv with a multiple coax switch box....the video
quality is EXCELLENT!

3619. Re: computer/tv cable for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: Nekron@juno.com
Message-ID: <55nl1l$olk@news1.sunbelt.net>
Source record: 78932

msmith@direct.ca (Matthew Smith) wrote:

>In article <01bbbd1b$75984260$1ef7aecc@blackat.direct.ca>, "BlacKat"
><blackat@direct.ca> wrote:

>> > I have an 800xl, long sitting in a box, that I want to give to my nephew,
>> > but I can not locate the cable to conncect the computer to the box that
>> > switches from computer to cable source for the tv. I am looking for:
>> >
>> > 1) a cable from a dead system.
>> >
>> > 2) the pin out from the 800xl in order to build one.
>> >
>> > Any help, much appreciated, Matthew Smith
>>
>>
>> Go to your local RadioShack and pick up the switch box... it'll cost you
>> about $12.99 canadian dollars. (i work at RadioShack)... There is nothing
>> else needed.
>>
>I have the switch box. I need the cable. Matthew Smith

go to radio shack and pick up an RF/coax connector...it will allow you
to us a coax cable rather than an RF cable

3620. Re: Questron???

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: scharles@superlink.net
Message-ID: <327f66d3.823512@news.superlink.net>
Source record: 78933

-Was "Spiderman" one of those Questron games? I don't have the program
-near me so I can't check right away, but I believe it was their
second
-one. If so, I have a fully protected _copy_, courtesy of my
-Happy-Enhanced 1050.
-
-Hey, I just went and booted up spiderman on my 8-bit, and its made by
-QuestProbe, are you sure thats not the company you were referring to?

-
-L8r!
-

-Ryan Goolevitch
-http://www.wimsey.com/~johng/ryan.html

No, Questron is a game similar to Ultima series by SSI......

3621. EPROMs and RAM chips for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: davepat@total.net
Message-ID: <55nr1u$j0@newsfeeder.total.net>
Source record: 78934

```
ICs for sale

EPROMs - $2 each or 6/$5 shipping included
Used. All are erased.

Type Qty Aval
27C512 12
27C256 2
27128A 1
2764A 1
2764 2
2732 2

256k x 1 RAM chips. Great for upgrading your 800xl/130xe.
Set of 8: $10 shipping included.
For plans, see: http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

Reply to mailto://davepat@total.net
--
David A. Paterson
It was the town that made America famous,
The churches full and the kids all gone to hell.
- Harry Chapin
```

3622. @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <327f4b66@pianosa.demon.co.uk>
Source record: 78935

Whilst reading the usual rubbish I find here, William \"BlacKat\" Fisher wrote
something interesting to All about @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE<
1-900-825-6000 xt 9794:

Hello William,

W\B> Must be really desperate for an Atari 8bit user since this is the only
W\B> group he posted it to... unless he is individually posting this
W\B> message to lots of groups.. =)

He is. My set-up detects cross-posts to more than ten ng's and doesn't d/l
them to my machine. His arrived in about 6 seperate groups.

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... No sex, no drugs, no wine, no women, no fun, no sin, no you, no wonder
it's dark. - Turning Japanese; Vapors

3623. Re: Jumpman anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <327F7766.3B54@uofrlaw.urich.edu>
Source record: 78936

> The problem is that everything is disorganized and I'm thinking
> of opening a WEB-site for Atari games
>
> Read my letter 'Copyright?* sent earlier...
>
> Johan

You can get both Jumpman, Jumpman, Jr. and all three Lode Runners from Yogi's site at ftp3.cyberspy.com. I don't know what the exact status of the copyrights on the 8 bit software is, but the software is no longer being produced.

Falcon

3624. Re: 800 switch box>?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbcb5e$4a9d2e80$2df7aecc@127.0.0.1>
Source record: 78937

> Go to radio shack and get a connector, half RF and half coax...then
> you can connect the RF to the 800xl and run the coax directly into
> your television....i use this on all of my systems (3) and i have all
> of them going into one tv with a multiple coax switch box....the video
> quality is EXCELLENT!

Since I work at a RadioShack (it's now one word) i can say that we do indeed have the connectors... and the picture quality is improved over using an RF switch-box... If i remeber correctly it's somewhere around $5 or so for the adaptor.

Will

--

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3625. Re: @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: BlacKat <blackat@direct.ca>
Message-ID: <01bbcb5e$0ffb1c60$2df7aecc@127.0.0.1>
Source record: 78938

```
> He is. My set-up detects cross-posts to more than ten ng's and doesn't
d/l
> them to my machine. His arrived in about 6 seperate groups.

Nice anti-spam setup there... what do you use to do it?

Will

--
```


_____
BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3626. Re: Copyrights?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: Beach'n Dragon <b_burns@ix.netcom.com>
Message-ID: <327FC1B6.5029@ix.netcom.com>
Source record: 78939

Johan Persson wrote:
>
> Hi everybody!
>
> I was just wondering; does anyone still claim copyrights
> on all the anitique programs for the Atari?
>
> A couple of years ago I built the SIO2PC interface
> and rescued all my 5-1/4" disks onto my PC (aprox. 100 pc...)
>
> Is anyone interested in exchanging some?
> Maybe I should complete my list of Atari-prg I started once...
>
> (I'm pretty new in this newsgroup and have no
> idea how much you guies trade with each others...)
>
> Johan

I know that Origin Systems still claim their copyrights
for the earlier Ultima series. This actually got to be
a touchy subject in REC.GAMES.COMPUTER.ULTIMA.DRAGONS.
since everyone started to download Ultima I-V for the
Apple IIe and running them on an emulator. Origin just
released U 1-VI for PC on CD. Origin also released an
official statement about its copyright explaining that
their copyrights are still valid and that there is no
plan to release any titles to the public domain. Blah,
blah, blah...

From what I understand, a copyright lasts for 50 years
after the death of the author, whether an individual or
a corporation. So far, no one seems to be too concerned
to sue anyone yet, at least what I've heard.

3627. Re: @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <55ol01$sra@newsbf02.news.aol.com>
Source record: 78940

In article <01bbca7b$e2cd15a0$93f7aecc@127.0.0.1>, "William \"BlacKat\" Fisher" <blackat@direct.ca> writes:

>Must be really desperate for an Atari 8bit user since this is the only
>group he posted it to... unless he is individually posting this message to
>lots of groups.. =)
>
>Will
>
>

It looks that way. I found it on a couple of other groups. At any rate, ignore it unless it comes back. At that point, we can take action.

3628. Re: Atari 400 Video

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <55p0vb$45e@nnrp1.news.primenet.com>
Source record: 78941

In article <55m7fe$b61@main.freenet.hamilton.on.ca>,
William Moeller <af332@freenet.hamilton.on.ca> wrote:
>Does anyone here have any plans to add a composite video port to the
>Atari 400? My original Atari 400 has 48k and a B key, and I would like to
>add monitor support.

Oh yeah? My Atari 400 had keys for the entire alphabet. And numbers too.

(Obviously I don't know what a B key is)

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3629. Re: 65XEM? Information desired.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961105195559.1343C-100000@labhp31.cs.utah.edu>
Source record: 78942

> > I am looking for information on the 65XEM machine. Aside from the fact
> > that it was not released, I know nothing about it. I am told that the M

> I saw a picture of it a while back. It was basically a 65XE with an
> integrated XEP80 controlling an internal green-screen 80-column display.

Close, but no cigar. You are thinking of the 65XEP, an item I have been chasing down for years. A nice person in the Netherlands send me a quote from Compute (1985), that discussed the 65XEM as a unit with a built in AIME ("Amy") sound chip. I now remember the project.

Christopher B. Strong InterNet strong@ee.utah.edu
decRAD: CSTRONG CADE: strong@eng.utah.edu
--- Have You Played Atari Today? ---
"If the mean don't get you, the variance will." -- James 1. Rieger

3630. Atari Comp h/w & s/w for

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CBA4AD.10C1000EB9.uuout@compudata.com>
Source record: 78943

Reply-To: generic@voicenet.com or gene.ehrich@compudata.com

Atari Items for Sale plus shipping

Atari 800 Computer with power supply $44
Atari XMM801 printer..... $39
Atari 1020 Printer..... $25
Atari XM301 Modem..... $19
Atari 810 Diskette Drive..... $39
Atari 1050 Disk Drive $29
Atari 410 Program Recorder (tape deck) (2)..... $24
Atari 400 Program Recorder (tape deck)..... $19
Atari Power Supply part # C017945..... $10
Cables for Atari etc from Chelco (6) ..... $ 8 each
Commodore 1701 Monitor..... $49
Paddles (4)..... $ 8 each
Atari Controllers (4)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)

Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International

Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Ducks Ahoy Jungle Hunt

Missile Command Music Composer

Memory Manor by Fisher Price w/box & docs
Pilot w/Turtle Graphics w/box & docs
Sesame Street Ernie's Magic Shapes w/box & docs
Sesame Street Big Birds Special Delivery w/box & docs
Websters The Word Game w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs

List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

Article Unavailable

3631. 5200 joystick/keyboard input

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <55p74d$deo@nnrp1.news.primenet.com>
Source record: 78944
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I'd like to know what sort of readings to expect from the joystick pots on a 5200. Within what region should I assume the joystick is centered, and what are the minimum and maximum X and Y readings?

I'd really like to try for a two-speed system where halfway between the center and the edge is half-speed, and closer to the edge is full-speed. What bounds should I use for this purpose?

Do I have to set a strobe after I read the pots?

I also want to know how to read the kaypad directly, since I don't plan to be using the 5200 ROM's interrupts, and also, whether I should set any strobes after that, too.

Don't be shy in responding, I'm closer to a finished product than you might think. ;)

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3632. Re: Atair 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961105222604560873@vanc01m01-46.bctel.ca>
Source record: 78945

BobKlaas <bobkla19@tcd.net> wrote:

> Still have a couple of these left, removed from a school only used the
> printer port. No cable, No power supply..guranteed to work..$15.00
> shipped..

ugh, first glance at the title of this thread, I thought I saw "Altair
850 Interface" !!

Don't mind me :)

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3633. Re: The Atari 8-bit Hardware Upgrade,Modification and Add-On FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961105222608561123@vanc01m01-46.bctel.ca>
Source record: 78946

Just thought I'd contribute to this FAQ, since I have had the joy of
using some of these products.

David A. Paterson <davepat@total.net> wrote:

> XL Boss: from Allen Macroware. OS replacement for XL
> model computers. Includes m/l monitor. 400/800 OS
> compatible.

It has a monitor? I have this as a switchable OS in my 130XE, and I
never knew there was a monitor in it, I thought it was just an 800
compatibility chip?

> Happy Computing
> ...the 810 at work. The 1050 version also made the 1050
> into a true double-density drive; the last version would
> let the modified 1050 read and write 180k MS-DOS disks.

That would be version 7.0.

> US Doubler
>
> The Atari 1050 drive was brain-damaged from the
> very beginning. Rather than add a few dollars worth of
> parts to make a true double-density drive, Atari invented
> their own format, called "dual-density", which stored
> 130k on a disk. ICD produced the US Doubler, a hardware
> add-on that gave the 1050 true double-density. As an
> added bonus, it also included UltraSpeed, which made
> "the normal beep-beep of Pokey sound like staccato
> machine gun fire" according to one review. A variant
> was produced which added 4 to the drive number,
> permitting drives to be addressed as D5:-D8:.

These drives, in order to use warp-speed, had to have its disks
formatted in a special "Ultra-speed" sector skew. Unlike the Happy
which would buffer the whole track and warp it to the computer, the
USDoubler had limited ram and relied on the sector to be accessible
right when it needs to be read. Using a ultraskew disk in non-US mode
was REALLY SLOW :) However, the Happy 1050 reads them just fine because
of it's buffering.

> MIO
>
> ICD manufactured this wonderboard in 1987.
> Connected to the PBI or ECI, it provided either 256k or
> 1Meg of RAM, two RS232 ports, a parallel printer port and

> a SCSI hard drive port.

The to connect it to a 130XE ECI required a special adapter that would convert the 130xe's cartridge/ECI to an 800XL compatible PBI. the little board had two cartridge slots (the rear of the two works for some cartrige types only, like Rtime 8) This looked better than having a tower of stackable cartriges coming out of your 800XL! (Spartados X, Rtime8, and Action all plugged on top of each other is rather obtrusive on an 800XL :)

The MIO's Ram could be used as a Hard-drive cache (a software jewel I've found recently, works great for BBS's!), Printer buffer, or Ramdisk(s). You can even sector copy a boot disk to the ram disk and boot from it! Nothing like seeing that 1-and-a-half-minute-to-load boot in 2 seconds flat!!! You can specify how much ram is used for each component.

Also, the MIO had only 1 RS-232 serial port. However, it was capable of 19200bps, beating the P:R: connection and 850 which were limited by the SIO bus to 9600bps. There were apparently 2 versions of the ROM on it, I have version 1.1 in a 1meg mio, a friend of mine as 1.1 in a 256K mio, but I've heard talk in here a while back of someone having 2.0 or something.

> ATR-8000
>
> SWP Computer Products made this original wonder-
> widget: Serial and parallel ports, standard floppy
> interface, optional hard disk interface and even CPM and
> MS-DOS add-ons.

I've just picked one of these babies up and BOYYY is it SLOWWW!! It's deja vu of Atari 810!!! However, With SpartaDOS, I've connected a 720K Disk drive to it and it works! (just very slow..)

> MultiPlexer
>
> CSS provided a better way to network. The
> Multiplexer system requires one host system which has all
> the disk drives and printers for the network. The slaves
> are connected via the cartridge port to the host, and all
> their disk and printer i/o is rerouted to the host. All
> the systems involved require their OS replaced with a
> special multiplexer OS.

The only thing not shared by the network is the R: device, allowing the system to be used for running a multi-line BBS with BBS Express! Professional BBS software from K-Products, and is still actively supported. This was possible with a special version of 4.0, and is built into 5.0.

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3634. Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961105222614561474@vanc01m01-46.bctel.ca>
Source record: 78947

I would like to make some simple modifications to the operating system in my 130XE. I have experience with burning new operating systems into EEPROMS because I've upgraded my 130XE to 4 OS's, switchable... In the process I blew my original OS, and copied the OS chip of another 130XE onto another EEPROM :)

When I have an image of the XE OS created by the EEPROM reader, can I just do simple sector editing on the file to apply the changes I want? Basically Default screen colour, key repeat, no IO sound, Left Margin 0, and possibly modifications to the character sets. I read somewhere that the OS does a checksum verify when the computer boots, and if it doesnt match, you get the self-test.

Any help would be greatly appreciated. I have written a small program in ML using Atari Assembler editor cart that does these changes (7 bytes!, compared to my 8K compiled basic program that did the same thing :) I'm not the greatest with ML (my heart is with basic) but I can to the basics like LDA, STA, INA.

Hmm.. thinking about it, it would be cool to put a 4K binary load game in the unused OSROM :) maybe that would be my new self-test screen!! First things first :)

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3635. Re: Request solutions to classic games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961105222616561609@vanc01m01-46.bctel.ca>
Source record: 78948

Ant3311@ix.netcom.com <ant3311@ix.netcom.com> wrote:

> Does anyone have solutions to any classic computer games? Or does anyone
> know of any places on the net that has solutions to classic games? I was
> thinking of opening a Solution/Walkthrough/Cheats section for games off my
> Classic Computers page. I'm looking for a walkthrough to "Exile" the metroid
> like game, in particular. Thanks if you can help.

hey this is a good idea :) I would really like to know if there IS a
way to finish a game called "Seven Cities of Gold" Ive played this game
for weeks on end and it just seems to go on and on.. (of course, i dont
mind that, but.. :)

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3636. Re: 65XEM? Information desired.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-05 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961105222602560763@vanc01m01-46.bctel.ca>
Source record: 78949

Curt Vendel <cvendel@aol.com> wrote:

> An Atari 1600XL prototype wirewrapped motherboard
> an Atari 800XL-F
> an Atari 800-D (Developers Bus System)
> several Atari 2600 developer S-100 bus cards
> and the only 2 known to exist Atari STylus STpenOS touch pads

I've been an active Classic atarian since almost day one of the
computers, and I must say I've NEVER heard of those systems! Michael
Current should add those to the FAQ!

S-100 Bus... Was that not what the Altair used?

--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3637. The Atari 8-bit Hardware Upgrade,Modification and Add-On FAQ /2

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: Frank_Szymanski@do2.maus.ruhr.de
Message-ID: <199611062146.a52352@do2.maus.de>
Source record: 78819

DAP>IDE Hard Drive Interface v1.0

DAP>Bob Woolley's IDE Interface

And now there is a new IDE-Interface available from germany. ~DM 120,- +
shipping. Get in contact with the developers:

stefan_birmanns@ac.cybercity.de oder matz@kawo2.rwth-aachen.de

Tschuess
Frank

P.S.: Works fine with Mitsumi CD-ROMs

3638. Re: 65XEM

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <55oji9$4c3@triglav.iwaynet.net>
Source record: 78950

Richard.Douwes@hcc-lwd.idn.nl (Richard Douwes) wrote:

>From Compute!, April 1985:

>"The third new 8-bit machine is an interesting variation of the 65XE
>called the 65XEM (XE Music computer). It's a 65XE with an additional
>sound chip, the new eight-voice "Amy". Unfortunately, this was the
>only new computer Atari didn't exhibit at the show. Hoewever, those
>who have heard Amy say it outperforms even the SID synthesizer chip
>in the Commodore 64. Amy has a dynamic range exceeding 60 decibels, a
>frequency range of nearly 11 octaves from 4.8 hertz (far below human
>hearing) to 7.8 kilohertz, frequency resolution of 1/64 semitones, 64
>harmonics, and many other features. Reportedly it can synthesize
>almost any musical instrument sound. The 65XEM will sell for about
>$150."

Didn't some of the chips that were supposed to end up in a souped up
generation of 8-bit computers wind up in the 7800 game system? I
remember reading somewhere that the 7800 could display 256 sprites
without resorting to interrupts or similar chicanery. I do know the
games for it looked a damn sight better that the original 2600 titles
and they often exceeded 400/800/XL/XE titles in appearance. The 7800
Asteroids and Xevious were VERY good and Tower Toppler had INCREDIBLE
graphics. I would have loved the chance to play with that hardware
in a personal computer form.......

3639. Wanted: XC11 Recorder

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <55or96$11b8@usenetp1.news.prodigy.com>
Source record: 78951

XC11 recorders can be purchased from B&C Computervisions at 408-986-9960.

3640. Re: Two Atari 800 questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: twonoahs@aol.com
Message-ID: <19961106025900.VAA16691@ladder01.news.aol.com>
Source record: 78952

I think I remeber being able to put two cattridges in and when you turn the computer on if you held down one of the buttons, like SELECT it let you play the right one. But, this could be a total mental frbarication...

3641. I Need SX212 Modem Program

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <55p8sj$5sa@news.calweb.com>
Source record: 78953

Help! I need a modem program that will work on the Atari SX212 modem hooked up to my 800xl through the standard Atari I/O port. Someone recently sent me a variety of programs, but I can't get any of them to work. An 850 modem handler was also included, but I suspect it may not be loading correctly.

Does anyone have a modme program they know will work on an SX212? I will gladly supply a disk and mailer if you can send me one.

Please answer via email

Joe Blenkle
jblenkle@calweb.com

3642. Re: Request solutions to classic games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbcbbe$2afd78e0$95f7aecc@127.0.0.1>
Source record: 78954

> > Does anyone have solutions to any classic computer games? Or does
anyone
> > know of any places on the net that has solutions to classic games? I
was
> > thinking of opening a Solution/Walkthrough/Cheats section for games
off my
> > Classic Computers page. I'm looking for a walkthrough to "Exile" the
metroid
> > like game, in particular. Thanks if you can help.
>
> hey this is a good idea :) I would really like to know if there IS a
> way to finish a game called "Seven Cities of Gold" Ive played this game
> for weeks on end and it just seems to go on and on.. (of course, i dont
> mind that, but.. :)

I would love to have any, they would go great in the Software Database on
my site...

Ok... i will ask everyone again:

PLEASE, submit your reviews, documentation, cracks, easter-eggs, anything
(except the programs themselves) for my Atari 8bit site... if you have some
info i don't have then please send it to me!!!!

Will

--

_____

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3643. Re: 65XEM? Information desired.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BpH1A6O.lmcclure@delphi.com>
Source record: 78955

In a message dated 11-4-96, Curt Vendel said:
|
| I was after the little beast and it got away, but in the
| meantime I just acquired some super rare gems:
|
| An Atari 1600XL prototype wirewrapped motherboard
| an Atari 800XL-F
| an Atari 800-D (Developers Bus System)
| several Atari 2600 developer S-100 bus cards
| and the only 2 known to exist Atari STylus STpenOS touch pads
|
|
Do you have any facilities to digitize pics of these and upload them to
an ftp site?
-
How about a brief rundown on each (especially the 1600XL prototype, which
I do not recall hearing of before). The STylus is likely the only item
most folks have even seen pictures of. As to the 800XL-F, is this simply
an 800XL with a built-in floppy drive (a 3.5", I assume)?

--
LMCCLURE@delphi.com
Little Rock, AR

3644. Re: getting .atr files to my atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <55q069$cc8@dfw-ixnews5.ix.netcom.com>
Source record: 78956

In <327E7027.B70@uofrlaw.urich.edu> "W. David Falcon, Jr."
<wfalcon@uofrlaw.urich.edu> writes:
>
>OK. Here is my situation. I have access to all the 8 bit software
>archives through my PC, and I can download them to disk and make some
of
>them work with the various emulators. I also have a 130XE, with 1050
>disk drive and a lot of software on floppy disk, all working properly.
>
>What I want to know is this: is there any way to copy the
>.atr/.xfd/.bin, etc. files from my PC hard drive onto floppy disks
which
>will run on my Atari? I've read the FAQ and looked at the APE stuff,
>but I'm wondering if I have any other options.
>
>Also, does anyone have the APE system working, and if so, how well
does
>it work? If I do invest the money, can I download, say, AtariWriter,
>and be able to save/print files? What about software with heavy
>disk-access and storage (like role-playing games/Infocom text
>adventures) My main concern is that if I do shell out the money for
the
>cable, etc. that the programs will work 100%.
>
>Please reply by post or email.
>Thanks,
>David Falcon

David,
One way I use frequently is to use a null-modem cable and a
communications program on both the PC and Atari. Both must be able to
use the same transfer protocol, such as Y-Modem Batch. Bobterm is good
for this on the Atari side. You must have a real RS232 port available
on the Atari (such as that on an Atari 850 interface, ICD's P:R:
Connection, MI/O or CSS Black Box). If you don't have one of these,
Move the files into .ATR/.XFD images for the emulator (I'll e-mail you
a copy of IMU to aid in this process) Then use SIO2PC and the
SIO2PC/APE cable to move the image data to your Atari. I personnally
like the former better, but either should work. Another thought is to
find a friend that has such a setup (if you don't) and do either
process on their system.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3645. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32808795.41C6@htw.uni-sb.de>
Source record: 78957

Ryan Goolevitch wrote:

> and possibly modifications to the character sets. I read somewhere that
> the OS does a checksum verify when the computer boots, and if it doesnt
> match, you get the self-test.
That's true.

This is what I do in XL-it! to disable the checksum-verify:

```
/* Disable ROM-CRC */
osrom[0xff86-0xc000]=0x18; /* CLC */
osrom[0xff87-0xc000]=0x60; /* RTS */
```

I hope this helps.

Bye,

Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3646. Need help for term paper

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: ejh7678@isc.rit.edu
Message-ID: <55qd97$6tr@news.isc.rit.edu>
Source record: 78958

Greetings, atari folks,

I am a student at RIT currently in a computer artch. and organization class. Now, for %40 percent of our grade, we have to compile a paper describeing the orginzation of a comercial computer. Now, while everyone else in the class was declairing that they were going to do aptiva's and pentiums and compacts, ect, ect. I boldly stood up and announced I was going to do the atari 800XL. Naturally this shocked the herd of technogeeks in the class into silence, and set me up for an ordeal.

Now, I was wondering if the combined resources of you 8bit wizards could hlp me find sources of information, or could answere the questions here, my main concerns are:

what is the orginzation of the CPU? does it have multiple excucation units, does it have a long pipeline?..ect

What is the orginzation of the computers main memory? what type of memory? how much can be used by the cpu? how fast is it?

What is the orginzation of the computers secondary memory (storage) what type of interface? storage? throuput?

what type of bus?

Come on people, help me out here. Give the atari one last wheeze of breath. :) once my paper is finished and turned in, I also hope to release it to the web as sort of a secondary FAQ extension.

Also any sites our resources are greatly helpful.

-ed

3647. Re: For Sale: Atari 8-Bit/Game Machine Hardware and Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: Vidar Olavesen <olavese@online.no>
Message-ID: <55qgpe$f19@o.online.no>
Source record: 78959

quinn@sliders.com (Nolan Friedland) skriver:

```
> ************************************************************************
> * *
> * Friedland Computer Systems, Inc. *
> * *
> * Your one stop stop source for Atari 8-Bit *
> * and game machine products! *
> * *
> * 320K 130XE's, High-Speed Triple OS Upgrade for XL/XE, *
> * Hard drives, 3.5" Drives, modems, *
> * and the list goes on and on! *
> * *
> * *
> * What ever your need, we have it - at unbeatable prices! *
> * If we don't have it, we'll get it. *
> * *
> * Guaranteed! *
> * *
> * *
> * Please call 612-689-0880 for more information *
> * or email quinn@sliders.com *
> * *
> ************************************************************************
```

I am interested in an NTSC Atari and Hard disk for the MIO. I also need a
Adaptec SCSI interface to go with it.
Please email me on olavese@online.no

3648. WTT: Atari 2600 & carts for other Atari HW

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: dras@rasmussen.telco.stratus.com
Message-ID: <jlobudaaomy.fsf@rasmussen.telco.stratus.com>
Source record: 78960
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

Hi,

I have the following that I would like to trade:
(warning: use fixed width fonts)

1 Working Atarit 2600 w/2 joysticks and these carts...

Mattel: Atari:
Super Challenget Footbal, Pole Position (2)
Kool-Aid man Yars Revenge
ET (2)
Parker Bros: Vidoe Olympics
Qbert Casino
Frogger Pac Man
Sky Skipper Jungle Hunt
Video Pinball
Sears: Star Raiders
Arcade Pinball Ms Pacman
Night Driver Kangaroo
Space Invaders Galaxian
Maze Craze
Imagic: Dodge em
Fathom Combat (2)
Riddle of the Sphinx Asteroids
Dragonfire

20th Century Fox: Activision:
Worm War I Freeway
Keystone Kapers
Coleco: Decathalon
Donkey Kong Mage Mania
Kaboom
Sega: Pitfall (2)
Congo Bongo

All the carts are used and untested (I did try a couple of them
and they worked fine). Most show what looks to me like typical
ware. Most of the Activision carts look pretty beat.

What I want: One of these Atari machines in good working order:
400, 800, 800XL, 600XL, 1200XL, 65XE, 130XE,
or the XEGS (XE game system).

Plese send offers to dras@sw.stratus.com

Thanks very much.

Dan R.

3649. computer/tv cable for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <55r0fu$rs4@usenetp1.news.prodigy.com>
Source record: 78961

I think there's some confusion here. No "pin-outs" are needed, because the RF output on the computer is just that one hole in the back that accepts a standard RCA type patch cable. There's no need to involve the port for a monitor cable when using the old switch box. It wouldn't even work that way.
BUT..... if the TV involved does have direct video and audio inputs, you should think about getting a monitor cable and do the old "direct connect". Much improved video quality with this method. The Radio Shacks around here stopped carrying them in stock a while back, but B&C Computervisions still has them, I think. They're at 408-986-9960.

3650. Re: JIM HOOD

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <3280C75A.16EC@lucent.com>
Source record: 78962

rwoolley@pacbell.net wrote:
>
> I regret to inform the Atari community that Jim Hood, a principle in the
> current Atari Classics, a charter member of the San Leandro Computer
> Club, and a great friend, passed away on Friday, November 2nd from
> respiratory failure as a result of complications encountered in his battle
> with cancer. He leaves a wife, Cindy, and a grown son, Nathan.
>
> Bob Woolley

Bob,

I'm sorry to hear of the passing of Jim. If you could post a snail mail address, I'm sure a lot of us would like to send a sympathy card to the family.

Not only is support for the Atari computers dying, but so are a lot of the long time supporters. How sad.

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kkimes@lucent.com or KitKimes@AOL.COM

3651. Re: Request solutions to classic games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080000611961607050001@nntp.netgate.net>
Source record: 78963

In article <19961105222616561609@vanc01m01-46.bctel.ca>,
ryang@computerhelp.ca (Ryan Goolevitch) wrote:

> Ant3311@ix.netcom.com <ant3311@ix.netcom.com> wrote:
>
> > Does anyone have solutions to any classic computer games? Or does anyone
> > know of any places on the net that has solutions to classic games? I was
> > thinking of opening a Solution/Walkthrough/Cheats section for games off my
> > Classic Computers page. I'm looking for a walkthrough to "Exile" the metroid
> > like game, in particular. Thanks if you can help.
>
> hey this is a good idea :) I would really like to know if there IS a
> way to finish a game called "Seven Cities of Gold" Ive played this game
> for weeks on end and it just seems to go on and on.. (of course, i dont
> mind that, but.. :)

I don't know if you really *finish* that one, unless you just retire
at an old age (like in 1540?). I've played into the 1520s several
times, winding up with fleets of 400 ships, 1200 men, and a lot of gold
in reserve. It's amazing what some Incas will give you for those
el cheapo European trinkets...

--
Tim Irvin, ziggy29@netgate.net
http://www.netgate.net/~ziggy29/

3652. Re: Copyrights?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080000611961604330001@nntp.netgate.net>
Source record: 78964

In article <327FC1B6.5029@ix.netcom.com>, Beach'n Dragon
<b_burns@ix.netcom.com> wrote:

> From what I understand, a copyright lasts for 50 years
> after the death of the author, whether an individual or
> a corporation. So far, no one seems to be too concerned
> to sue anyone yet, at least what I've heard.

I can't see any major busts happening in the peddling of obsolete
"warez" which are not commercially available.

I don't really condone software piracy--after all, I write software
for a living--but if a publisher was going to damages for copyright
infringement, what actual damages would there be? If the work
is no longer produced, and no longer for sale...the publisher has no
"real world" financial loss from the piracy. There could be the
matter of punitive damages apart from actual damages, but I doubt
that many juries would look at someone who owned a legit copy of a
game which he/she owned, and who downloaded a pirated "cracked" copy
of that software for backup purposes, and order them to pay anything
at all.

The fact that the disk is physically copy protected, and therefore
not conducive to legitimate backups for archival purposes, suggests
to me that there is little chance, legally, that those who do have
the "cracked" versions of physically copy protected software would
be prosecuted, much less found guilty and ordered to pay out the nose.

With software that has no physical copy protection, it's another story.
There, duplication and distribution is clearly piracy. But again,
if the software involved is no longer for sale anywhere (in a form
where the publisher/author would collect royalties), it's just not
worth their time...they are far more concerned with keeping their lawyers
after those who copy more current, commercially available software
for more contemporary systems.

At worst, pirating games lo longer available is akin to stealing a
5-cent stick of bubble gum at 7-Eleven. Not the right thing to do,
but hardly a major sin and not one which those impacted are going
to waste their time prosecuting.

If you're Origin, for example, are you really going to spend legal
resources busting someone posting ATR's of Ultima III when you have
people pirating your *current* software which sells for 50 bucks off
the shelf? They would be *incredibly* stupid if they did. And you
don't become successful in business by being stupid (with a few rare

exceptions).

--
Tim Irvin, ziggy29@netgate.net
http://www.netgate.net/~ziggy29/

3653. Re: @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080000611961615110001@nntp.netgate.net>
Source record: 78965

In article <01bbcb5e$0ffb1c60$2df7aecc@127.0.0.1>, "BlacKat"
<blackat@direct.ca> wrote:

> > He is. My set-up detects cross-posts to more than ten ng's and doesn't
> d/l
> > them to my machine. His arrived in about 6 seperate groups.
>
> Nice anti-spam setup there... what do you use to do it?

Actually, it's easy to do with some on-line newsreaders. If you're
someone who pays by the minute/hour and downloads stuff, don't know
how it works.

I, for example, use YA-Newswatcher for the Macintosh as my standard
news reader. It has very powerful killfile capabilities. I can (and
do) specify the KILL for anything crossposted to at least four groups.
There's a preference setting for just about any aspect of the header
for any level of the newsgroup hierarchy.

For example, if I don't want to hear a lot of OS flame wars, I would
place "*.advocacy" on the Newsgroups line in the "filter" at the
"comp." level. That kills *any* article crossposted into an advocacy
newsgroup, anywhere within the "comp.*" hierarchy. It's *very* cool.

You can killfile morons, tired threads, crossposts (using regular
expressions you can specify your tolerance as to *how many* crossposted
newsgroups are too many, as I said my maximum is 3), old articles,
and just about any other line in the header. You'd be amazed at
how many times it reports 200 new articles in a newsgroup, only to be
left with 25 after the noise is filtered out...

As to the "HOT COLLEGE BI-MALES," I'd like to see how well these
images would display on my 800XL. :)

--
Tim Irvin, ziggy29@netgate.net
http://www.netgate.net/~ziggy29/

3654. Re: computer/tv cable for 800xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <847397140_OASIS_@pcc-uky.campus.mci.net>
Source record: 78966

In article <55r0fu$rs4@usenetp1.news.prodigy.com>
UASZ40A@prodigy.com (Robert Stone) said:-

>I think there's some confusion here. No "pin-outs" are needed, because
>the RF output on the computer is just that one hole in the back that
>accepts a standard RCA type patch cable. There's no need to involve the
>port for a monitor cable when using the old switch box. It wouldn't even
>work that way.
>BUT..... if the TV involved does have direct video and audio inputs, you
>should think about getting a monitor cable and do the old "direct
>connect". Much improved video quality with this method. The Radio Shacks
>around here stopped carrying them in stock a while back, but B&C
>Computervisions still has them, I think. They're at 408-986-9960.

Right. My advice for the best quality picture would be to get the
monitor cable from someplace like B & C or Toad Computers (their
number is 1-800-448-8623) and hook it up to an RGB monitor (like
the old Magnavox or Amiga 1080/1084 models...I've seen the 1080's
go for $50-60 over in comp.sys.amiga.marketplace!) Also, you can
hook your VCR into the 1080 for dual entertainment! Have fun! :)

--

```
_/_/_/
```

3655. RE: 1450XLD ROMs and schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961106145909.3219C-100000@labhp31.cs.utah.edu>
Source record: 78967

> - Used a SSI-263 chip for the Voice Synthesizer. This is similar to the
> Votrax SC-02 second generation voice chips. I have a copy of a article from

Was your chip a standard part? I have a TONG revision MB with a custom
ASIC for the Voice Synthesizer in a gold and ceramic 40-pin package. I
was told by Bruce at B&C that the TONG revision MB's speech chip was not
compatible with the prototype version (the 1450XLD with the add-on
disk controller).

> - Had two Epson made double-sided, double-density disk drives. Both drives
> worked. They were mounted in the case and had a piece of sheet metal molded
> into a bracket and attached to the case to support the drives. Atari
> engineers had drilled holes into the side of the case and had screw threads
> poking out that were holding the bracket in place.

Almost word-for-word descrtiption of mine, but on mine the screw heads are
poking out, sitting on little washers.
>
> - The voice synthesizer didn't work on this machine. I don't know if the
> SSI-263 chip was bad or if the two prototype 40 pin chips were bad. These
> two chips I was told were language chips.
> They were definitely prototype because someone used some scotch
> tape to put the gold cover on the chip package when they mounted the chip in
> the chip package.
>

Hmmm...I was under the impression that one of those was the speech chip.
Our 1450XLD's must be near-identical.

Here is the lis of 40-pin IC's on mine:
U25 C014795 6520
U26 C012294 POKEY
U39 CO14806 6502C (Sally)
U40 CO12296 ANTIC
U41 CO14805 GTIA
U45 CO61922 FREDDIE
U44 Prototype "B"
U43 Protytype "C"
U16 Intel 8040 (modem???)
U19 WD2797 Disk Controller

> - There was a small breadboarding area on the board for the engineers to add
> any additional circuits.
> - There was a area for a 48 pin chip. This spot I was told was for a

Same.

Did yours have an additional IC? I have run them all down and I can only assume by default that one of the two prototype ASICs must be revision 2 of the speech chip. This is the version that the TONG boards are supposed to have, and it is incompatible with that used on the pre-TONG machines.

Does that sound right to you?

-Chris

\ oo Christopher B. Strong InterNet strong@ee.utah.edu
____|\mm decRAD: CSTRONG CADE: strong@eng.utah.edu
//_//\ _\
/K-9/ \/_/ ||| "Speak 'Friend' and enter"
/___/_____\ / | \ --- Have You Played Atari Today? ---

"If the mean don't get you, the variance will." -- James 1. Rieger

3656. FS/T Assorted Atari XL/XE items

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-06 00:00:00 UTC
From: Jim Lazarenko <jimbo@connect.ab.ca>
Message-ID: <01bbcc63$ad70cca0$84284bce@pentium-100>
Source record: 78968
Cross-posted to: alt.games.video.classic,comp.sys.atari.8bit,comp.sys.computers.marketplace,rec.games.video.classic,rec.games.video.marketplace

I have the following Atari items for sale (or trade), all are clean and in working condition with accessories as specified. All offers to buy or trade hardware and cartridges will take priority over offers for just the cartridges alone.

Hardware
-Atari 800XL With Power Supply, RF Cable
-Atari 600XL With Power Supply, RF Cable
-Atari 130XE With Power Supply
-Atari 1050 Disk Drive With Power Supply and connection cable
-Atari 1050 Disk Drive Without Power Supply
-Atari XF551 Disk Drive With Power Supply and connection cable
-Indus GT Disk Drive Without Power Supply and connection cable
-Atari XMM801 Printer With manual and Atari Writer Plus (unit has built-in power supply)
-Atari 520 ST Missing all accesories
-Atari XL/XE Paddles
-2x Suncom Tac Controllers

Cartridges
Atari Writer
Basic
Centipede
Defender
Donkey Kong
Donkey Kong Junior
Eastern Front (1941)
Final Legacy
Frogger
Miner 2049er
Missle Command
Ms. Pacman
Pac-Man
Pole Position
Qbert
Realsports Football
Robotron: 2084
Star Raiders
Tennis

Books and Manuals
-Atari 800XL Manual and conection guide
-Atari 1050 Manual

-Consumer's Guide "The Users Guide to the Atari"
-Compute's "Third book of Atari"
-Compute's "The Atari Basic Source Book"

If you are interested in any of these items, please make me a offer in US funds (buyer pays shipping), as far as trades go, I am interested in the following types of items...

Intellivision - Rare Hardware and cartridges, Shrink-wrapped cartridges, Bilingual boxes released in South America
Vectrex - Hardware and cartridges, on screen Multicart(s)
Atari Lynx - Hardware and cartridges
Mattel Electronics - Handhelds (especially Backgammon and Spead Freak), Aquarius computer items, etc.
Coleco - Handhelds, Total Control 4 carts, tabletops, as well as some ColecoVision items
Microvision - Hardware and cartridges
--
jimbo@connect.ab.ca

3657. Re: I Need SX212 Modem Program

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: wiseguy@webzone.net
Message-ID: <55rb6a$rjt@news.cais.com>
Source record: 78820

jblenkle@calweb.com (Joe Blenkle) wrote:

>Help! I need a modem program that will work on the Atari SX212 modem
>hooked up to my 800xl through the standard Atari I/O port. Someone
>recently sent me a variety of programs, but I can't get any of them to
>work. An 850 modem handler was also included, but I suspect it may not
>be loading correctly.

>Does anyone have a modme program they know will work on an SX212? I
>will gladly supply a disk and mailer if you can send me one.

>Please answer via email

>Joe Blenkle
>jblenkle@calweb.com

I have the original SX 212 software that came with the SX212 modem and
I have BobTerm configured to the SX212 I will gladly mail them to you
for the shipping costs (about $4) I may even have docs.
The \/\/iseguy
wiseguy@webzone.net
Black Kettle Recordings

3658. Re: Atari 400 Video

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: davepat@total.net
Message-ID: <55rb69$k1o@newsfeeder.total.net>
Source record: 78821

In article <55p0vb$45e@nnrp1.news.primenet.com>, nickb@primenet.com says...
>
>In article <55m7fe$b61@main.freenet.hamilton.on.ca>,
>William Moeller <af332@freenet.hamilton.on.ca> wrote:
>>Does anyone here have any plans to add a composite video port to the
>>Atari 400? My original Atari 400 has 48k and a B key, and I would like to
>>add monitor support.
>
>Oh yeah? My Atari 400 had keys for the entire alphabet. And numbers too.
>
>(Obviously I don't know what a B key is)
>

B-Key was an add-on full stroke keyboard for the 400. Once you've attacked
the original 400 keyboard, even the xe keyboard is an improvement.

--
David A. Paterson
--
If a man tried to take his time on earth
And prove before he died what one man's life could be worth
I wonder what would happen to this world.
- Harry Chapin

3659. cherche editeur de texte pour 520STe

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: HAMDOUNI <hamdouni>
Message-ID: <55sqse$8ei@hermes.univ-poitiers.fr>
Source record: 78822

j'ai un 520STe sans disque dure:-(mais j'ai besoin d'un editeur de text si q.q.u a q.q.c. a me proposer n'hesitez pas! :-)

3660. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <32821D7E.5A1E@anest4.anest.ufl.edu>
Source record: 78823

SK wrote:
>
> On Tue, 29 Oct 1996 16:53:49 -0800, Jim Treber <jtreber@cris.com>
> wrote:
>
> >The Fierce Pancake wrote:
> >>
> >> I picked up two Atari modems today. One is the little XM301 box and another is
> >> an SX212. Are these things pretty rare? I've never seen them before in my
> >> life.
> >>
> >> And what's this box that you supposedly need to connect a modem to an Atari
> >> 8bit anyway? I understand you can't just throw them in the SIO chain, right?
>
> The SX-212 is a standard modem which of course requires an RS-232
> port. The "box" is needed to provide that RS-232 interfacer. The
> XM-301 is a non-standard modem designed specifically for the Atari and
> does plug directly into the 8-bit Atari serial bus daisy-chain. The
> end of the chain actually, since it has no output as I recall.

Not true. The SX212 has BOTH SIO and RS232 ports, thereby making it
useful for both 8-bit and ST users. I had one, and it served me well
for several years on both machines.

The XM301 and SX212 were both popular modems in their day (circa 1987);
they are not considered rare.

-Michael Ellis

3661. Re: Atari 400 Video

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <55stia$275@james.freenet.hamilton.on.ca>
Source record: 78824

In <55p0vb$45e@nnrp1.news.primenet.com>, nickb@primenet.com (Nick S Bensema)
wrote:
: In article <55m7fe$b61@main.freenet.hamilton.on.ca>,
: William Moeller <af332@freenet.hamilton.on.ca> wrote:
: >Does anyone here have any plans to add a composite video port to the
: >Atari 400? My original Atari 400 has 48k and a B key, and I would like to
: >add monitor support.

: Oh yeah? My Atari 400 had keys for the entire alphabet. And numbers too.

: (Obviously I don't know what a B key is)

A "B-Key" was a replacement keyboard made by a local company, Inhome Software.
They used to come to our Users Group the H.B.O.A.U.G. (Hamilton, Burlington,
Oakville).....we were H.B.O. before there was a "Home Box Office"....we should
have sued em! Anyhow, this keyboard was a full stroke replacement, but they
were very low keys....the touch was OK, but not excellent. There were
better keyboard replacements for the 400, but NONE of them fit as well, or
looked as if they were part of the orginal Atari 400. I remember seeing
one which sat right on top of the old membrane keypad. It was something like
4 inches above where one would normally keep their hands while "typing" on
the Atari 400.....kinda clumsy looking. The B key was great. I sent
one to Holland on an upgraded 400. Marius Diepenhorst bought it.

Willy

: --
: N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
: ~ / \
: Phoenix-->*_,--._/
: 98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v
--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3662. Re: The Atari 8-bit Hardware Upgrade,Modification and Add-On FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <55s9vm$lbb@newsbf02.news.aol.com>
Source record: 78825

There was also a midi interface made by Wizztronics, called the MidiMax. Unlike the MidiMate, it had not jacks for external sync, but it did have an additional SIO port so it could be chained. It contained the same optoisolators generally used in midi keyboards, and the case was riveted steel -- real rugged. It came with Lee Actor's MMS software, some sample songs, a program to convert AMS to MMS files, and a couple of six foot midi cables. Gary Levenberg wrote the manual for the software. In addition, Wizztronics sold a dozen or so double-sided disks of MMS songs that had been converted from AMS.

I have this interface and I use it quite often to demonstrate what an 8-bit can do. The interface will work with MidiMate software as well as the MMS software.

3663. Re: Just try this, it will work (Another one cant add!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Larry Serflaten <serflaten@mail.usinternet.com>
Message-ID: <32822DA4.16A6@mail.usinternet.com>
Source record: 78826

Rich Tietjens wrote:

> Incidentally, when following up a spam, it's polite to direct subsequent
> followups to alt.spam rather than continually re-spamming the same groups;
> you'll notice I've done that.
>

Thanks, I have been educated!

I turned off that line in the display long ago and forgot about it....

3664. Re: JIM HOOD

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <55s9vn$lb9@newsbf02.news.aol.com>
Source record: 78827

Bob, that is sad news indeed.

We on Long Island lost Alex Pignato just a few short months ago, and we know what the loss of someone of Jim's stature can be.

Although I've never met Jim, I know of the dedication he showed to the community through reading the SLCC Journals over the years. His willingness to pick up AC after Ben Poehland had to give it up was another result of that dedication.

I've spoken to both Jack Gedalius, president of The Ol' hackers Atari User Group and Pat Mulvey, president of the Long Island Atari User group, and both have asked me to please ask you to express the sincere condolences of these groups to Jim's family.

Thanks.

Alan Sharkis

Secretary, LIAUG
Newsletter Editor, OHAUG

3665. Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: infoman@poboxes.com
Message-ID: <55s56n$8mh@lex.zippo.com>
Source record: 78828

Can anyone tell me what kind of power supply is required for an Indus GT disk drive? I recently acquired one and tried to use the standard 400/800/810/1050 power supply on it - it looked alive for about 3 seconds and then died. I'm afraid I may have done some real damage if I used the wrong power supply. Does anyone have any ideas or suggestions (regarding both the proper power supply and what I might have killed in the drive?).
Thanks,
/InfoMan

Visit InfoMan's Atari Page! http://infoman.simplenet.com/atari/index.html

3666. Power Supplies for Atari 5200 and 7800

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: infoman@poboxes.com
Message-ID: <55s5vt$8uq@lex.zippo.com>
Source record: 78829

Does anyone have a power supply for the Atari 5200 or 7800 machines that they'd be willing to sell? Or does anyone have info on what it would require to build them?
Thanks,
/InfoMan

Visit InfoMan's Atari Page! http://infoman.simplenet.com/atari/index.html

3667. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <55tm3n$eoh@darla.visi.com>
Source record: 78830

> infoman@poboxes.com writes:
> Can anyone tell me what kind of power supply is required for an Indus
> GT disk drive? I recently acquired one and tried to use the standard
> 400/800/810/1050 power supply on it - it looked alive for about 3 seconds
> and then died. I'm afraid I may have done some real damage if I used the
> wrong power supply. Does anyone have any ideas or suggestions
> (regarding both the proper power supply and what I might have killed in the drive?).
> Thanks,
> _/InfoMan_
>
> Visit InfoMan's Atari Page! http://infoman.simplenet.com/atari/index.html
>
>>>>
11.5 Volts AC output, same as a Atari 5200. Atari Part # C018187.
On the main board of the Indus there are two voltage regulators. Replace them.
Hopefully that's all that blew out. I picked up an Indus about 6 years ago that
someone had done the same thing and that's all that was wrong with it.

Good Luck; Rich Mier

3668. ALORS RED ....!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: TOFFIC@WORLDNET.fr
Message-ID: <55tni2$hts@news.sct.fr>
Source record: 78831

Etant sur que tu passeras par ici ...
J'attends ton premier courrier avec impatience ....

TOF
toffic@worldnet.fr

3669. Atari 800 sys For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Jeff Lehman <lehman@jumpnet.com>
Message-ID: <01bbccfe$286cd080$0c0308cf@lehman.ppp>
Source record: 78832

For Sale: Atari 800 48K, Indus GT disk drive, cassette, power
supply,printer interface, cables

Atari BASIC,ASSEMBLER,Centipede,Defender, Dig Dug, Space Invaders,
Galaxian, Asteroids, Space Invaders, Missile Command,etc,.etc.,etc..

Books-Basic, Assembler,graphics....

Make Offer!

lehman@jumpnet.com

3670. ANNOUNCE: Atari Swap Meet in Columbus, Ohio USA

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32827E7D.265A@osu.edu>
Source record: 78833

If you're in the midwestern USA and looking to buy, sell or trade
anything Atari, be sure and come to:

S W A P F E S T '9 6

presented by
the Atari Computer Enthusiasts of Columbus

Columbus, Ohio U.S.A.
Saturday, Nov 9 1996
1:00pm - 4:00pm

Location: Chemical Abstracts, on Olentangy River Rd
at the corner of Ackerman and Dodridge

Admission is only $2, plus $3 if you sell more than $30 worth of stuff.

See you there!

-Tony R.

(to those outside of the midwestern US: sorry about the bandwidth but my
crap newsreader can't set distribution limits)

--
Tony Ramos : inter\active
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

3671. *Update*: Atari stuff for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32827F3C.1D77@osu.edu>
Source record: 78834

Some of my Atari stuff is still available:

Atari 800XL, unmodified, with power supply $25

Atari 1050 disk drive, unmodified, w/power supply & SIO cable TRADED

Star SG-10 dot matrix printer, no cover but like new $45

OSS MAC/65 cartridge, with manual SOLD

ICD R-Time 8 clock cartridge, with software disk & manual SOLD

ICD P: R: Connection, dead, with printer and modem cables $10

Stuff I'm looking for in trade:

one of those cables with a chip inside that connects the 8-bit
directly to an RS-232 modem

SIO2PC/APE cable

Registered copy of Rainbow

All prices are negotiable but do not include shipping.
I'll be at the ACEC swap meet in Columbus, Ohio this weekend with this
stuff. If you're in the area come check it out!

-Tony R.

--
Tony Ramos : inter\active
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

3672. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961107165045.29897C-100000@moose.erie.net>
Source record: 78835

On 7 Nov 1996 infoman@poboxes.com wrote:

> Can anyone tell me what kind of power supply is required for an Indus
>GT disk drive? I recently acquired one and tried to use the standard
>400/800/810/1050 power supply on it - it looked alive for about 3 seconds
>and then died. I'm afraid I may have done some real damage if I used the
>wrong power supply. Does anyone have any ideas or suggestions (regarding
>both the proper power supply and what I might have killed in the drive?).

You should have asked BEFORE you did that! You just put 9 Volts
AC into a drive that needs 9 Volts DC!

3673. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_847403180@rtfm.mit.edu>
Source record: 78836
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 27, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following four Periodic
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Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

3674. Hi!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Stephen Laisch <yakumo@xnet.com>
Message-ID: <3282B7EC.1F39@xnet.com>
Source record: 78837

I just bought an Atari 800XL with Pacman from the Internet today!

I am filled with glee!

Anyone know where I can find a nice cheap copy of Ms. Pacman Cart?

3675. Re: Atari 400 Video

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <32821E6D.3FF4@lucent.com>
Source record: 78838

Nick S Bensema wrote:
>
> In article <55m7fe$b61@main.freenet.hamilton.on.ca>,
> William Moeller <af332@freenet.hamilton.on.ca> wrote:
> >Does anyone here have any plans to add a composite video port to the
> >Atari 400? My original Atari 400 has 48k and a B key, and I would like to
> >add monitor support.
>
> Oh yeah? My Atari 400 had keys for the entire alphabet. And numbers too.
>
> (Obviously I don't know what a B key is)

The B Key was an add-on/replacement keyboard that gave you real keys. It was one of two companies that made such a thing (I have one from the other company). My system is much like the one that Bill Moeller described above. I never bothered to upgrade my video either.

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kkimes@lucent.com or KitKimes@AOL.COM

3676. Re: I Need SX212 Modem Program

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <55spqf$c4b@yahozna.psych.uw.edu.pl>
Source record: 78839

Joe Blenkle (jblenkle@calweb.com) wrote:

: Does anyone have a modme program they know will work on an SX212? I
: will gladly supply a disk and mailer if you can send me one.

i used bob-term supplied with xformer (as i remember). before loading you must add device handler, which is available na umich.
i think that most of terminals will work when you add this handler.

--
= KrAp = = krap@freud.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://www.psych.uw.edu.pl/~krap = home phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

3677. Re: cherche editeur de texte pour 520STe

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: jasonbar@screw.ucsb.edu
Message-ID: <55tmn9$scr@screw.ucsb.edu>
Source record: 78840

HAMDOUNI <hamdouni> writes:

>j'ai un 520STe sans disque dure:-(mais j'ai besoin d'un editeur de text si
>q.q.u a q.q.c. a me proposer n'hesitez pas! :-)

>j'ai un 520STe sans disque dure:-(mais j'ai besoin d'un editeur de text si
>q.q.u a q.q.c. a me proposer n'hesitez pas! :-)

Salut

Je suis desole, mais j'ai vendu mon 1040ST il y a quelque ans, donc, je
ne peus pas t'aider directement. En fait, j'ai completement oublie la
programme que j'ai utilise pour ecrire avec ce ordinateur...

Mais, si tu demande dans la groupe comp.sys.atari.st, je suis certain que
quelq'un la peut t'aider.

-Jason

(J'ai essaye a envoyer cette lettre par "e-mail" mais elle a retourne...
--
Jason Bardis(jasonbar@nut.ucsb.edu www.engineering.ucsb.edu/~jasonbar)
The Simpsons.3DO.cycling..PWEI.LEGO.Tit Wrench.Battle of the Planets.
autocrosses/rallyes.Atari.mechanical engineering.Ministry.Tempest.NIN.
The Jitterbug.Bill Gibson.Robot Wars.Tim Burton.The Cult.fried cheese.

3678. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-07 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <r.atari-8-bit/welcome_847403180@rtfm.mit.edu>
Source record: 78841
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Reposting article removed by rogue canceller. See news.admin.net-abuse.announce
for further information.

Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 27, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
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ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
```

Request from oscar@primenet.com

3679. Old Digest Replies

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: t.andrews16@genie.com
Message-ID: <199611122221.WAA08452@relay1.geis.com>
Source record: 78769

I've just downloaded some Info-8 Digests from Genie and decided to reply to some of the messages I found there. These Digests are a good month behind, and I'm replying to several, so please bear with me if parts of my message are no longer timely. I don't remember many of the names of the people I'm replying to, and there are too many of these digests to go back through to find them, so I'll use a short description instead. I'm subscribing to the Digest myself tonight, so with any luck any future replies I might make will be more current.

To the person with a couple of chapters to a "manual": You have portions of the infamous "De Re Atari" in your posession. While it was written for the 400/800 OS, most of it is still valid for the XL/XE systems. As for where you can get a complete copy, I can't help much there, not being current on such things. Hope this, at least, helps.

To the person urging me to "get a life": I have one, thank you very much, and it suits me, for now. This may come as a shock to you, but my life doesn't require the approval of you or anybody else. Only my own approval is necessary. If I ever manage to fully explore the capabilities of my chosen platform (no one has done it yet, to my knowledge), I'll consider your suggestion.

To the people discussing an XE that only shows the Self-Test with bad RAM: Last spring a friend of mine gave me a stock 130XE with the same problem, except that only a few RAM blocks show as bad. I asked around about it, and received different diagnoses. This, however, begins to make sense. I know the 400/800 powerup sequence includes a zeroing of RAM and a check for the amount present. Am I to understand that the XE OS does much the same thing and jumps to the Memory Test if it finds bad RAM? It sure sounds like it.

I have 16 64k chips that were pulled from 2 800XLs when I did Rambo upgrades on them. They worked when I took them out, and I have no reason to think they don't now. (The XLs were both socketted) Any reason why I couldn't replace the chips in the XE with these and get it going again? I'd really like to install sockets if there's room, too.

To Bob Wooley: Good to hear AC is still alive. I was beginning to wonder a bit. Judging by the date of the message, and if my calculations are correct, the latest AC should be out any minute now. I'll be watching my mailbox. If it comes soon, I might even consider renewing my subscription...

To Ian Chadwick and Bill Wilkinson: Good to see you guys are still around, even if the 8-bit is no longer your machine-of-choice. Ian, like most serious Atarians, my copy of Mapping the Atari is the most-used 8-bit

reference I have. I saw the serialization of Robin Sherer's Memory Map in Analog, and it was ok, but I like your book better. Bill, I was sorry to see Compute! drop all Atari 8-bit coverage, and even sorrier that your Insight: Atari column ended with an April Fool joke. They could have at least given you some warning so you could say goodbye properly.

To the Alchemist: I'm glad to see you still have some interest in the 8-bit, even though you've moved on to another platform. That was not the sense I got from our last email exchange, back in May. We need to keep hearing your irrascible comments lest we start to revere our machines too much. Pray do not desert us.

To the guy with the Okidata 82 ribbons for sale: These ribbons will also work with the Atari 1025 and Star Gemini printers. I used each one of them for years. The 1025 was essentially an Oki 82 modified for direct connection to the Atari. The last time I looked, though, the ribbons were about $1.50 at Office Max, and less than $1.00 each from American Ribbon Co. of Ft. Lauderdale, FL. (Shipping extra, of course.)

Tom Andrews The 8-bit Farmer

Hmmm... This reply didn't get through like it was supposed to the first time. I'll try again. However, my subscription to the digest DID get through, and I have my first one. Things will indeed be more timely from now on.

3680. Menu Loaders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbcd1d$d09b3980$67469ace@marcm>
Source record: 78842

ANy of you GURU's know of a good bin menu loader. It's a real shame all
the good games on Yogi's site
and there isn't a decent loader out there! Come on Atarians get with it!!

3681. what happened to comp.sys.atari.st ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <55ud8b$og1@macaw.cyberport.com>
Source record: 78843

is there another ST related newsgroup ?

3682. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbcd4e$f4e656e0$9df7aecc@workstation-1>
Source record: 78844

> You should have asked BEFORE you did that! You just put 9 Volts
> AC into a drive that needs 9 Volts DC!

OUCH! Something tells me that might be it for one Indus Drive... if you didn't kill it then check out your local RadioShack (i work at one) where a nice 9v DC adaptor can be had for cheap. (around $12 canadian)

Will

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3683. Re: *Update*: Atari stuff for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbcd4f$78463c80$9df7aecc@workstation-1>
Source record: 78845

```
> Stuff I'm looking for in trade:
> Registered copy of Rainbow

I am not the author of Rainbow, but i sincerly hope that you mean you want
to *BUY* a copy of this emulator? After all you may as well support the
person who spent their time and effort to emulate the 8bit! =)

Just ask for him... hey Chris... how much is Rainbow?
```

Will

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca
□□□

3684. Looking for Atari DOS 1.0

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: ernest@pi.net
Message-ID: <328302e2.2536885@news.pi.net>
Source record: 78846

Is there anyone who has a copy of Atari DOS 1.0?
I have all the other DOS's that Atari made (I think) but this one
seems to be so old, that nobody has it anymore. If possible, I would
like to get an original master disk, but at this point, a copy will do
just as well. Is there anyone here that ever actually used it?
Or do you know someone who might have it in the attic?
We would like to add it to our pooldisk CD-rom.

3685. Re: Indus GT drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <55v7u1$t7j@login.freenet.columbus.oh.us>
Source record: 78847

Janice in NYC (Sapphire@innonyc.com) wrote:
: Hi, I just recently acquired an Indus GT disk drive, but I have a few
: questions, I didn't get the Dos XL manual, I'm wondering how the
: Syncromesh thing is supposed to work. It's supposed to speed up disk
: access, and when I boot Dos XL, it executes a line GTSYNC ON, but
: subsequent disk access doesn't seem to be any faster (it just makes a
: different sound when reading sectors).
: I figured that maybe it would need a special disk format, so I tried
: formatting a double density disk with the syncromash on, but disk
: speeds still seem normal.
: Does anybody have any idea what's going on?

Yes,you need a special format.Doesn't the format command have a option for
Synchromesh?

: Also, since the GTSYNC requires a command line parameter to activate,
: I can't use it with a regular DOS like Mydos or Atari Dos, are there
: any device drivers I can download to activate the Syncromesh with
: these operating systems (I don't really plan on using DOS XL, it seems
: rather poorly designed to me, I mean, come on, the command for copying
: files isn't even built-in to the command processor?)?

I've never seen a driver for Synchromesh.But SpartaDOS X re-programmes the
drive for ultra-speed.But (aparently) only SDX can take advantage of this.
(Ultra-Speed increases the baud rate of the disk drive from 19200 to 53200)

: Anothe rthing. Inside the drive enclosure, on the main circuit board
: (beneath the bare drive), are two pin-type connectors on the edge of
: the circuit board that aren't connected to anything, one is a big
: double-row connector (like 40 pins total or something), and the other
: is a singel row of five pins, does anybody know what are these
: connectors used for?

That 64k upgrade would've been nice for implementing DOS with-in the disk
drive like Commodore does.(and with many disk buffers!)

: Lastly, can this drive backup my protected disks
with the
right : software, or would it need some sort of upgrade like for the 1050s
: (tho I've not seen any for the Indus GT)? I mean, I figure since it's
: got a Z80A processor and all, it must be intelligent or
: something......

I don't know.All Atari drives are "intelligent",you can just upload Z80
programmes into the drive controller memory to change the drive's
behaviour with the INDUS GT and Happys (and others?).

I know that's how the Happy drives were "modified" to read PC disks.
The uploaded controll-programme actually added extra SIO commands to
access MS-DOS sectors.
--
The Doctor

3686. Re: Two Atari 800 questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <55v888$sr@login.freenet.columbus.oh.us>
Source record: 78848

Brad Rogers (brad@pianosa.demon.co.uk) wrote:
: Whilst reading the usual rubbish I find here, The Hurdy Gurdy Man wrote
: something interesting to All about Two Atari 800 questions.:

: Hello The,

: THG> Ok, I lied, here's a third question. What the hell was the right
: THG> cartridge slot for? What did it actually do from you, technically

: It was originally intended for use with stuff that couldn't be put in a 8k
: cart. Then somebody "discovered" bank switching, so effectively making it
: redundant.

huh?!?
16k is the limit before you have to go to bank-switching,not 8.
The right cartridge port is useful for making upgrades to other people's
programming languages.

: There are one or two carts that need to be placed in the right slot, though.
: One of them was called Monkey Wrench II, which allowed the user to access a
: basic monitor, and added one or two hacks to the Atari's OS. Funnily enough,
: I've just completed negotiations for the sale of MWII.

There's also the R-Time8 cartridge.
--
The Doctor

3687. Re: Menu Loaders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <55vbcf$9cj@dfw-ixnews10.ix.netcom.com>
Source record: 78849

In <01bbcd1d$d09b3980$67469ace@marcm> "Marc M" <tbmarc@webspan.net>
writes:
>
>ANy of you GURU's know of a good bin menu loader. It's a real shame
all
>the good games on Yogi's site
>and there isn't a decent loader out there! Come on Atarians get with
it!!
>
I have a couple on floppy. I have to get a bit of time to copy them to
the PC so I can u/l them/e-mail them to various sites and users. One I
have is very small and has been around since 1980. Works great! It is a
little autorun.sys file that reads the directory, looking for .exe
files, then presents them in a list with letter choices to run them. As
soon as I get it/them copied I'll e-mail them to Bill Kendrick and Yogi
to post in their respective file sites. In the mean time, e-mail me if
you need a copy of one or more of these loaders.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3688. Speed Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: fj537@cleveland.Freenet.Edu
Message-ID: <55vj7v$8df@alexander.INS.CWRU.Edu>
Source record: 78850

I recently installed the Atari emulator XL-it! on my Pentium 166
PC. The games work but run too FAST. Does anyone have any ideas
on how I can slow them down. If anyone has any suggestions
please e-mail me at...

mmorocc@garnet.acns.fsu.edu

Thanks

Mark

3689. 300+ Hits at BKproductions 8bit Power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbcd9c$8e6fbb60$29f7aecc@workstation-1>
Source record: 78851

We've had over 300 hits in about 2 weeks, so i *KNOW* ppl are visiting, please contribute to this new Atari 8bit site. I can not do this entirly alone! =-)

If you have something 'Atari 8bit' to contribute, ie: Docs, links, info, etc. Please e-mail me... I would love to hear from you.

Things I am looking for:

* Docs for Atari 8bit Games
* Hardware Specs for all Atari 8bit computers
(prototypes would be nice as well!)
* Ratings for software
* Top10/Worst10 Submissions
* ANYTHING!

Please contribute! And thanx a ton to those who already have!

Will Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3690. Re: Help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <5600m2$4tj@kensie.dorsai.org>
Source record: 78852

"William \"BlacKat\" Fisher" <blackat@direct.ca> wrote:

>Ok, over 200 ppl have visited the new Atari 8bit website, but LESS than 10
>ppl have written anything back. I need ppl to review/rate 8bit software,
>contribure your 2 cents to the Top/Worst 10 lists, and send some
>documentation this way for inclusion on the web site...

>Please check out the site (listed below in my sig) and participate.

Er, don't take this the wrong way, but I think some people may have
been turned off by the way the site is set up, i.e. everyth9ing is
inline graphics and there isn't any way to comprehensibly view the
site with a text-only browser or with a graphical browser with
graphics turned off.
At least, that was my situation, and unfortuantely I'm on a dial-up
connection and it was just taking too long to load the images so I
never really got to take a good look at the site.

Just my 2 cents......

3691. Re: JIM HOOD

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32838D5C.492A@pacbell.net>
Source record: 78853

Kit Kimes wrote:

> Bob,
>
> I'm sorry to hear of the passing of Jim. If you could post a snail mail
> address, I'm sure a lot of us would like to send a sympathy card to the
> family.
>
> Not only is support for the Atari computers dying, but so are a lot of
> the long time supporters. How sad.
>
> --
> Kit Kimes
> Lucent Technologies Bell Labs
> Naperville, IL
> phone: (630)-979-8113
> email: kkimes@lucent.com or KitKimes@AOL.COM

The Hood Family
5507 Langford Court
Concord, CA 94521-1614

some of you will recognize this as the Atari Classics address. please
send any AC correspondence to me:

Bob Woolley
1161 Bay St.
Alameda, CA 94501

thank you all....

3692. Re: Indus GT drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <5602q8$4tj@kensie.dorsai.org>
Source record: 78854

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Yes,you need a special format.Doesn't the format command have a option for
>Synchromesh?

Yes, I finally managed to get Syncromash to work. The driver needs to
be loaded with the ON command (GTSYNC ON) and then either one of hte
format programmes (depending on single or double density) used to
format the disks, the disks would then be in Syncromash format and
disk access is about twice as fast.
Unfortunately, it's pretty much useful only for non-booting data disks
since Syncromesh needds to be activated after loading DOS XL and
accessing a Syncromesh disk with Syncromesh deactivated takes about
twice as long as accessing a regular formatted disk. :(

I can't imagine why they didn't just make Syncromesh a hardware thing
on the drives, so that the drive could boot Syncromesh disks without
having to load DOS and a device driver first. Can't US Doubler drives
boot skewed sector disks without loading a driver first, or is it the
same as the Indus GT?

>I've never seen a driver for Synchromesh.But SpartaDOS X re-programmes the
>drive for ultra-speed.But (aparently) only SDX can take advantage of this.
>(Ultra-Speed increases the baud rate of the disk drive from 19200 to 53200)

Well, one of the reasons the Syncromesjh driver from DOS XL won't work
with regular DOS's (Spartados excepted) is that it needs to have a
command line parameter given to enable it (GTSYHNC ON), so altho the
programme actually runs under other DOS's, it never activates teh
Syncro cos it never gets the ON command. I tried the driver with
Sparatados 3.2g (since it's a command-line DOS), but it crashes the
computer.

>I don't know.All Atari drives are "intelligent",you can just upload Z80
>programmes into the drive controller memory to change the drive's
>behaviour with the INDUS GT and Happys (and others?).

Are you aware of any programmes or techniques to allow uploading to
the drive's CPU?

>I know that's how the Happy drives were "modified" to read PC disks.
>The uploaded controll-programme actually added extra SIO commands to
>access MS-DOS sectors.

I wonder if this would work on the Indus GT, too.

As I recall, one of the advantages of the Commodore disk drives was
their flexibilty, they could easily be programmed to read other
formats and even copy protected disks (I think).......

3693. Re: 1450XLD ROMs and schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32839076.5F38@pacbell.net>
Source record: 78855

Christopher Brett Strong wrote:

>
> > - Had two Epson made double-sided, double-density disk drives. Both drives
> > worked. They were mounted in the case and had a piece of sheet metal molded
> > into a bracket and attached to the case to support the drives. Atari
> > engineers had drilled holes into the side of the case and had screw threads
> > poking out that were holding the bracket in place.

A real 1450XLD (the one from Atari) had no screws sticking out... There
were internal brackets that held the two drives in place. Bob Brodie has
one that is like that. Mine have holes in the case on one and clean on
the other (but, I don't have brackets for either).

> >
> > - The voice synthesizer didn't work on this machine. I don't know if the
> > SSI-263 chip was bad or if the two prototype 40 pin chips were bad. These
> > two chips I was told were language chips.

They look like big PALs to me. I doubt that Atari would have done an ASIC
at that point in time - mine are not sealed either....

> > They were definitely prototype because someone used some scotch
> > tape to put the gold cover on the chip package when they mounted the chip in
> > the chip package.
> >
>
> Hmmm...I was under the impression that one of those was the speech chip.

> U16 Intel 8040 (modem???)

the 8040 is the microprocessor that runs the drive interface. same device
as in the XF551...

> U19 WD2797 Disk Controller
>
>

3694. Re: Preserving ancient floppies...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <5600ls$4tj@kensie.dorsai.org>
Source record: 78856

davepat@total.net (David A. Paterson) wrote:

>Yeah, I've got the DisCommed version as well, but we were talking about
>making copies, and that's the only way I know of to copy the full disk, copy
>pro and everything.

Now I'm confused....you'r etalking about making copies of the original
protected program disk? It can be done with the .PRO (ape) format
also, but the Mule .ATR in Yogi's archive is cracked I believe so you
don't have to worry about protection.....

3695. Re: Help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: kmosiejc@lcp.com
Message-ID: <5604ei$iu5@tlpnews.tlp.com>
Source record: 78857

> Sapphire@innonyc.com (Janice in NYC) writes:
> >Please check out the site (listed below in my sig) and participate.
>
> Er, don't take this the wrong way, but I think some people may have
> been turned off by the way the site is set up, i.e. everyth9ing is
> inline graphics and there isn't any way to comprehensibly view the
> site with a text-only browser or with a graphical browser with
> graphics turned off.
> At least, that was my situation, and unfortuantely I'm on a dial-up
> connection and it was just taking too long to load the images so I
> never really got to take a good look at the site.
>
I have waited a while to check out the site because of his
constantly promoting how JavaScript is required in some sections...

I finally checked it out, and boy was I unimpressed... Frames don't do anything
for me, even though I use the latest version of lynx, which can "understand" them.

I didn't turn away from the page right away just because of frames, I plunged
ahead... wow, even if I was using netscape here at work (which I do at lunch), I still
would be annoyed because of the large number of graphics... my work shares a 56k
line for the whole building, and graphics are slow.

Blackat, have you ever heard of ALT tags? They really take only a minute or two longer,
and go a long way towards making your site more accessible. When people leave them
out, it only smacks of laziness and/or arrogance to me.

I would think that a page devoted to the 8bit, would at least be accessible to someone
running a terminal program and using lynx.

--Kurt Mosiejczuk

3696. Speed Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: fj537@cleveland.Freenet.Edu
Message-ID: <55vjps$a20@alexander.INS.CWRU.Edu>
Source record: 78858

I recently installed XL-it on my Pentium 166 PC. The games work
but run too FAST. Any suggestions on how I can slow it down?
If anyone can help please e-mail me at...

mmorocc@garnet.acns.fsu.edu

Thanks

Mark

3697. Re: Indus GT

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <5604ks$95p@darla.visi.com>
Source record: 78859

> rbmier@visi.com (Rich Mier) writes:
> > infoman@poboxes.com writes:
> > Can anyone tell me what kind of power supply is required for an Indus
> > GT disk drive? I recently acquired one and tried to use the standard
> > 400/800/810/1050 power supply on it - it looked alive for about 3 seconds
> > and then died. I'm afraid I may have done some real damage if I used the
> > wrong power supply. Does anyone have any ideas or suggestions
> > (regarding both the proper power supply and what I might have killed in the drive?).
> > Thanks,
> > _/InfoMan_
> >
> > Visit InfoMan's Atari Page! http://infoman.simplenet.com/atari/index.html
> >
> >>>>
> 11.5 Volts AC output, same as a Atari 5200. Atari Part # C018187.
> On the main board of the Indus there are two voltage regulators. Replace them.
> Hopefully that's all that blew out. I picked up an Indus about 6 years ago that
> someone had done the same thing and that's all that was wrong with it.
>
> Good Luck; Rich Mier
>
>
>>>>
AAARRRGGGHHHH, I hate answering my own post!

11.5 Volts DC - DC - DC dummy! Well, at least the part # is right.

Rich Mier

3698. Re: *Update*: Atari stuff for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <3283A728.5455@osu.edu>
Source record: 78860

BKproductions wrote:
>
> > Stuff I'm looking for in trade:
> > Registered copy of Rainbow
>
> I am not the author of Rainbow, but i sincerly hope that you mean you want
> to *BUY* a copy of this emulator?

(snip)

> Will

Yes, that's exactly what I mean! If somebody registers my name with
Chris Lam for a _unique_ copy of Rainbow, that's worth $23 in trade for
my stuff.

From what I've seen in the demo version, Chris has done a great job on
Rainbow. If only I knew what it _sounds_ like, before I get a registered
copy. I'm craving a perfect Atari 8-bit emulator!

-Tony

--
Tony Ramos : inter\active
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

3699. Re: Help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: Jeff Colbert <jcolbert@earthlink.net>
Message-ID: <3283AC6F.2C68@earthlink.net>
Source record: 78861

Too bandwidth intensive. You got a hit on your counter, but I gave up
before page finished loading, so I really can't comment on the content.

Jeff

Janice in NYC wrote:
>
> "William \"BlacKat\" Fisher" <blackat@direct.ca> wrote:
>
> >Ok, over 200 ppl have visited the new Atari 8bit website, but LESS than 10
> >ppl have written anything back. I need ppl to review/rate 8bit software,
> >contribure your 2 cents to the Top/Worst 10 lists, and send some
> >documentation this way for inclusion on the web site...
>
> >Please check out the site (listed below in my sig) and participate.
>
> Er, don't take this the wrong way, but I think some people may have
> been turned off by the way the site is set up, i.e. everyth9ing is
> inline graphics and there isn't any way to comprehensibly view the
> site with a text-only browser or with a graphical browser with
> graphics turned off.
> At least, that was my situation, and unfortuantely I'm on a dial-up
> connection and it was just taking too long to load the images so I
> never really got to take a good look at the site.
>
> Just my 2 cents......

3700. Re: Protector

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: davepat@total.net
Message-ID: <560cp9$cnl@newsfeeder.total.net>
Source record: 78862

In article <327D5EAC.62C9@iap.net.au>, stuartn@iap.net.au says...
>
>Has anyone got the game Protector to work with the Xlit or Pokey
>program? I can't get it to wqork at all. Is there a secret? I've put it
>in XFD file and tried to binary load it. Is there a better way?

As I recall, it's a 400/800 only game - it requires a translator OS (real machine) or the emulator in 400/800 mode

--
David A. Paterson
--
I was told we'd cruise the seas for American gold
We'd fire no guns! Shed no tears!
Now I'm a broken man on a Halifax pier
The last of Barrett's privateers.
- Stan Rogers

3701. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961108110346.18952A-100000@pathogen.ecst.csuchico.edu>
Source record: 78863

On Tue, 5 Nov 1996, Ryan Goolevitch wrote:

> I would like to make some simple modifications to the operating system
> in my 130XE.
>
> When I have an image of the XE OS created by the EEPROM reader, can I
> I read somewhere that the OS does a checksum verify when the computer
> boots, and if it doesnt match, you get the self-test.

Yes, you can modify the ROM image directly. To make life easier, I wrote a program to deal with this. I would write new ROM code in MAC/65 and assemble it at the appropriate ROM address. Then I would run my Action! based program which figures out where in the ROM image to place the new code.

And yes, you are correct that the OS performs a checksum and dumps you into the Memory section of the Self-Test if that checksum does not match. You can recalculate the checksums and change them, or you can simply NOP a couple bytes in the OS to disable the checksum routine.

> I have experience with burning new operating systems into
> EEPROMS because I've upgraded my 130XE to 4 OS's, switchable.

What method are you using to switch between OSs? I'm in the process of building an electronic circuit that might interest you.

3702. Re: Request solutions to classic games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: eplicon@aol.com
Message-ID: <19961108101401.FAA21892@ladder01.news.aol.com>
Source record: 78864

> Does anyone know if Moctezuma II has an error? At the
> lower levels, I never can do anything with the big guy who
> shakes the ground.

It's not an error, rather the game was incomplete. And it's not Montezuma's Revenge II -- it's Robert Jaeger's original (I guess work-in-progress). The commercial version is watered down version that Parker Bros. released.

However, there is a trick to that level that lets you get some extra points. I haven't played the game in a long time, but if I recall, it has something to do with standing on far right in the middle tier. When you jump to left, you appear in your inventory section. You can grab more swords, etc. Then jump back to the right. Just don't get extra keys or torches, because you don't need it and it wastes space since you can't get rid of it. Obtaining the extra swords lets you kill off everything else in the game that you may have missed. It's a tedious process having to go back and forth like that, but fun for the high scores. I used to get over 100,000+ points from this.

3703. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961108194006185 19@vanc01m05-17.bctel.ca>
Source record: 78865

Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:

> Ryan Goolevitch wrote:
>
> > and possibly modifications to the character sets. I read somewhere that
> > the OS does a checksum verify when the computer boots, and if it doesnt
> > match, you get the self-test.
> That's true.
>
> This is what I do in XL-it! to disable the checksum-verify:
>
> /* Disable ROM-CRC */
> osrom[0xff86-0xc000]=0x18; /* CLC */
> osrom[0xff87-0xc000]=0x60; /* RTS */

okay, if I understand this correctly, at offset $ff86,$ff87 in the
image, I apply the bytes $18 then $60 ?

thanks!
--
Ryan Goolevitch
http://www.wimsey.com/~johng/ryan.html

3704. Re: Just try this, it will work

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY!
Message-ID: <560cq8$k13@ornews.intel.com>
Source record: 78866
Cross-posted to: alt.binaries.atari,alt.warez.atari,alt.warez.atari-st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.binaries.atari.d,maus.sys.atari.desktop,maus.sys.atari.f030,maus.sys.atari.hardware,maus.sys.atari.mint,maus.sys.atari.okami,comp.sys.atari.programmer,lightspeed.rechner.atari.selbstgeschrieben,lightspeed.rechner.atari.software,maus.sys.atari.software,comp.sys.atari.st,comp.sys.atari.st.tech,maus.sys.atari.talk,comp.sys.att

In article <886.479933917057@news.nemonet.com>,
sbolting@nemonet.com (Stephen Boltinghouse) wrote:

<Illegal MMF chain letter deleted>

This idiot has been reported to every postmaster in the entire path line
(except for one or two who either never repsond (sprint) or whom I know have
nothing to do with young Mister Boltinghouse (NASA)) along with teh USPS
Fraud Investigations Division, the IRS, and a couple of other national
agencies. I imagine he'll throw a big party for all the investigators who
show up at:

1009 Bird St.
Hannibal, MO 63401

No need to followup further, but if you so choose, be advised it will go to
alt.spam

ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com

3705. @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE< 1-900-825-6000 xt 9794

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32839a70@pianosa.demon.co.uk>
Source record: 78867

Whilst reading the usual rubbish I find here, BlacKat wrote something
interesting to All about @@@>> HOT COLLEGE BI-MALES!!! >PRIVATE<
1-900-825-6000 xt 9794:

Hello BlacKat,

B> d/lthem to my machine. His arrived in about 6 seperate groups.
B> Nice anti-spam setup there... what do you use to do it?

A piece of software called NetGate. One of the keywords is ANTISPAM, which
searches the newsgroups line. It takes a number as a parameter, so you can
choose what level of cross-posting you will tolerate. Any article that exceeds
the limit, doesn't get transferred to my machine.

As this software runs on an Amiga, & not PC, not only is it off-topic here, but
is of little use to you. Unless, of course, you run an Amiga. :-)

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... I am an anti-christ, I am an anarchist. Don't know what I want, but I
know how to get it. - Anarchy In The U.K.; Sex Pistols

3706. Atari 400 Video

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-08 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32839b7b@pianosa.demon.co.uk>
Source record: 78868

Whilst reading the usual rubbish I find here, Nick S Bensema wrote something
interesting to All about Atari 400 Video:

Hello Nick,

NSB> Oh yeah? My Atari 400 had keys for the entire alphabet. And numbers

:-)

NSB> (Obviously I don't know what a B key is)

IIRC, it was an aftermarket add-on keyboard for the 400.

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... All you people, dropping like flies.
Snuffin' In'a Babylon; Alberto Y Los Trios Paranoias

3707. .exe files Atari = IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: twonoahs@aol.com
Message-ID: <19961109035600.WAA08483@ladder01.news.aol.com>
Source record: 78770

I have the xformer emulator which I downloaded and it is really easy and fun to use and I got MULE to boot, but I can't get any of the .exe files from yogi's site to work. I make them the 2nd virtual disk but when I go to copy them to the virtual D1: I get "File name too long".

Is this syntax rightin Atari DOS?:

D2:"galaxian.exe" D1:

I always get file name too long?....

P.S. How the heck do you get into the pub in IBM emulated MULE? No matter what I just sit on top of it!!!

Thanks guys,

twonoahs@aol.com

3708. Re: Power Supplies for Atari 5200 and 7800

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <56147f$ece@news.aros.net>
Source record: 78771

infoman@poboxes.com wrote:
: Does anyone have a power supply for the Atari 5200 or 7800 machines that they'd be willing to sell? Or does anyone have info on what it would require to build them?
: Thanks,
: _/InfoMan_

There's a schematic for building a 5200 power supply in the 8-bit FAQ (it's for the four-controller version that routed the power down the RF cable).

The 7800 takes a little work, but it's pretty easy. Just get a 9-volt power supply from Radio Shack or a similar place. (The original is 9V, 1A; but anything close like 800mA should do fine.) Then you'll need to solder a connector to the two power pins on the 7800--I think Radio Shack calls it a coax connector or something along those lines. Whatever it's called, it fits the plug on the PS...

Oh, you can tell the polarity of the pins by looking at the circuit board. A couple sections of foil are labeled + and -.

3709. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <561fnl$l3s@nadine.teleport.com>
Source record: 78772
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking. At BSC's Web Page you'll View, and
DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Have problems connecting with BSC's web page? Why not DownLoad
FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to
Request catalogs through E-Mail. Really, it's no inconvenience. All I
ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send
them to you by E-Mail Only. I'll get back to you after the weekend.
Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please
Direct any and all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3710. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <561glv$lia@nadine.teleport.com>
Source record: 78773
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him.
We were in the middle of a Trade and after I received my part of the
Trade, I lost touch with him. And I still need to complete the Trade.
If anyone can help... An E-Mail Address, a Phone Number. Direct any and
all Replies through E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3711. Re: Looking for Atari DOS 1.0

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <561ft1$hsa@freenet-news.carleton.ca>
Source record: 78774

Ernest R. Schreurs (ernest@pi.net) writes:
> Is there anyone who has a copy of Atari DOS 1.0?
> I have all the other DOS's that Atari made (I think) but this one
> seems to be so old, that nobody has it anymore. If possible, I would
> like to get an original master disk, but at this point, a copy will do
> just as well. Is there anyone here that ever actually used it?
> Or do you know someone who might have it in the attic?
> We would like to add it to our pooldisk CD-rom.

Ernest,

I have a copy of the original Dos 1 (actually there is no
version number) dated 9/24/79. It should be attached to this e-mail.
Thanks for your great work on the pooldisk CD.

Steve

3712. Re: Help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbce37$67d8b880$28f7aecc@workstation-1>
Source record: 78775

> I have waited a while to check out the site because of his
> constantly promoting how JavaScript is required in some sections...

JavaScript is a good thing... =)

> I finally checked it out, and boy was I unimpressed... Frames don't do
anything
> for me, even though I use the latest version of lynx, which can
"understand" them.
>
> I didn't turn away from the page right away just because of frames, I
plunged
> ahead... wow, even if I was using netscape here at work (which I do at
lunch), I still
> would be annoyed because of the large number of graphics... my work
shares a 56k
> line for the whole building, and graphics are slow.

See the previous post I made regarding graphics.... (i will be making a
reduced site sometime soon).

> Blackat, have you ever heard of ALT tags? They really take only a minute
or two longer,
> and go a long way towards making your site more accessible. When people
leave them
> out, it only smacks of laziness and/or arrogance to me.

Actually someone E-Mailed me and informed me about them... =) That was one
attribute to the IMG tag i had forgotten tatally about... the ALT='bla bla'
tags will be added...

> I would think that a page devoted to the 8bit, would at least be
accessible to someone
> running a terminal program and using lynx.

It will be soon... right now I am working on a really neat JavaScript based
atari console type thingy... (it's only local on my HDD now... but will
hopefully be online sometime soon... possibly at the same time as the
text-based pages)

Will Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3713. Re: Help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbce36$fe7ecfa0$28f7aecc@workstation-1>
Source record: 78776

> Er, don't take this the wrong way, but I think some people may have
> been turned off by the way the site is set up, i.e. everyth9ing is
> inline graphics and there isn't any way to comprehensibly view the
> site with a text-only browser or with a graphical browser with
> graphics turned off.
> At least, that was my situation, and unfortuantely I'm on a dial-up
> connection and it was just taking too long to load the images so I
> never really got to take a good look at the site.

Hmm.. I did not realize just how limited some ppl were with their access to the internet... I *DO* test the pages online from the server to me... I seem to get the pages quite quickly on my 28.8/33.6kps connection... but if there seem to be problems I will see what I can do to make a text-only based version...

Will Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3714. Re: Help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbce37$9926ca80$28f7aecc@workstation-1>
Source record: 78777

> Too bandwidth intensive. You got a hit on your counter, but I gave up
> before page finished loading, so I really can't comment on the content.

It's not counter hit's i am after... =(

I would like to have a nice site for ppl to come visit...
...the graphics will be reduced soon and I will post a message to that
effect...

There will be special areas for those using JavaScript tho... but i will
try to duplicate the same content on the 'text only' area...

Will Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3715. Atari Emulation on Windows PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: "Gregory A. Lovekamp" <genius@eosinc.com>
Message-ID: <01bbcdf8$b63daf60$676c1dce@genius>
Source record: 78778

I have an old Atari 800, an Atari 1200, and an IndusGT disk drive. I don't have an 850 interface. I have one of the emulators on my Windows PC (don't remember which one right now).

My question is: How do I get the Atari files from this machine transferred to my PC to run under emulation? I have read about a cable from Atari SIO to IBM 9 pin serial. How do I make one? Where do I get the software for each end?

Thanks for any help anyone can provide.

Gregory Lovekamp, Springfield, IL, USA, genius@eosinc.com,
Computer professional with interests in history, bagpipes, and
VOLKSWAGENS (93 Passat GLX, 81 Vanagon L, 79 Beetle Convertible,
66 Beetle Project)
Seeking 62 Beetle Convertible restored to showroom condition

3716. New; Knowledge Database

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: Don Mahurin <dmahurin@donet.com>
Message-ID: <3284B959.1F103F19@donet.com>
Source record: 78779

Hi all,

I have created a new system for storing knowledge about anything and
EVERYTHING.

The database is publicly accessible via the WEB. Anyone can add
topics/subtopics/messages/notes ...

Give it a try(please), and ADD some information on ATARI 8bits(or
whatever else).

http://www.donet.com/cgi-bin/dmahurin/notes2html

There is also a search utility.
The database is not that big now, but it should start to grow once
people use it.

Don Mahurin
dmahurin@donet.com

3717. Re: .exe files Atari = IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: Solucoes e Informatica Ltda <seigraph@netville.com.br>
Message-ID: <32847D0D.8F8@netville.com.br>
Source record: 78780

twonoahs@aol.com wrote:
>
> I have the xformer emulator which I downloaded and it is really easy and
> fun to use and I got MULE to boot, but I can't get any of the .exe files
> from yogi's site to work. I make them the 2nd virtual disk but when I go
> to copy them to the virtual D1: I get "File name too long".
>
> Is this syntax rightin Atari DOS?:
>
> D2:"galaxian.exe" D1:
>
> I always get file name too long?....
>
> P.S. How the heck do you get into the pub in IBM emulated MULE? No matter
> what I just sit on top of it!!!
>
> Thanks guys,
>
> twonoahs@aol.com

I think the correct syntax should be:

D2:GALAXIAN.EXE,D1:

Werner

3718. All together now - 1000+ carts, 50+ hardware items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: jscott@craftbrewers.com
Message-ID: <jscott-0911961516140001@ind-011-237-180.iquest.net>
Source record: 78781
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,rec.games.vectrex,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

```
All Together Now - Huge classic video game auction

Over 1000 cartridges and 50 pieces of hardware!

Everything must go - In one LARGE bunch
--------------------------------------------------------------------------------

I have enjoyed collecting classics over the past 6 years, but now it is
time to move on. I am moving early next year and expect it to be into a
small place. So I will not have room for this collection. I now hope to
pass it onto another collector who can enjoy it.

I am selling everything below together in one large group. Bidding is open
now through January 1st, 1997. Updates and the current bids can be found
at:
http://www.iquest.net/~jscott/alltogether.html or by requesting regular
e-mail updates from me, jscott@iquest.net.

This collection is a great way to start collecting if you are just
thinking about getting started. Or, it is a great way to bump up your
collection and give you a bunch of traders or items for an auction.

This collection includes hundreds of items, so I can not list each item
individually. The collection is made up of the following:

Used cartridges (unique for each system - no duplicates)
--------------------------------------------------------------------------------

- My collection gathered over the past 6 years and a few things I had left
from when these systems were new. There are quite a few common carts
(most of them I would guess) but with 359 Atari 2660 carts, they can't all
be common.

Atari 2600 ------------------- 359
Atari 5200 ------------------- 63
Atari 7800 ------------------- 50
Atari 400/800/XL/XE Computers 38
Arcadia 2001 ----------------- 8
Colecovision ----------------- 77
Intellivision ---------------- 100
Vectrex ---------------------- 4
Super Nintendo --------------- 6
---------------------------------
Total 705
```

Used Duplicates - (May be duplicates for each system)

- While there are quite a few common carts, there are also some not so common ones in these duplicates.

Atari 2600 ------------------- 171
Atari 5200 ------------------- 22
Atari 7800 ------------------- 8
Colecovision ----------------- 11
Intellivision ---------------- 35
Atari 400/800/XL/XE Computers 14
Misc others

Total 261

New / Like new boxed cartridges (May be duplicates for each system)

Atari 2600 ------------------ 54
Atari 5200 ------------------ 4
Atari 7800 ------------------ 41
Atari 400/800/XL/XE Computers 4
Lynx ------------------------ 1

Total 104

Used Hardware

- At least one of each system was in working condition recently, others probably do work, but may not.

Arcadia 2001 - 1
Atari 2600 - 4
Atari 5200 - 3
Atari 7800 - 1
Atari 800 - 1
Atari Floppy Drive - 2
Atari Tape Drive - 1
Atari XEGS - 1
Colecovision - 3
Commodore 64 - 2
Commodore Floppy Drive - 2
Intellivision - 1
Intellivision II - 1
Misc. Controllers - A bunch!
Misc. Power Supplies - A bunch!
Monitors: Commodore 1702, 1802, Apple Monochrome
Super Nintendo - 1 complete
Vectrex - 1

New Hardware

- in boxes, etc.

Atari 7800 - Minus power suply
Atari Trakball

Misc.

- other stuff

2 shoe boxes of manuals for all systems
Misc plastic cases for carts, etc.

Terms:

Minimum bid is $500.00 (US). [Less than .50 / cartridge!]

Buyer is more than welcome to resell parts or all of this collection.

Buyer may request that some of the items be dropped off at Goodwill if
they do not wish to pay for shipping (like the monitors for example).

Shipping and Handling (packaging) will be paid by buyer.
All items must be shipped to one address.

Payment must be in the form of a Postal money order or certified check.

Collection is available for viewing in Indianapolis, Indiana.

Address phone number available upon request.

Please direct any questions to me at jscott@iquest.net.

Thanks, and let the bidding begin!
Jeff

--
Jeff Scott - jscott@iquest.net | Craftbrewers.com - It's the Beer, Stupid!
Indianapolis, Indiana - U.S.A. | Offering Web Services for Craftbrewing
Write me about Beer Coasters! | Industries of all sizes!
- Long live the Atari 2600! - | http://craftbrewers.com info@craftbrewers.com
---
"...and I will make it a felony to drink small beer." - Henry IV, Shakespeare

3719. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961109113214453380@vanc01m05-31.bctel.ca>
Source record: 78782

Barry Gordon <bgordon@ecst.csuchico.edu> wrote:

> What method are you using to switch between OSs? I'm in the process of
> building an electronic circuit that might interest you.

Two 3-pole 3-position switches on the right rear of the computer to switch them, and four LED's on the along the top left of the computer under the 130XE logo that shows me which OS I'm using. I did the UG about 5 years ago... Would you be interested in seeing the schematics I used? Its a piece of paper I could probobly scan and send as a GIF or something (monochrome).

How does the circuit you are building work? Software selectable OS? (hey now that would be cool!) :)

Ryan.

--
Ryan Goolevitch
http://www.trideja.com/

3720. Re: Indus GT drive questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: bmarcum@iglou2.iglou.com
Message-ID: <E0MEII.Lq@iglou.com>
Source record: 78783

In article <55v7u1$t7j@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
>I don't know.All Atari drives are "intelligent",you can just upload Z80
>programmes into the drive controller memory to change the drive's
>behaviour with the INDUS GT and Happys (and others?).

The Indus drive is the only one with a Z80 processor. The Atari 810 and
1050 used a 6507, and the Happy upgrades added more ROM and RAM to it.
The XF551 used an 8048 or something in that family.

>I know that's how the Happy drives were "modified" to read PC disks.
>The uploaded controll-programme actually added extra SIO commands to
>access MS-DOS sectors.
>--
> The Doctor

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

3721. Re: 65XEM

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <562s7c$97j@news.campus.mci.net>
Source record: 78784

I have something to say to Richard.Douwes@hcc-lwd.idn.nl (Richard Douwes) On 04 Nov 96 01:34:14 +0100 because they wrote:

>"The third new 8-bit machine is an interesting variation of the 65XE
>called the 65XEM (XE Music computer). It's a 65XE with an additional
>sound chip, the new eight-voice "Amy". Unfortunately, this was the
>only new computer Atari didn't exhibit at the show. Hoewever, those
>who have heard Amy say it outperforms even the SID synthesizer chip
>in the Commodore 64. Amy has a dynamic range exceeding 60 decibels, a
>frequency range of nearly 11 octaves from 4.8 hertz (far below human

to bad it did not go down to 4.5 hrtz, that freq. makes people have to pee, fun for a joke, but imagine the virus possibilities, the wet boot up virus <G>

>hearing) to 7.8 kilohertz, frequency resolution of 1/64 semitones, 64
>harmonics, and many other features. Reportedly it can synthesize
>almost any musical instrument sound. The 65XEM will sell for about
>$150."

>Richard Douwes
>Richard.Douwes@hcc-lwd.idn.nl

>--- Blue Wave/Max v2.20 [NR]
>--
>| Standard disclaimer: The views of this user are strictly his own.

3722. Atari upgrades and spare parts

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <3284F6A8.24E9@cdsnet.net>
Source record: 78785

All Items have been tested and are in good condtion
unless Stated.

Shipping, mostly by US Priority mail, had excellent
results. $3.00 to $8.00 shipping charges.

Payment, Checks take 8 days to clear, Money orders
are shipped same/next day, COD with $5.00 deposit
only.

1 RamRod board for XL/XE computers, with book. $30.00
1 RamBo XL256K with ram and book. $30.00
1 OmniMOnXL With Doc's $30.00
1 OmniView XL with Doc's $25.00
8 256X1 ram chips for 800/XL/XE (new) $ 4.00 for 8
2 800XL motherboards, fully socketed TESTED!! $20.00
1 800XL service manual, Atari's $15.00
1 1050 service manual, Atari's $15.00
1 1050 motherboard TESTED!! $20.00
3 PIA's C014795 NEW $ 4.00
2 Pokey's C012294 NEW $ 4.00
1 5200 OS C019156 NEW $ 5.00
1 850 ROM (Very hard to find!) NEW $15.00
1 Atari 800 Keyboard! TESTED!! $25.00
7 Atari Joystick centers (white plastic) NEW $ 2.50
18 Atari 2600/A Switchs, NEW $ 1.50
2 XL Keyboards! TESTED!! $15.00
1 1200XL service manual, Atari's $10.00
1 400/800 service manual, Atari's in binder, $15.00 heavy
1 800 motherboard NEW $10.00
1 800 side board TESTED!! $ 5.00

I have more, and will do another latter, If you
need a part not listed, I might have it, ask.

Mike LaRue
830 W 2nd St.
Medford, Or 97501
541-772-7830

3723. WTB: old Atari 8-bit games on disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-09 00:00:00 UTC
From: magnus@x-net.net
Message-ID: <328508e3.67347047@206.74.59.105>
Source record: 78786

I'm looking for old software games for the Atari 8-bit computer.

I do not want carts.

I am esp. interested in old Infocom games, Electronic Arts games, and
any Ultima games.

Games must include box, documentation, disks, and anything else
original to it.

I will make exceptions in the case of any Ultima games.

Thanks!

magnus@x-net.net

3724. 320x192, 8 colors

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: davepat@total.net
Message-ID: <5636k1$nib@newsfeeder.total.net>
Source record: 78787

Looking through my archives, I found the following... think it may be of some interest...

Date: 4 Feb 91 13:53:22 GMT
From:jbuhl@arizona.edu (Jesper Buhl)
Subject: HiRes+8Colours for the 130(65)xe ...

Okay, upon an infinity number of request, here's the first program, supplying the Atari 130xe with 8 colours/greyshades in 320x192 pixels resolution (or 4096 in 80x192).

I made a little interface, allowing the routines to be called from BASIC, but those of you who can see what's going on, shouldn't need it. Anyway, IF you want to use BASIC at the same time, do not use the normal graphics statements, and do not press the 'Reset' key, since the fast & efficent Atari BASIC will overwrite both image and mcl storage.

To activate the utility, run "RUNME.480", and when ready, use
DUMMY = USR(19984).
Hereafter you can switch back to the normal screen by typing
DUMMY = USR(20018), or plot a point with the (constant!) function
DUMMY = USR(20040, X, Y, C), 0 <= X <= 319, 0 <= Y <= 191, 0 <= C <= 7,
where 'C' is given by

C | color | R | G | B

0 | black | | |
1 | blue | | | +
2 | green | | + |
3 | cyan | | + | +
4 | red | + | |
5 | violet| + | | +
6 | yellow| + | + |
7 | white | + | + | +

The colors R, G, B are located at 12290, 12289, 12291, and will have to be changed on a NTSC TV set (I believe). If you want more colors (= less resolution) try POKE 623, 64*N, 0 <= N <= 3, but note that this takes no effect on the plot routine.

> RUNME.480:

```
0 POKE 742, 47
1 POKE 741, 255
2 CLR
3 PRINT "<CLR> Booting VISUAL480 ..."
4 RUN "D:VIDEO480.L"
```

> VIDEO480.L:

```
100 ? "<CLR 4DOWN> VISUAL 480II videogenerator"
110 ? "<3DOWN>For quadruple colored hires graphics."
120 ? "<2DOWN>Idea and implementation: Jesper Buhl."
130 POS. 2,34:? "Generating videocontroller II ... ";
200 REM v2.0, released 9102041409, jbuhl@daimi.aau.dk
500 REM PLACE DATA IN BLOCK #0
510 CLR : RESTORE 1020
520 FOR A=12288 TO 12297:READ B:POKE A,B:NEXT A
600 REM PLACE PRGS IN BLOCK #1
610 FOR A=19984 TO 20172:READ B:POKE A,B:NEXT A
700 FOR A=20224 TO 20264:READ B:POKE A,B:NEXT A
800 READ B:IF 0<=B THEN POKE A,B:A=A+1:GOTO 800
810 IF B= 1 THEN ? "<LINEDEL 5UP>File presumed ok.":END
820 C= B:READB
830 FOR D=1TOB:POKE A+D 1,C:NEXT D
840 A=A+D 1:GOTO 800

1000 REM COUNT, COLOURS & MSB'S
1010 REM (12288, BLOCK#0)
1020 DATA 0,182,52,132,80,112,48,96,128,64
1030 REM
2000 REM DISPLAY/CANCEL/PLOT,
2010 REM DLI/DLIST
2020 REM (19984/20018/20040, 20224 BLOCK#1)
2030 DATA
104,141,47,2,141,197,2,141,0,2,169,79,141,1,2,141,49,2,169,41,141,48,2,161,1
92,141,14,212,169,34,141,47,2,96
2040 REM
2050 DATA 104,169,64,141,14,212,169,32,141,48,2,169,156,141,49,2,169,10,141,
197,2,96
2060 REM
2070 DATA
104,104,133,204,104,133,203,41,7,133,207,162,3,70,204,102,203,202,208,249,24
,165,203,105,16,133,203,165,204
2080 DATA 105,48,133,204,104,133,206,133,208,104,72,162,5,10,38,206,202,208,
250,133,205,104,162,3,10,38,208,202,208,250
2090 DATA 24,101,205,133,205,165,206,101,208,133,206,24,165,203,101,205,133,
203,165,204,101,206,133,204,169,128,166,207
2100 DATA
240,4,74,202,208,252,133,207,73,255,133,208,104,162,3,160,0,177,203,
37,208,145,203,104,74,72,144,6,177,203
2110 DATA 5,207,145,203,165,204,24,105,32,133,204,202,208,229,104,96
2120 REM
2130 DATA
141,10,212,72,138,72,174,0,48,189,1,48,141,198,2,189,4,48,141,46,79,
189,7,48,141,150,79,232,224,3,208,2
2130 DATA 162,0,142,0,48,104,170,104,64
2150 REM
2160 DATA 112,3,79,16,80, 15,101,79,0,96, 15,88,143,65,41,79, 1
```

Happy typing (:

By the way: It seems that americans HAVE to have the prior written
permission
before copying anything this is hereby granted.

When I get a little sparetime, I'll post the 80 column screen editor.

Jesper Buhl/ jbuhl@daimi.aau.dk
Computer Science Department,
University of Aarhus, Denmark

--
David A. Paterson
--
I was told we'd cruise the seas for American gold
We'd fire no guns! Shed no tears!
Now I'm a broken man on a Halifax pier
The last of Barrett's privateers.
- Stan Rogers

3725. Wanted: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: David McSparron <davemcs@ix.netcom.com>
Message-ID: <3286154A.3399@ix.netcom.com>
Source record: 78788

Does anyone have a 130XE for sale?

3726. Re: .exe files Atari = IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E0n6Jn.11t@iglou.com>
Source record: 78789

In article <19961109035600.WAA08483@ladder01.news.aol.com>, twonoahs@aol.com wrote:
>I have the xformer emulator which I downloaded and it is really easy and
>fun to use and I got MULE to boot, but I can't get any of the .exe files
>from yogi's site to work. I make them the 2nd virtual disk but when I go
>to copy them to the virtual D1: I get "File name too long".
>
>Is this syntax rightin Atari DOS?:
>
>D2:"galaxian.exe" D1:
>
>I always get file name too long?....
Leave out the quotes, and use a comma between the filenames. Filenames
must be in upper case in Atari DOS. Other systems like Mydos or Spartados
might allow lowercase names, but the D: still has to be uppercase.
You don't use quotes in Atari DOS, only in Atari Basic, and then it would
be "D2:GALAXIAN.EXE" (but, you can't load an EXE file from Basic anyway).

>
>P.S. How the heck do you get into the pub in IBM emulated MULE? No matter
>what I just sit on top of it!!!
>
>Thanks guys,
>
>twonoahs@aol.com
>

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

3727. LEFTY's ** Systems Auction ** 800/XL/XE/C64/2800/ETC - INI POSTING

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: leftyle5@delphi.com
Message-ID: <hJKUI+h.leftyle5@delphi.com>
Source record: 78790

```
#
**************************************************************************
11/09/96 ---> L E F T Y ' S S Y S T E M S A U C T I O N <--- 11/09/96
==========================================================================
AUCTION START DATE: 11/09/96 ** INITIAL POST ** INITIAL POST **
AUCTION END DATE..: 11/24/96 LeftyLe5@delphi.com/Larry Lefebvre
AUCTION END TIME..: 09:00:00PM EST
==========================================================================
This Auction will only be posted to RGVC at the start, middle, and at
the end (for the final results), in an effort to help keep the number of
Auction postings on this group to a minimum.
==========================================================================
If you wish to be on my mailing list for this auction and others, just
drop me an email request. Emails will be sent out daily for all those
who bid or have requested to be on my mailing list. Thank you.
#
NOTE: Placing a bid in one of my Auctions automatically places you on my
mailing list, and you will receive daily updates for that Auction.
#
==========================================================================
**************************************************************************
**************************************************************************
******** *********
****** ==================================== *******
***** SPECIAL IMPORTANT ANNOUNCEMENTS *****
**** WILL BE SHOWN BELOW ****
*** ===================================== ***
*** ------------------------------------------------------------- ***
*** ***
*** Please remember to give me your full name and address with ***
*** your first bid. Thank you for taking the time to do this. ***
*** ***
*** Also, please remember to give the Package # of the system or ***
*** items that you are placing a bid on. ***
*** ***
*** THANK YOU FOR LOOKING THROUGH THIS AUCTION ***
*** ------------------------------------------------------------- ***
*** Current and Upcoming Auctions (For Nov/Dec/Jan): ***
*** * Systems: Atari 400/800/800XL/65XE/2800/C64/?? 11/09-11/24 ***
*** - Vectrex System, Nintendo Carts (Many Rares) 11/30-12/14 ***
*** - Atari 800/XL/XE/ST Software, Books, & Mags 01/04-01/19 ***
*** ***
*** * = Auction in Progress ***
*** ---------------------- ***
```

*** ***
*** Possible Future Auctions (in no particular order): ***
*** - Intellivision Carts, Inst, & OL (Many Rares) 1997 (TBD) ***
*** - Atari 800/XL/XE/ST Software, Books, & Mags 1997 (TBD) ***
*** - Colecovision Carts, Odyssey Carts, ?? 1997 (TBD) ***
*** - Systems: ODY2/INT/2600/COL/CoCo2-3/App/?? 1997 (TBD) ***
*** - Misc: TI/TRS/C64/C16/VIC/TG/STU2/?? 1997 (TBD) ***
*** - Handhelds, misc accessories, ?? 1997 (TBD) ***
*** -- ***
*** ***
***** *****
******* *******
****
****
#
#
PRIZES & DISCOUNTS:

This is the start of many auctions that I hope to have in the coming
months ahead (this Auction is actually my 4th). Because of this, I will
be starting this first one with prizes which will be given to the top
three bidders in this auction, in an effort to makes thing a little more
competitive and fun. A description of these prizes is given a little
further down.
#
As an added incentive, I have decided to discount off the cost of the
shipping to 10% off the total cost for each time the bid goes up $10.00
starting from the minimum bid on up, to a maximum of 70% off the shipping
cost. This is noted at the bottom of each system package write-up below,
as the "Shipping Cost Savgs: xx%". I guess you could say, "The more you
spend, the more you save." or have I got that backwards :).
#
#
SHIPPING INFORMATION:

All shipping will be via UPS Ground. If you prefer US Mail for
whatever reason, you must specifically request this (for more info, on
US Mail shipping, read the end of this section). Please note that UPS
is NOT be able to ship to any Post Office Box numbers.
#
The aproximate weight of each system is noted at the bottom of each system
package write-up. This total weight along with the buyers zip-code
location, will be the criteria used in determining the total shipping cost
for UPS Ground. The 10% savings will be taken off of this total shipping
cost.
#
The winning bidders will be notified by email of the total shipping cost
(minus your savings), rounded to the nearest .50 cents (ie: $5.25 = $5.50,
$5.24 = $5.00, etc), at the end of the auction.
#

Most of the systems will be mailed in one box, except for maybe a couple
at the most. If 2-boxes are used, the total shipping cost will be the
cost of sending both packages via UPS Ground to that zip-code location.
Each 10% savings is based on the total shipping cost of both boxes.
#
All systems will be wrapped and packed with foam peanuts, paper, and so
on, to insure its safe delivery to your door. UPS automatically includes
a $100.00 insurance on each item mailed. If an item is sold at more than
a $100.00, I will add an extra $100 insurance on it at no extra cost to
you.
#
By specific request, I will ship via US Mail, but this will increase your
shipping cost somewhat. Also, this increase will vary depending on if you
request 1st class or third class. Aside from the increase, I can only
mail US Mail on Saturday mornings. All this means that it may take a lot
longer for you to receive your items, so please be a little more patient
if you are requesting US Mail shipping. Thank you.
#
Shipping to Canada and other places outside of the continental US will
be shipped via US Mail. This will greatly increase the shipping costs,
for reasons described in the previous paragraph. Please read it before
you bid, if this applies to you. Thanks you.
#
#
SYSTEM INFORMATION:

Most of these systems are far from bare and I believe the minimum
price on each system to be more than reasonable. If the minimum price
is not met near the end of the Auction, I reserve the right to pull it.
#
Each system package write-up will include a brief description of the
system itself, its condition, and all peripherals and software that may
be included with the system.
#
The minimum bid and the current bid will always be shown along with the
per-cent savings at the bottom of each write-up. Hopefully, this will
aid you (and me) in figuring the savings a little more easier.
#
At the bottom, you will also find the total shipping weight, an aproximate
shipping cost range (to be more accurately determined when the zip-code of
the winners are received), and the bidder name of the person who owns the
current bid. The "Shipping Cost" price ranges shown are aproximate and
are there onlly as a reference for you to use. The actual cost will most
likely be on the low end and will be determined at the end of the Auction.
#
#
TESTING... ... ... TESTING...:

All systems have been tested and are in good working condition (or better)
unless otherwise noted. A system not tested or not working will be noted

as such in the write-up. Each write-up will have an inventory list of
what is included with the system. Any items not tested or working
properly will be noted by an "@" symbol at the beginning of that item.
Usually, items were not tested mainly because the equipment to test it was
missing or I just didn't have the time to test it or it was something
that I believe should be working (RF cord, RF switch, Some Disks/Tapes).
#
#
EASY RATINGS FOR SYSTEMS:

A ratings flag for each system will be shown to the right of the package
number. These ratings indicate the overall condition of the computer
itself and have nothing to do with how well it works or whether it
works at all. Either it works or it doesn't, and if it doesn't, then
it will say so at the start of the write up. To use the ratings flag,
see below:
#
* .... Piss-poor shape - (don't think you'll find any here).
** ...... Will have a few dents, markings, discolorations, etc.
*** ..... Average unit with some defects, maybe 1 or 2 minor dents.
**** .... Very good shape - may have very minor defects - very nice.
***** ... Excellent shape - close to new condition - sharp looking.
#
NOTE: The ratings given are of my own opinion which may not be the same
as yours. I have included them here for your reference only. If
you don't agree with its rating when you receive the package,
please remember that first sentence :). If any case, I believe
you will find that it is in better condition than I have rated it.
#
#
RULES NOTICE:

RULES WILL BE LISTED AT THE END OF THE SYSTEMS WRITE-UPS EVERY THREE OR
FOUR UPDATES (INCLUDING THE 1ST AND LAST UPDATE). IF AT ANY TIME. YOU
WANT A COPY OF THESE RULES, JUST LET ME KNOW AND I WILL SEND YOU A COPY.
#
#
NOW FOR THE FREE STUFF:

>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
*** FREE STUFF ****** <<PRIZES>> ****** FREE STUFF ****** <<PRIZES>> ***

The following 2600/7800 Games will be awarded to the TOP Auction Bidders.
All games are shrinkwrapped. Bidders totals will include everything
that was bid on and won, which means totals can be combined from system
to system. May the one who spends the most money be rewarded :).
#
TOP Bidder Prize #1:
(3-2600 Carts)..... Defender II, Jr. Pac-Man, Solaris
(3-7800 Carts)..... Meltdown, Midnight Mutants, Tower Toppler

#
TOP Bidder Prize #2:
(2-2600 Carts)..... Gravitar Venture
(2-7800 Carts)..... Ballblazer Barnyard Blaster
#
TOP Bidder Prize #3:
(1-2600 Cart)...... Dark Chambers
(1-7800 Cart)...... Mat Mania Challenge
#
NOTE: Most of the above boxes are in great shape with only a
couple of them having slightly squished corners. These
cartridges cannot be tested for obvious reasons. If one
does not work, remember they were FREE.
#
****
NO EXTRA SHIPPING will be charged.
****
==========
Top Three Bidders to date are (Updated every 24-hours):
#
BIDDER BID TOTALS CURR DATE DAYS LEFT
========== ========== ========= =========
Top Bidder Prize #1 = NOBIDDER $000.00 MM/DD/YY XX
Top Bidder Prize #2 = NOBIDDER $000.00 MM/DD/YY XX
Top Bidder Prize #3 = NOBIDDER $000.00 MM/DD/YY XX
#
>><<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<
#
#
#
<<NOTE: When emailing in bids, please refer to system by the Package #>>
#
****
:) :) :) :) :) ~~~~~ MAY THE BIDS BE WITH YOU ~~~~~ (: (: (: (: (:
****
USE FOR ALL SYSTEMS:

(SOFTWARE: * = Ins/manual; ** = Ins/manual + box; *** = shrinkwrapped)
#
LISTING OF SYSTEMS:

****
Sys Pkg #1: (Rating: ****) (A3)

Atari 800 48K Computer System with the following items (TESTED):
#
Items include (@ = Untested items):
o 1- Atari 800 48K Computer with Power Supply.
o 1- 810 Disk Drive, PS, & Atari drive cable (Working).
o 1- 810 Disk Drive, PS, & Atari drive cable (Won't load?).

o @1- 410 Cassette Recorder and Atari drive cable.
o @1- Atari video rf connector from Atari to A/B switch.
o 1- Atari connector plug from computer to drive.
o @1- A/B TV/Computer switch.
o Atari 400/800 Personal Computer manual/handbook.
o 2-manuals for the 810 Disk Drives.
o Cartridge Software:
*/Atariwriter /Basic Computing Language
o @Disk Software:
*/Chessmaster 2000 **/Mail Order Monsters
***/Master Diskette II */Space Eggs
**/Trolls and Tribulations
o @Cassette Software:
/An invitation to programming
/Starbowl Football
o Computer Books:
/Atari Basic Reference Guide
/Basic: Atari 400/800
/Atari 400/800 Personal Computer
/Advanced Atari Basic Tutorial
/Atari, etc, for the beginning beginner
/Mosaic: 32K Ram Board - Installations instructions
/Programmer's Ref Guide for the Atari 400/800 Computers
#
Minimum Bid.....: $35.00 Current Bid : NONE Bidder.....: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 53-lbs UPS Ship Cost: $15-$20
(1-Box) ^---- Aprox ------------^
****
Sys Pkg #2: (Rating: ***) (A7)

Atari 800 - 48K Computer System with the following items (TESTED):
#
Items include (@ = Untested items):
o 1- Atari 800 48K Computer with Power Supply.
o 1- 410 Cassette Recorder (Does NOT work - may need cleaning)
o 1- 1010 Cassette Recorder, Power Supply and Atari drive cable.
(Cassette is cracked a little on the left hand side, but
otherwise, the unit is in good shape and works well.)
o 1- Atari connector plug from computer to cassette.
o Atari 800 reference manual.
o Cartridge Software:
*/Atari Logo (2-manuals) /Basic Computing Language
o @Cassette Software:
**/Addition with Carrying
**/Conversational French (5-cassettes) ---__Comes in case
**/Conversational Spanish (5-cassettes) --/
**/Story Builder:Word Master
**/Touch Typing (2-cassettes)
**/Word Search: Frenck/16K

o Computer Books/Manuals:
/Atari Basic 400/800
/Refefence manual: An intro to Programming
/Understanding Basic (Phamplet)
#
Minimum Bid.....: $25.00 Current Bid : NONE Bidder.....: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 34-lbs UPS Ship Cost: $12-$16
(1-Box) ^---- Aprox ------------^
****
Sys Pkg #3: (Rating: ***) (A1)

Atari 800XL 64K Computer System in very good working cond (TESTED):
#
Items include (@ = Untested items):
o 1- Atari 800XL 64K Computer with Power Supply.
o 1- 1050 Disk Drive, Power Supply and Atari drive cable.
o @1- 1010 Cassette Recorder, Power Supply and Atari drive cable.
o @1- Atari R/F video cord from Atari computer to TV R/F switch.
o 1- Regular Atari joystick.
o 1- Cover for 800XL Computer.
o Manuals for 800XL Computer and 1050 Disk Drive.
o Cartridge Software:
*/Centipede */Defender /Eastern Front
*/Hardball */Pac-Man */Star Raiders
o @Disk Software:
*/Edu-Ware: CompuMath: Decimals & Fractions
*/Goonies */Murder on the Zinderneuf
**/Silent Service /Spy Hunter
o @Cassette Software:
/101 Programming Tips & Tricks (2-Cass) **/Zaxxon
/Introduction to Graphics /Introduction to Sound
/Writing Programs one & two (2-cassettes)
o Computer Books:
/Analog Computing Pocket reference card, The
/Atari Reference Guide (Phamplet)
/Basic Fun: Comp Games, Puzzles, & Prob Children can write
/Your Atari Computer
o Magazine:
/Antic: May - Vol #2/NO 1 - Sixth Anniversary Issue
#
Minimum Bid.....: $45.00 Current Bid : NONE Bidder.....: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 30-lbs UPS Ship Cost: $12-$16
^---- Aprox ------------^
****
Sys Pkg #4: (Rating: ***) (A9)

Atari 800XL 64K Computer System in very good working cond (TESTED):
#

Items include (@ = Untested items):
o 1- Atari 800XL 64K Computer with Power Supply.
o 1- 1050 Disk Drive, Power Supply and Atari drive cable.
o @1- Atari R/F video cord from Atari computer to TV R/F switch.
o Voice Master - Speech & Music Processor
o 1- Regular Atari joystick.
o Cartridge Software:
**/Music Composer Program
o @Disk Software:
/Aces of Aces (Accolade)
**/Atari Disk Operating System - Rev 2.0
**/Atariwriter Wordprocessor
**/Caverns of Mars (Atari)
/Dimension X (Synapse)
**/Empire of the Overminds (Avalon Hill)
*/Enchanter (Infocom)
**/Exodus: Ultima III (Origin Sys)
**/Flight Simulator II + Scenery disk (Sub-Logic)
**/Infidel (Infocom) + Map + Invisi-Clues + Advertisements
/Montezuma's Revenge (Parker Bros)
*/Sargon II (Atari)
/Suspect (Infocom)
/Up 'n Down (Rally Midway)
**/Wizard and the Princess, The
**/Zork I + Invisi-Clues
o Game Books and Hints:
Brief History of Magic, A (for Enchanter)
(Back page torn off, but included with it)
Great Underground Empire, The (History/help for Zork I)
Zork II Map
Zork II & III Invisi-Clues
o Computer Books:
Atari Basic
Home Computers (copyright '78 - From Consumer Guide)
Zork News Letters: The New Zork times (3)
The Status Line (2)
#
Minimum Bid......: $50.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 32-lbs UPS Ship Cost: $12-$16
^---- Aprox -------------^
****
Sys Pkg #5: (Rating: ****) (A8)

Atari 800XL 64K Computer System in very good working cond (TESTED):
#
Items include (@ = Untested items):
o 1- Atari 800XL 64K Computer with Power Supply.
o 1- 1050 Disk Drive, Power Supply, Manual, and Atari drive cable.
o @1- Atari R/F video cord from Atari computer to TV R/F switch.

o 1- Regular Atari joystick (handle cover missing - works good).
o 1027 Printer (Working and complete in original box w/conns).
o ICD P.R. Connection, Power Supply and Manual.
o @Disk Software:
*/DOS 2.5
/SynFile+
o Computer Books:
Atari Basic XL Edition
How to use Atari Computers
#
Minimum Bid......: $40.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 32-lbs UPS Ship Cost: $12-$16
^---- Aprox -------------^
****
Sys Pkg #6: (Rating: ***) (A6)

Atari 65XE 64K Computer System in very good working cond (TESTED):
#
Items include (@ = Untested items):
o 1- Atari 65XE 64K Computer, Power Supply, and Manual.
o 1- XF551 Disk Drive, Power Supply, Manual, & Atari drive cable.
o Epson RX-80 9-Pin printer, cable, and manual (Needs new ribbon).
o @1020 Color printer, Power Supply, and Atari drive cable.
o @850 Interface, Manual, and Atari drive cable.
o @830 300-Baud Modem, Power Supply, and Atari drive cable for 850.
o @1- Atari R/F video cord from Atari computer to TV R/F switch.
o @1- A/B TV/Computer switch.
o 1- Plastic 10-Diskette Case Holder.
o 1- Regular Atari joystick.
o Cartridge Software:
*/Video Easel
**/Telelink I (Telecommunications cartridge)
o @Disk Software:
/DOS 2.5 diskette
/Home Filing Manager
/Laser Races
/Magazine Learning disks (4-total).
/Zork I
o Computer Books:
Atari User's Guide (Basic + Graphics)
Compute's: Machine Language for beginners
Inside Atari Basic
#
Minimum Bid......: $40.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 48-lbs UPS Ship Cost: $15-$20
^---- Aprox -------------^
****
Sys Pkg #7: (Rating: *****) (C11)

```
---------------------------
Commodore-64 64K Computer System in very good working cond (TESTED):
#
Items include (@ = Untested items):
o 1- Commodore-64 64K Computer, PS, in original box w/conns.
o 1- 1541 Disk Drive (Flip-down - NO door) with Power cord.
o 6-Pin cord interface between disk drive and Comm-64.
o Data-Corder cassette with manual.
o @1- R/F video cord from Comm-64 computer to TV R/F switch.
o @1- A/B TV/Computer switch.
o 1- Plastic 10-Diskette Hard Case Holder.
o 1- Plastic 50+-Diskette Flip-up Case Holder.
o 1- Regular Atari joystick.
o Comm-64 Owner's Manual and 1541 Disk Drive manual.
o Dust cover for Comm-64.
o @Disk Software (Original):
/Broadstreet by Mastertronic
*/C64 GEOS Disk 1 & 2 by Berkley Softworks
/Comm-64 1541 Test/Demo diskette
/Comm-64 Write/File PAK by Keypunch Software
/Ninja by Mastertronic
/Penetrator/Star Trooper by Spinmaker
/Top Gun by Thunder Mountain
*/Total Telecommunication
o @Disk Software (Misc - Disk/Ins are copies):
/Bank Street Writer
*/Bard's Tale II and III
*/Book of Moebius, The
/Curse of the Azure
/Misc Games disk
/New Printshop Program and Data disks (2-disks)
*/Legacy of the Ancients
*/Phantasie I, II, and III
*/Questron II
*/Silent Service
/Strip Poker
*/Ultima I, II, III, and IV
/+30 Blank Disks
o Computer Books:
C-64 Authorized Warranty Repair Locations by State Phamplet
Commodore 64 Programmer's Reference Guide
Compute's Commodore Collection
#
Minimum Bid......: $35.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 41-lbs UPS Ship Cost: $12-$18
# ^---- Aprox -------------^
**************************************************************************
Sys Pkg #8: (Rating: ****) (C1)
--------------------------
```

Commodore VIC-20 Comp/Game System in very good working cond (TESTED):
#
Items include (@ = Untested items):
o 1- Commodore VIC-20 and Power Supply in Original Box.
o C2N Datasette Cassette in Original Box.
o @1- R/F video cord from Comm-64 computer to TV R/F switch.
o 1- Regular Atari joystick.
o VIC-20 Owner's Manual.
o Cartridge Software:
*/Super Expander with 3K Ram
(Lable on cartridge is bent up a little, but
it is still inserts in slot ok and works fine.)
o @Cassette Software (Original):
/An Introduction to Basic - Part 1 and 2 (2-cassettes)
o @Cassette Software (Misc):
/1-Blank Cassette Tape
o Computer Books:
VIC-20 Programmer's Reference Guide
#
Minimum Bid......: $12.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 15-lbs UPS Ship Cost: $6-$10
^---- Aprox -------------^
****
Sys Pkg #9: (Rating: ***) (C2)

Commodore VIC-20 Comp/Game System in very good working cond (TESTED):
#
Items include (@ = Untested items):
o 1- Commodore VIC-20 and Power Supply in Original Box.
o C2N Datasette Cassette.
o @1- R/F video cord from Comm-64 computer to TV R/F switch.
o 1- Regular Atari joystick.
o VIC-20 Owner's Manual and C2N Datasette manual.
o @Cassette Software (Original):
/An Introduction to Basic - Part 1 and 2 (2-cassettes)
/Trek
#
Minimum Bid......: $ 8.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 15-lbs UPS Ship Cost: $6-$10
^---- Aprox -------------^
****
Sys Pkg #10 -LASER COMBO PACKAGE (Rating: ****) (L1)

>>Laser Compact XT (IBM Compatible) w/5-1/4" Internal Drive
(NOTE: There is NO Power Supply for the XT and because
of this, the System could NOT be TESTED.)
>>Laser 128 Personal Computer (Apple Compatible) w/5-1/4" Internal Drive
(NOTE: Includes Power Supply, Manual and Dust Cover. System was

tested using an 1802 Monitor that I've since sold.)
#
Laser XT Items include (@ = Untested items) **NOT TESTED** <Exc cond>:
o @1- Laser XT IBM Compatible w/5-1/4" Internal Drive (NO PS).
(However, the Power Supply Specifications are included.)
o @1- 5-1/4" External Disk Drive with manual.
o @Disk Software (Original):
**/Contact Mate
/Enhanced MDA/CGA Card display utility
/GW Basic
/MS DOS 3.3
/MS DOS Utilities
#
Laser 128 Items include (@ = Untested items) **TESTED** <Exc Cond>:
o 1- Laser 128 Apple Compatible w/5-1/4" Internal Drive and PS.
o (Tested with Commodore 1802 Monitor.)
o @1- R/F video cord from Comm-64 computer to TV R/F switch.
o Laser 128 manual and Dust Cover.
o @Disk Software (Original):
/Information Processing (2-disks)
*/Magic Window, Magic Calc, and Magic Memory
/Printer's Angel (Print Shop graphics)
/Understanding Taxes
*/Space Journey
#
Laser XT/Laser 128 Dual System Software:
IBM/Apple Compatible Disk (@ = Untested items):
*/General Knowledge Builder (Educational - IBM & Apple)
#
Minimum Bid.....: $35.00 Current Bid : NONE Bidder.....: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 34-lbs UPS Ship Cost: $12-$16
^---- Aprox ------------^
****
Sys Pkg #11: (Rating: ***) (G1)

Sears Video Arcade II 2800 System very good working condition (TESTED):
#
Items include (@ = Untested items):
o 1- Atari 2600 w/ Power Supply (Original box - A bit worn).
o 1- Set of working paddles.
o 1- Arcade II Joystick (Won't move left and Button doesn't fire).
o 1- GemStik Joystick (Works).
o Cartridge Software (NO INS):
/Armor Ambush /Asteroids /Atlantis
/Berzerk /Combat /Defender
/Demon Attack /Enduro /ET
/Frogger /Laser Blast /Pac-Man
/Pitfall! /Riddle of the Sphinx /Space Invaders
/Starmaster /Star Raiders /Surround

/Vanguard /Video Olympics
#
#
Minimum Bid......: $25.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 12-lbs UPS Ship Cost: $7-$12
^---- Aprox -------------^
****
Sys Pkg #12: (Rating: ***) (A4)

Atari 5200 Game System in very good working condition (TESTED):
#
Items include (@ = Untested items):
o 1- Atari 5200 (has 4-joystick ports) w/ Power Supply (orig box).
o 1- R/F switch & Switch box adapter (required) in original box.
o 1- 5200 Atari joystick (Working).
o 1- 5200 Atari joystick (Buttons DO NOT Work -May need cleaning).
o 1- 5200 Atari joystick (Does NOT Work - Parts only). <---^
o 1- 5200 Owner's Manual.
o 1- 5200 Small Games Pamphlet Advertisement.
o Cartridge Software (* = Ins, ** = Ins + index key card):
*/Centipede */Countermeasure /Defender
*/Football+PlayBk */Missile Command /Ms. Pac-Man
*/Pac-Man */Soccer+Key Index Card
#
#
Minimum Bid......: $35.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 15-lbs UPS Ship Cost: $8-$12
^---- Aprox -------------^
****
Pkg #13: Non Working Items: A5

Atari 5200 Game Systems (NOT Working for reasons unknown).
#
Items include (ALL ITEMS BELOW EITHER WORK PARTIALLY OR NOT AT ALL):
o 1- Atari 5200 (has 2-joystick ports).
o 1- Atari 5200 (has 4-joy ports - Req Switch Box, not included).
o 5- 5200 Atari joystick (some work partially and others don't).
o Cartridge Software: /Galaxian (Garbage cha's appears on screen)
#
#
Minimum Bid......: $5.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 24-lbs UPS Ship Cost: $7-$12
^---- Aprox -------------^
****
Pkg #14: Non Working Items:

5-Intellivision Game Systems (Some work- Some Don't).

#
NOTE: All of the controllers on each of these systems work partially
or not at all.
#
#
Minimum Bid......: $5.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 24-lbs UPS Ship Cost: $7-$12
^---- Aprox -------------^
****
Pkg #15: Non Working Items: A5

Other misc non-working items (PLEASE BID AS ONE LOT):
#
- Radio Shack TRS-80 Micro Color Computer - Complete (Box, Ins, Docs).
---> I can't get this to work - don't know why.
#
- Atari 7800 (This is just the 7800 game machine - nothing else)
---> This works! The problem is that the carts go into the slot
at an angle. The right side will not allow the cart to be
inserted all the way in. This doesn't seem to affect it,
as all of the carts that I tried, worked on it anyway.
#
- Tournament 2000 by Unisonic (Original Box - No Instructions)
---> DOES NOT WORK! This looked like a real good system at one
time, but unfortunately, it's had more downs than up's.
Unit is white and includes Tennis, Table Tennis, Hockey,
Soccer, Squash, Practice, Targets, and Skeet. It also
includes a Tiger Electronics machine gun and rifle, but
unfortunately again, the rifle part is missing. It also
has one knob broken.
#
- 2-Super Pong IV Tele-Games (Sears) units:
---> Uses 2600 Power Supply (NOT Included). These units does
work, but all I could get were diagonal lines. Units
are black and grey and appear to be in very good condition.
#
- Atari 400 (NOT TESTED) (NO Power Supply)
---> This system looks like it has been really used.
#
Minimum Bid......: $10.00 Current Bid : NONE Bidder.......: NOBIDDER
#
Shipping Cost Savgs: %00 UPS Ship Wgt: 25-lbs UPS Ship Cost: $7-$12
^---- Aprox -------------^
****
#
#
RULES:
#
1- Auction ends on 11/24/96 at 9:00PM EST.

#
2- When auction ends, it will go into a 24-hour mode of bidding
for those bidders who have made at least one bid during the
start and end times of the auction. Bidding will continue
as long as someone places a bid higher than the current one,
within 24-hours of the last previous bid. This will allow
someone the opportunity to rebid on the package, in the event
that somebody else enters a bid at the very last minute.
#
3- I must have your full name and address with your first bid.
If you wish to use an alias, tell me what it is. Otherwise, I
will use the first portion of your email address.
#
4- Bids will be entered on a first bid/first get basis. If your bid
does not show up and someone else's does, that means that your bid
came in after and was disregarded by me. I will take straight bids
only on this package. NO conditional bids will be accepted.
#
5- Minimum Bid Increments are:
$ 5-$19 = $1.00
$20-$49 = $2.00
$50 &UP = $5.00
#
5- See the start of the Auction for shipping rate information.
#
6- If you bid, you MUST pay. I cannot enforce this, but if you
cancel or refuse to honor your bid, I have the right to bar you
from bidding in any future auctions that I may have.
#
NOTE: In the unfortunate event of a cancellation, I will refer
the current bid back to the previous bidder who had it.
#
7- All items and carts are working unless I specifically stated
otherwise. If something was stated as working and does not work
when you receive it, please let me know right away. Thank you.
#
8- I will accept either a Check or Money Order. If you send a check,
I will wait 7-10 days for it to clear, but if I've already had some
dealings with you, I will mail them within 72-hours. If you send
a Money Order, your items will be mailed within 48-hours of when
I receive it. I prefer a Money Order if at all possible. If you
have to send a check, it may take a few days before I can cash it,
therefore delaying your package that much longer.
#
9- This is a request, not a rule. If you find any errors in my post,
please let me know about them, so I can get them corrected for the
benefit of everyone concern. Thank you.
#
****
***** Good Luck to all those who will place bids *****

```
**************************************************************************
#
Email me at LeftyLE5@Delphi.com
```

3728. Re: what happened to comp.sys.atari.st ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E0nJz4.3M9@cix.compulink.co.uk>
Source record: 78791

```
> is there another ST related newsgroup ?
comp.sys.atari.st and comp.sys.atari.st.tech are still both up and
running.

Iain

+--------------+-----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+-----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

3729. Re: Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: "Han-Pin(q??Q?G??)" <b7261657@ms2.hinet.net>
Message-ID: <32855A21.52D9@ms2.hinet.net>
Source record: 78792

Michael Current wrote:
>
> Archive-name: atari-8-bit/welcome
> Posting-Frequency: 10 days
> Last-modified: August 27, 1996
>
> Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
> Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
> 800XL, 65XE, 130XE, and the XE Game System.
>
> Users of comp.sys.atari.8bit actively maintain the following four Periodic
> Informational Postings:
>
> Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
> --
> This posting contains a list of Frequently Asked Questions (and their answers)
> about Atari 8-bit computers.
> Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
> ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
> http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
> Or request from mailto:mcurrent@carleton.edu
>
> Atari 8-Bit Computers: Vendors and Developers / Michael Current
> ---
> This posting contains a comprehensive list of vendors, developers, publishers,
> and repair shops for Atari 8-bit computers and their users.
> Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
> ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
> http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
> Or request from mailto:mcurrent@carleton.edu
>
> The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
> --
> Bill and his FAQ are excellent sources for information on basic usage of the
> 8-bit Atari, and for information on the 8-bit Atari emulators which run on
> other computing platforms.
> Posted to comp.sys.atari.8bit irregularly.
> http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
> Or request from mailto:kendrick@zippy.sonoma.edu
>
> Atari 8bit Support BBS's / Oscar Fowler
> ---------------------------------------
> The list of 8-bit Atari supporting BBS's around the world.
> Posted to comp.sys.atari.8bit irregularly.

> Request from oscar@primenet.com

Sorry:
I am come from Taiwan.
Do you know this Country. Is's very nice!

3730. SUNCOM Animation Station

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5651sk$ovg@usenetp1.news.prodigy.com>
Source record: 78793

Don't forget that each pair of Atari paddles plugged into one joystick port. You could have up to 8 paddles working at once on the old 400 and 800s. Anyway, it looks like your pad uses the paddle senses to show x and y position of the stylus on the pad. If using the paddle in a basic program, the paddle values would have to be scaled to whatever you'd want to use it for. Do the values change from 4 as you press on the pad? If not, then wait for another responce from someone who knows what he's talking about :).

3731. Wanted: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5651vv$bpa@usenetp1.news.prodigy.com>
Source record: 78794

B&C has them, but for a price. $175!! If you want one that bad, they are
at 408-986-9960.

3732. Bank Street Writer

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: Stephen Laisch <yakumo@xnet.com>
Message-ID: <32860E0B.1AE7@xnet.com>
Source record: 78795

Does anyone know if Bank Street Writer came on a cart?

I used this program when I was in the 4th grade and it was fabulous!

....Just for old times sake you know?

3733. SUNCOM Animation Station

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbcf25$46020e20$69469ace@marcm>
Source record: 78796

I just picked up a Suncom Animation Station Computergraphics Sensor Pad for
50 cents at a flea market.
It didn't come with any software and I was wondering if anyone has any
specs or software for this thing.
The buttons on it correspond to STICK(0) and both paddle 0 and 1 are at 4
in basic. It only plugs into one
joystick port..... Anyone???

Thanks Marc.

3734. FS: STAR TREK: THE REBEL UNIVERSE FOR ATARI ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: fg997@cleveland.Freenet.Edu
Message-ID: <565233$5av@alexander.INS.CWRU.Edu>
Source record: 78797

Hello. I have a MINT condition w/box and mans original Star Trek: The Rebel Universe for sale for the Atari ST. Best offer gets it. Thanks.

Mark

3735. Re: Wanted: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: Stephen Laisch <yakumo@xnet.com>
Message-ID: <328610CC.CD2@xnet.com>
Source record: 78798

Robert Stone wrote:
>
> B&C has them, but for a price. $175!! If you want one that bad, they are
> at 408-986-9960.

Toad Computers has them even cheaper:

Atari 8-Bit Computer Systems

Atari 800XL (64k) $59.00
Atari 800 (48k) $39.00
Atari 1200XL(64k) $49.00
Atari 65XE (64k) $49.00
Atari 130XE (128k) $99.00
Atari XE Game System (64k) $59.00

They can be reached at http://www.ataricentral.com:80/st/

3736. Atari Explorer XE System ad

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <3a0_9611101804@idn.nl>
Source record: 78799

A while back, Christopher Brett Strong asked about the 65XEM. I typed a part of the article from Compute!, April 1985, which mentioned some specs.

All this talk about the XE vaporware stuff reminded me of an ad from "Atari Explorer" from about 1985. It showed a complete XE system, complete with XE style color monitor, ditto printer, diskdrive (and modem?). I have been searching my "archives" for it, but to my unpleasant surprise, I haven't got it anymore!

Is there anybody who knows what I am talking about? It was on the back of the, I guess, Summer 1985 edition. Is this ad "available" on any WWW page? Can anybody scan it and put it on some WWW page or Email it to me?

Someone should start the official "Atari Vaporware" site, there's plenty of it (not) around :)

Richard Douwes
Richard.Douwes@hcc-lwd.idn.nl

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.

3737. Re: Atari Emulation on Windows PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <565cv2$567@news.aros.net>
Source record: 78800

Gregory A. Lovekamp (genius@eosinc.com) wrote:

: My question is: How do I get the Atari files from this machine transferred
: to my PC to run under emulation? I have read about a cable from Atari SIO
: to IBM 9 pin serial. How do I make one? Where do I get the software for
: each end?

Chances are, the software is already available via anonymous ftp from
ftp3.cyberspy.com, in the /atari8 directory.

Otherwise, the best prospect would be an APE/SIO2PC cable. You can find
information at http://www.nacs.et/~classics. (The schematic for the
cable is there.)

There's also a really simple cable you can build that connects the PC to
the Atari's joystick port, but transferring is quite slow (about 6
minutes for a single-density disk).

3738. Atari 800 items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: Gene Ehrich <genric@voicenet.com>
Message-ID: <01bbcf3f$a6f0aa60$c70f67cf@generic.voicenet.com>
Source record: 78801

```
Atari Items for Sale plus shipping

Atari 800 Computer with power supply ..... $44
Atari XMM801 printer..... $39
Atari 1020 Printer..... $25
Atari XM301 Modem..... $19
Atari 1050 Disk Drive ..... $29
Atari 410 Program Recorder (tape deck) (2)..... $24
Atari 400 Program Recorder (tape deck)..... $19
Double Atari Cable - two joysticks to one port etc.. $10
Gemstick Joystick..... $13
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (4)..... $ 8 each
Atari Controllers (4)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
```

Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1

Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong
Jungle Hunt Missile Command
Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs

Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

generic@voicenet.com (soon) gene.ehrich@compudata.com

--
Gene Ehrich

generic@voicenet.com
gene.ehrich@compudata.com

3739. Re: Atari Emulation on Windows PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961110174239.16895B-100000@ns1.ptd.net>
Source record: 78802

On 10 Nov 1996, Lawrence Gold wrote:

> There's also a really simple cable you can build that connects the PC to
> the Atari's joystick port, but transferring is quite slow (about 6
> minutes for a single-density disk).

Do you know how I can make this cable and find the driver for it? I only want to transfer single files from my ST, hooked to the Internet, to my 8-bit.

Eric Noss
a.k.a
Mr. Maddog

3740. Re: Atari Explorer XE System ad

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961110174503.16895C-100000@ns1.ptd.net>
Source record: 78803

On 10 Nov 1996, Richard Douwes wrote:

> All this talk about the XE vaporware stuff reminded me of an ad from
> "Atari Explorer" from about 1985. It showed a complete XE system,
> complete with XE style color monitor, ditto printer, diskdrive (and
> modem?). I have been searching my "archives" for it, but to my
> unpleasant surprise, I haven't got it anymore!

I think I've seen something like that on the box of the 130XE that showed
the "complete" XE system. Except for the computer and printer, I never
even seen any of that other stuff. I guess they only used the matching
pieces for the photo, XL style stuff would clash! :)

Eric Noss
a.k.a
Mr. Maddog

3741. Re: Request solutions to classic games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <565os4$f7u@news.asu.edu>
Source record: 78804

Go to http://www.yab.com/~coolzip/hints.html

The Big List of Atari 8-Bit Hints, Cheats & Tricks.

--
John Collins N.W.P.A.C.
irata@aztec.asu.edu P.O. Box 67511
Nybbles & Bytes Editor Phoenix AZ 85082

3742. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbcf60$b6a1fce0$83469ace@marcm>
Source record: 78805

```
Markus Gietzen <iig05-1@htw.uni-sb.de> wrote in article
<32808795.41C6@htw.uni-sb.de>...
> Ryan Goolevitch wrote:
>
> > and possibly modifications to the character sets. I read somewhere
that
> > the OS does a checksum verify when the computer boots, and if it doesnt
> > match, you get the self-test.
> That's true.
>
> This is what I do in XL-it! to disable the checksum-verify:
>
> /* Disable ROM-CRC */
> osrom[0xff86-0xc000]=0x18; /* CLC */
> osrom[0xff87-0xc000]=0x60; /* RTS */
>
> I hope this helps.
>
>
> Bye,
>
> Markus
>
> --
> Markus Gietzen Author of XL-it! Atari XL/XE-emulator
> GenEm Sega Genesis emulator
> E-Mail: iig05-1@htw.uni-sb.de
> WWW: http://www.htw.uni-sb.de/people/mgietzen.html
>
To disable checksum change location $3F90 from $38 to $18

good luck...Marc
```

3743. FIDO & Larry Black

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <565pgo$g5r@news.asu.edu>
Source record: 78806

Anyone know what's up with FIDOnet? Seems the are either modifying or dropping the Atari sigs due to low traffic. But I saw somewhere that the two sigs, 8-bit & ST, will be combined as a single sig.

Any FIDOheads out there?
--
John Collins N.W.P.A.C.
irata@aztec.asu.edu P.O. Box 67511
Nybbles & Bytes Editor Phoenix AZ 85082

3744. Shadow

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <32868187.37D@airmail.net>
Source record: 78807

Anyone know if shadow is still around? For the life of me I cannot remember his last name. I remember his first name is Dave. He re-wrote the carinaII bbs system. If anybody has any info, please drop a note or post back here. Thanks.....j

3745. Two Atari 800 questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3285fabd@pianosa.demon.co.uk>
Source record: 78808

Whilst reading the usual rubbish I find here, Daniel Klugh wrote something
interesting to All about Two Atari 800 questions.:

Hello Daniel,

DK> 16k is the limit before you have to go to bank-switching,not 8. The

Okay, okay, so I was a bit out. I'm getting old, the 'ole grey matter ain't
what it used to be. Cut me some slack, eh? :-)

DK> There's also the R-Time8 cartridge.

Ah, I wasn't sure whether the R-Time was available for the 800 right slot.
Cheers.

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Don't you realise what you're saying? You're supporting every move
they make. - The A Team; Conflict

3746. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: specialk@earthlink.net
Message-ID: <3284bbf9.18318915@207.126.101.78>
Source record: 78809

On Thu, 07 Nov 1996 09:33:50 -0800, Michael Ellis
<michael@anest4.anest.ufl.edu> wrote:

>SK wrote:
>>
>> On Tue, 29 Oct 1996 16:53:49 -0800, Jim Treber <jtreber@cris.com>
>> wrote:
>>
>> >The Fierce Pancake wrote:
>> >>
>> >> I picked up two Atari modems today. One is the little XM301 box and another is
>> >> an SX212. Are these things pretty rare? I've never seen them before in my
>> >> life.
>> >>
>> >> And what's this box that you supposedly need to connect a modem to an Atari
>> >> 8bit anyway? I understand you can't just throw them in the SIO chain, right?
>>
>> The SX-212 is a standard modem which of course requires an RS-232
>> port. The "box" is needed to provide that RS-232 interfacer. The
>> XM-301 is a non-standard modem designed specifically for the Atari and
>> does plug directly into the 8-bit Atari serial bus daisy-chain. The
>> end of the chain actually, since it has no output as I recall.
>
>Not true. The SX212 has BOTH SIO and RS232 ports, thereby making it
>useful for both 8-bit and ST users. I had one, and it served me well
>for several years on both machines.
>
>The XM301 and SX212 were both popular modems in their day (circa 1987);
>they are not considered rare.
>
>-Michael Ellis
I stand corrected then. The SX-212 did have connection to 8-bit
SIO. I never had one so I'm sure you're all correct and I was wrong.
I went with the P:R:Connection myself, and 2400bps back then. And
later got the MIO which also has the RS-232. All of which now sits
unused for lack of time (and lack of interest I guess) to play with it
anymore. And I can't seem to bear to give it away since I spent a ton
of money on all this 8-bit Atari equipment and software. I understand
the 8-bit Atari was quite popular in parts of Europe. Is this still
true?

3747. Re: Help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: Larry Serflaten <serflaten@mail.usinternet.com>
Message-ID: <3286AE22.6F1B@mail.usinternet.com>
Source record: 78810

BKproductions wrote:
>
> JavaScript is a good thing... =)
>

While they may be good in some cases, what I dont like about them
are when they are only used to animate graphics. Those and server
push animations bother me, simply because:

1. They make my HD do more work than it needs to
2. Its hard to tell when the page is done loading
3. It is difficult to do anything else becuse the CPU is being used

Larry Serflaten

3748. Re: what happened to comp.sys.atari.st ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-10 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961110175143.16895D-100000@ns1.ptd.net>
Source record: 78811

On 8 Nov 1996, CM wrote:

> is there another ST related newsgroup ?

Yeah, I like to know too. It's been taken over by a group of spammers called "Meowers" and I can't read any ST related posts.

Is there a way to find out where there accounts are and talk to the sysadmin to have it stop? Or even a way to make a killfile with Pine?

Eric Noss
a.k.a
Mr. Maddog

3749. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: davepat@total.net
Message-ID: <565tgp$bk@newsfeeder.total.net>
Source record: 78812

In article <19961109113214453380@vanc01m05-31.bctel.ca>,
ryang@computerhelp.ca says...
>
>Barry Gordon <bgordon@ecst.csuchico.edu> wrote:
>
>
>> What method are you using to switch between OSs? I'm in the process of
>> building an electronic circuit that might interest you.
>
>Two 3-pole 3-position switches on the right rear of the computer to
>switch them, and four LED's on the along the top left of the computer
>under the 130XE logo that shows me which OS I'm using. I did the UG
>about 5 years ago... Would you be interested in seeing the schematics I
>used? Its a piece of paper I could probobly scan and send as a GIF or
>something (monochrome).
>
>How does the circuit you are building work? Software selectable OS?
>(hey now that would be cool!) :)
>
>Ryan.
>

Adding in an extra PIA is relatively easy (you need one chip for logic
select, and a line to the CPU for the address). Write a little patch for
all the OSes that's "aware" of the chip, and use it to swap them.
Theoretically, you could get 65536 different OSes soft-selectable. But
where would you fit all those EPROMS? ;)

David A. Paterson
--
I was told we'd cruise the seas for American gold
We'd fire no guns! Shed no tears!
Now I'm a broken man on a Halifax pier
The last of Barrett's privateers.
- Stan Rogers

3750. Old Computer Club

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: tamgree@aol.com
Message-ID: <19961111045200.XAA22110@ladder01.news.aol.com>
Source record: 78813

Doesn't anyone care about old computer?!
Find out in the new magazine of computer history nostalgia -
"Classic Computing" magazine

Historical Computer Society
3649 Herschel Street
Jacksonville, FL 32205
Contact: David Greelish, President and Founder
E-mail: historical@aol.com
On the World Wide Web - http://www.cyberstreet.com/hcs/hcs.htm (under construction)

JACKSONVILLE, FL, November 10, 1996 Some people collect stamps, baseball cards, dolls and even cars. But did you know that there is a group for people who collect computers! This group even has some members with over fifty computers in their own private collections! The Historical Computer Society is an international user group for old computer enthusiasts (old computers and/or old enthusiasts). HCS has over thirty classic computers in it s own collection; important older machines which most people have never seen before, much less heard of, like the IMSAI, Osborne, PET and more. The Society is dedicated to preserving older and classic computer hardware, software and literature while educating and helping it s members as well as the general public. Their new quarterly magazine, Classic Computing is all about personal computer history as well as computer history in general! In only twenty short years, there is much history to be shared just about personal computers. The Society and it s magazine were started in the pioneering spirit of the early computer clubs (like the Homebrew Computer Club). Even with today s impressive technological breakthroughs in computing, that fresh, exciting, pioneering spirit doesn t seem to be a part of it all anymore. HCS hopes to rekindle some of that excitement and to share it.

Many people have fond memories of their early computing days. Never has another device evolved so rapidly as to produce nostalgic artifacts in less than a quarter of a century! Classic Computing is a forum for these people to meet and share their stories.

The Historical Computer Society intends to become the authority in the community of retired personal computers. Hundreds of old computers are thrown out everyday by Americans as junk, but HCS believes that these outmoded machines have value. HCS can help owners find answers about system operation, peripherals, software, books, magazines and service.

Classic Computing is the central forum for members and is ready to become the premier circular for information, classifieds and trading of outdated equipment, etc. New subscriptions in the U.S. are only $14 a year

or try an issue for only $3; subscriptions in Canada are $16 and $24 international. Classic Computing is sold at The Computer Museum in Boston, the American Computer Museum in Bozeman, Montana and at Smithsonian Book Stores, Washington, DC.

HCS is beginning a local meeting chapter in Jacksonville, Florida! Meet once a month with others who share in the passion. If you live in North/Central Florida or Southern Georgia and would like to attend, please write David Greelish by e-mail for more information of the first meeting.

3751. Re: FIDO & Larry Black

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961111124500.HAA27829@ladder01.news.aol.com>
Source record: 78814

In article <565pgo$g5r@news.asu.edu>, irata@aztec.asu.edu (JOHN COLLINS) writes:

>Anyone know what's up with FIDOnet? Seems the are either
>modifying or dropping the Atari sigs due to low traffic. But I
>saw somewhere that the two sigs, 8-bit & ST, will be combined as
>a single sig.

I don't know where you heard it. After a pause of about a week, messages are flowing to the BBS I call for FIDO once again. There seems to have been no announcement, unless it was lost during that time. I put out a question to Larry, but it hasn't been answered yet.

Give it a few days.

3752. Re: FIDO & Larry Black

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <56774m$231@xmission.xmission.com>
Source record: 78815

JOHN COLLINS <irata@aztec.asu.edu> wrote:

: Anyone know what's up with FIDOnet? Seems the are either
: modifying or dropping the Atari sigs due to low traffic. But I
: saw somewhere that the two sigs, 8-bit & ST, will be combined as
: a single sig.

When did this come about? I read and write via Fido...

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3753. Re: Speed Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <3287175F.41C6@htw.uni-sb.de>
Source record: 78816

Mark Dominic Morocco wrote:

> I recently installed XL-it on my Pentium 166 PC. The games work
> but run too FAST. Any suggestions on how I can slow it down?
> If anyone can help please e-mail me a
Let's take a look at the _included_ documentation:

"-lock50" Lock the emulator at 50Hz (=PAL)
"-lock60" Lock the emulator at 60Hz (=NTSC)

That's from the command-line. You can also use the user-interface
(if it works on your computer ;-).

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3754. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <328718D3.167E@htw.uni-sb.de>
Source record: 78817

Ryan Goolevitch wrote:

> > This is what I do in XL-it! to disable the checksum-verify:
> >
> > /* Disable ROM-CRC */
> > osrom[0xff86-0xc000]=0x18; /* CLC */
> > osrom[0xff87-0xc000]=0x60; /* RTS */
> okay, if I understand this correctly, at offset $ff86,$ff87 in the
> image, I apply the bytes $18 then $60 ?
Not in the image.
The image starts at 0 and the original ROM at $c000. Therefore
you must subtract the starting-address of the ROM first.
Of course it's something different if you patch a "ROM" that
you copied to the underlaying RAM.

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3755. Re: SUNCOM Animation Station

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <566mr7$au2@nnrp1.news.primenet.com>
Source record: 78818

In article <01bbcf25$46020e20$69469ace@marcm>,
Marc M <tbmarc@webspan.net> wrote:
>I just picked up a Suncom Animation Station Computergraphics Sensor Pad for
>50 cents at a flea market.
>It didn't come with any software and I was wondering if anyone has any
>specs or software for this thing.
>The buttons on it correspond to STICK(0) and both paddle 0 and 1 are at 4
>in basic. It only plugs into one
>joystick port..... Anyone???

OOOOH!!! I had the software for this on the C64. Don't know what I did
with it though. Damn.

If memory serves, though, this little device came out much, much later
than the Koala Pad, at least for the Atari.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

3756. Few Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: justin@imperium.net
Message-ID: <32875205.2CB6@imperium.net>
Source record: 78869

I have a few questions regarding the 8-bit. I want to upgrade my 800XL to Rev C BASIC (it currently has Rev B). Rather than going the simple route of using a Rev. C cartridge, I would like to keep the BASIC internal. Can I use the ROM from a Rev C cartdridge, or is BASIC part of the OS ROM, which will have to come from another machine?

Also, is anybody selling an Assembler/Editor cartridge and the book "Mapping the Atari"?

Stephen Anderson
justin@imperium.net

3757. Re: Atari Explorer XE System ad

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: Brian Wiklem <Brian_wiklem@interactive.sony.com>
Message-ID: <32876A0E.14F9@interactive.sony.com>
Source record: 78870

Richard Douwes wrote:
>

> Is there anybody who knows what I am talking about? It was on the
> back of the, I guess, Summer 1985 edition. Is this ad "available" on
> any WWW page? Can anybody scan it and put it on some WWW page or
> Email it to me?

Yes, and I have the Atari Explorer issue in front of me....

Atari 130XE, XMM801 printer, XTC color printer, XC1411 monitor
XM301 modem, and the XDM Daisy Wheel printer.

This was an advertisement on the back page, and also featured
on the cover of the current issue (at the time) mag.

Interesting.,....I kept it because it looked cool.

3758. Re: All together now - 1000+ carts, 50+ hardware items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: "jesse L." <JESSE@multimedia1.com>
Message-ID: <32878B7A.5B75@multimedia1.com>
Source record: 78871
Cross-posted to:
alt.atari.2600,alt.atari.2600.vcs,rec.games.vectrex,rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

Well I am interested in the entire lot so let me know How much money you expect! And when can I get it. I would prefer ups cod cash if possible.

3759. looking for crystal castles

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: peat@bga.com
Message-ID: <5684ed$1ti8@news3.realtime.net>
Source record: 78872

i would like to buy a crystal castles game for the xegs...pref. a cart
but might consider disk w/ dox....can anyone help me??

thanks for reading my post

pete/

3760. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961111131452178084@vanc01m03-132.bctel.ca>
Source record: 78873

David A. Paterson <davepat@total.net> wrote:

> Adding in an extra PIA is relatively easy (you need one chip for logic
> select, and a line to the CPU for the address). Write a little patch for
> all the OSes that's "aware" of the chip, and use it to swap them.
> Theoretically, you could get 65536 different OSes soft-selectable. But
> where would you fit all those EPROMS? ;)

Hmm.. Has anyone ever considered a Flash-ROM? That would be VERY
cool.. just load up a rom flasher APP, list off all the ROM images on
the disk, and it will flash that Image to the ROM :)

--
Ryan Goolevitch
http://www.trideja.com/

3761. Re: Speed Problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <328789F4.7B08@uofrlaw.urich.edu>
Source record: 78874

Mark Dominic Morocco wrote:
>
> I recently installed XL-it on my Pentium 166 PC. The games work
> but run too FAST.

Try adding -modex to your command line (e.g. atari -nobasic -modex
dos25.xfd). This might help a little.

How about that? An emulator that runs too fast. Is it really possible?

Falcon

3762. Re: cherche editeur de texte pour 520STe

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E0q6C2.9rK@cix.compulink.co.uk>
Source record: 78875

comp.sys.atari.st


```
+--------------+----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+-------------------------------------------------------+
```

3763. a company called Lotsabytes

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <328686AC.5419@uofrlaw.urich.edu>
Source record: 78876

Does anyone out there know if a company called Lotsabytes is still in business? I last ordered from them a couple of summers ago, and it was good quality service, PD disks as low as $1 each and copy-protected commercial software w/on-disk documentation. He had a big software library. I think it was run out of California. Does anyone have any more information? If so, please reply.

Falcon

3764. Re: 1450XLD ROMs and schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: Christopher Brett Strong <strong@facility.cs.utah.edu>
Message-ID: <Pine.HPP.3.95.961111023011.14612D-100000@labhp31.cs.utah.edu>
Source record: 78877

> A real 1450XLD (the one from Atari) had no screws sticking out... There
> were internal brackets that held the two drives in place. Bob Brodie has
> one that is like that. Mine have holes in the case on one and clean on
> the other (but, I don't have brackets for either).

Actually, the message that you replied to was not from me. My 1450, like that of the author, had a sheetmetal bracket. Mine did not have the screws sticking out, although it has the screw heads visible. I was told that the versions for the shows had the internal brackets, while some of the in-house prototypes did not. Mine does not have a textured case or anything; it's obviously an early test molding. I suspect my (Tong) board belonged to someone working on the drive code. The drive EPROM has the latest date on the sticker, and the socket shows signs of frequent use.

> They look like big PALs to me. I doubt that Atari would have done an ASIC
> at that point in time - mine are not sealed either....

That could be. I suspected ASICs as many companies had sort of an "off the shelf" ASIC-like service where you can get semi-custom chips stamped out. Kind of like the Xilinx PGA's, but one-time mask-programmable.

> the 8040 is the microprocessor that runs the drive interface. same device
> as in the XF551...

Ah. That one I did not know. I never bothered to look it up.

Christopher B. Strong InterNet strong@ee.utah.edu
decRAD: CSTRONG CADE: strong@eng.utah.edu
"If the mean don't get you, the variance will." -- James 1. Rieger

3765. Re: Wanted: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3286F91E.4CAD@tcd.net>
Source record: 78878

I have them used, in excellant working condition for $35.00 shipped.
They may have a School name engraved in the casing but does not affect
the functionality...comes with powersupply and video cable..you furnish
rfbox to tv..available from radio shk..

Guranteed to work for 30 days..

3766. Re: Atari Emulation on Windows PC

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: davepat@total.net
Message-ID: <565too$bk@newsfeeder.total.net>
Source record: 78879

In article <01bbcdf8$b63daf60$676c1dce@genius>, genius@eosinc.com says...
>
>I have an old Atari 800, an Atari 1200, and an IndusGT disk drive. I don't
>have an 850 interface. I have one of the emulators on my Windows PC (don't
>remember which one right now).
>
>My question is: How do I get the Atari files from this machine transferred
>to my PC to run under emulation? I have read about a cable from Atari SIO
>to IBM 9 pin serial. How do I make one? Where do I get the software for
>each end?
>
>Thanks for any help anyone can provide.
>

Check out the merit software archives at:

gopher://gopher.archive.umich.edu

Under atari/8bit, there's SIO2PC (somewhere). It has cable plans, and
software that lets you use the PC for storage. It saves disks in the .ATR
format used py most of the emulators.

David A. Paterson
--
I was told we'd cruise the seas for American gold
We'd fire no guns! Shed no tears!
Now I'm a broken man on a Halifax pier
The last of Barrett's privateers.
- Stan Rogers

3767. Help needed with addresses!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-11 00:00:00 UTC
From: Francis Byrne <cmj235@aran.ulst.ac.uk>
Message-ID: <Pine.3.89.9611110909.D1288-0100000@alpha06.ulst.ac.uk>
Source record: 78880

Hi,

I have an Atari XL which is getting plenty of use at home. I am trying
to find out if the following companies still exist (they were around last
year):

Page 6
Micro Discount
DGS
Tyne & Wear Atari User Group.

Do any have web pages? My Atari would appreciate any help (as well as me!)!
..Francis

3768. Re: .exe files Atari = IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32891a15.8433019@news.networx.net.au>
Source record: 78881

twonoahs@aol.com wrote:

>I have the xformer emulator which I downloaded and it is really easy and
>fun to use and I got MULE to boot, but I can't get any of the .exe files
>from yogi's site to work. I make them the 2nd virtual disk but when I go
>to copy them to the virtual D1: I get "File name too long".
>
>Is this syntax rightin Atari DOS?:
>
>D2:"galaxian.exe" D1:
>
>I always get file name too long?....
>
>P.S. How the heck do you get into the pub in IBM emulated MULE? No matter
>what I just sit on top of it!!!
>
>Thanks guys,
>
>twonoahs@aol.com
>

Well, I've seen the replies for the correct syntax to copy files, and
yes they are correct. In the DOS menu you type :

C<enter>, and it responds "COPY FROM, TO", and you respond with
D2:GALAXIAN.EXE,D1:GALAXIAN.EXE

(just putting in my 2 cents worth).
As for the problems with Mule, it sounds like the collision detection
not working properly. Probably cause it's an emulator- which in my
experience cannot run more than 50% of ATARI software, or less!
My solution- get a real ATARI, then you can run anything U want!

3769. Re: Atari Explorer XE System ad

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <568n2t$7gj@kensie.dorsai.org>
Source record: 78882

Richard.Douwes@hcc-lwd.idn.nl (Richard Douwes) wrote:

>All this talk about the XE vaporware stuff reminded me of an ad from
>"Atari Explorer" from about 1985. It showed a complete XE system,
>complete with XE style color monitor, ditto printer, diskdrive (and
>modem?). I have been searching my "archives" for it, but to my
>unpleasant surprise, I haven't got it anymore!

I remember when I first got my 130XE, in the back of the packing box
was a picture likke exactly what you're saying, with matching monitor,
printer, and drive. The text didn't go into any further details,
though.....

3770. looking for crystal castles

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <568nbp$766@usenetp1.news.prodigy.com>
Source record: 78883

Good luck finding Crystal Castles. It's become a very rare cartridge and anyone who has one should get a premium price now. Maybe Yogi can help.

3771. Ape 1.10 & Ape Warp+ OS Now Available!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <56920g$h3p@freenet-news.carleton.ca>
Source record: 78884

The long awaited version 1.10 of the Atari Peripheral Emulator is now
available at the APE Home Page http://www.nacs.net/~classics.

My sincere personal thanks to everyone who sent bug reports, comments,
and of course those who kept APE alive by registering! :) You all know
who you are and your help is greatly appreciated.

All registered users should contact me for an upgrade to 1.10, all beta
users, including beta 2 should also upgrade.

Upgrades to this version of APE are free. See the end of this message for
a list of new features and bugfixes.

Also available publically for the first time is the Ape Warp+ Quad OS upgrade!

Average increase in load times is 320.5%, see the InfoPage for specific
benchmarks and a complete features listing.

Some info from the Ape Warp+ OS Infopage http://www.nacs.net/~classics

- The APE WARP+ OS is replacement operating system for the Atari XL/XE
computer that provides high speed I/O and power user features not
available in the standard XL/XE OS.

- The Warp+ OS is a direct hardware replacement for your existing OS,
so clumsy drivers and OS patches are never required!

- Your high speed I/O and power user features will always be available,
even when playing games and using software that would make patches and
drivers impossible!

- The APE Warp+ OS is not required to use APE (APE has actually been around
much longer!) but once you try it, you will wonder how you ever used
your Atari without it!

- Features

- Ape Warp+ 3X SIO: Built-in support for APE Warp+ 3X SIO at ALL TIMES. You
will no longer need to use special DOS systems (i.e.
Spartados) or OS patches to get the highest possible
speed from your Atari. This means your disk images
will boot at 3X APE+ SIO, ALL images, even games!

- Ultraspeed compatibility: The APE Warp+ OS is also capable of full
ultraspeed operation with all Ultraspeed compatible devices, such as
US Doubler Enhanced 1050's. These devices will boot at full speed,
and disks formatted with Ultraspeed sector skew will enjoy full
ultraspeed performance at all time, even in games!

- Backward Compatibility: The APE Warp+ OS is backward compatible with all unenhanced devices, and will dynamically switch between enhanced and unenhanced operation if you mix such devices on the SIO chain!

- Coldstart on Demand: We all know that turning your Atari on and off every time you need to reboot will shorten the life of your computer over time.

Now you can turn on your computer once, and never cycle the power again until you are really ready to turn it off! Just hold down SELECT while pressing RESET and your computer will COLD boot, just like turning the power off!

- Reverse BASIC: Tired of holding down OPTION to disable BASIC? You only need BASIC 1 out of every 100 times you boot? Now you can hold OPTION to enable BASIC! BASIC is by default DISABLED with the Warp+ OS!

- Compatibility: The Warp+ OS upgrade includes 4 complete operating systems for the ULTIMATE in XL/XE speed and compatibility!

1. APE Warp+ OS
2. Your standard XL/XE OS
3. A public domain Atari 800 Compatible OS for running those 800 only disks and cartridges
4. Your Standard XL/XE OS w/ Reverse BASIC Feature

For a complete feature listing and ordering instructions go to http://www.nacs.net/~classics

---

Ape 1.10 Enhancments since 1.09 beta

FTED32G.ATR contains the Shareware version of Spartados 3.2g. Spartados is an advanced _high speed_ DOS system from Fine Tooned Engineering.

APE_WARP.ATR contains: MyDos 4.53 System
3x Sio APE+ OS Patch for any Atari DOS
MyCopier High Speed (upto 3x sio) sector copier

The .PRO images in this distribution are example PRO System images to showcase APE's ability to emulation complex copy protection.

Changes since 1.09

11/11/96 1.10. Added or improved since APE 1.09:

* Added initial ATR-FAST code.
* Buffers are allocated earlier in the initialization for computer with low memory.
* ATR FAST system now supports multiple call methods and keystroke activation
* Setting the framing threshold sometimes caused an infinite loop, fixed.
* The TILDE character used in Windows95 long filenames caused

filenames in the PC MIRROR to be garbled. Files now use the
underscore character for long filename translation
* While writes to the PC mirror under spartados are not supported,
trying to do it caused a crash instead of a warning. Fixed.
* SpartaDOS X cartridge support for floppy formatting added
* SpartaDOS X cartridge support for PC Mirror added
* SpartaDOS X cartridge now sees the PC mirror and can read it.
* SDX COPY command now compatible with PC Mirror.
* Problem with last path used in ATR file selection fixed
* Ultraspeed and Ape Warp+ 3x SIO now compatible with more software,
Top Mag, Superdos, etc
* ATR FAST now displays ATASCII comments properly
* ATR FAST system now responds to shift driven option
* Extra SIO commands added for more support of the 1050 Speedy
upgrade. Bibocopy 1.5 now works at 56k
* Some functions optimized to allow faster performance with the APE
Warp+ OS
* Configuration menu totally revamped
* New configuration options: Safety Margin, Sio Control Method, file
selector choice.
* Cursor was sometimes left visible after a pick box was displayed.
Fixed.
* More robust configuration file checking installed
* Many new features added to the Win95 file selector
* APE sometimes left stray characters at the right margin. Fixed.
* Write protect no longer clobbers byte 15 of ATR header
* APE fully supports CRC32 ATR Authentication. ATR Authentication
standard and documentation available at the APE Home Page.
* Warp_453 from 1.09 now obsolete due to new driver in APE_WARP.ATR.
3x SIO patch for MyDOS/Atari DOS now much more reliable.
* New versions of MyCopier included on the APE_WARP.ATR. Old version
was also corrupted.

-

Changes from Ape 1.09 BETA --> Ape 1.09 Full Release (5/24/96)

Ape now includes an XFD conversion utility in addition to an improved
and hopefully now complete DCM conversion utility. Image conversion
is available to all users and is invoked with the 'A' keystroke.

Many users asked for APE to handle commands sent by the Sio2PC program
REMOTE.OBJ. Ape now handles these requests, but obviously you must
use APE keystrokes. Keystrokes accepted for registered users only.

REMOTE.OBJ was created by and is the property of another software author and
is therefore not included in this software package. I'm not aware of
any restrictions on its use, but if it requires some type of payment
for use of course please register it.

You can now select a new ProSystem emulation mode for any image
directly from within APE as of 1.09. This _greatly_ speeds up the

PRO image testing process. Registered users only.

Sometimes the screen was left 'dirty' from previous menus, little dots
at the right edge, etc. Fixed.

The shareware version of APE could crash in the Atascii/Ascii viewer. Fixed.

The file selector has again changed and you should note a significant
change to the usage of the 'Additional Extension' option of
configuration menu 3. This option used to specify the extension of
the files to be displayed in the file browser.

This setting _no longer_ performs this function. It now specified an _extra_
extension to be displayed in the file browser. ATR and PRO extensions
are now automatically displayed at the proper times. If you have this
option set to '*' I suggest you clear it so you dont have to wade
through tons of useless files to get to your disk images.

3772. Re: .exe files Atari = IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <569pvs$dee@sjx-ixn2.ix.netcom.com>
Source record: 78885

In <19961109035600.WAA08483@ladder01.news.aol.com> twonoahs@aol.com writes:
>
>I have the xformer emulator which I downloaded and it is really easy and
>fun to use and I got MULE to boot, but I can't get any of the .exe files
>from yogi's site to work. I make them the 2nd virtual disk but when I go
>to copy them to the virtual D1: I get "File name too long".
>
>Is this syntax rightin Atari DOS?:
>
>D2:"galaxian.exe" D1:
>
>I always get file name too long?....
>
>P.S. How the heck do you get into the pub in IBM emulated MULE? No matter
>what I just sit on top of it!!!
>
>Thanks guys,
>
>twonoahs@aol.com
>
No, get rid of the quotes. With Atari DOS 2.x, on the DUP.SYS menu, hit C [return] GALAXIAN.EXE,D2:*.*

That will copy the galaxian file from D1: to D2:.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3773. Re: 1450XLD ROMs and schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <569qhe$cqb@yahozna.psych.uw.edu.pl>
Source record: 78886

Christopher Brett Strong (strong@facility.cs.utah.edu) wrote:

: That could be. I suspected ASICs as many companies had sort of an "off
: the shelf" ASIC-like service where you can get semi-custom chips stamped
: out. Kind of like the Xilinx PGA's, but one-time mask-programmable.

is there any chance to get chipset needed to build an 1450xld? do you know
any manufacturers, symbols, addressed, anything that could help?

--
= KrAp = = krap@freud.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://www.psych.uw.edu.pl/~krap = home phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

3774. vaporware faq?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <569rbf$cqb@yahozna.psych.uw.edu.pl>
Source record: 78887

ehlo

maybe someone could write something like vaporware faq? there are lots
of people here who have such things, and i think that there would be even
more people who would like to know something about atari prototypes or
projects.

--
= KrAp = = krap@freud.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://www.psych.uw.edu.pl/~krap = home phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

3775. starfleet i

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <569rn6$cqb@yahozna.psych.uw.edu.pl>
Source record: 78888

i'm also looking for anyone who could send me a copy (file or photocopy)
of manual for starfleet i for 8-bit ataris.

--
= KrAp = = krap@freud.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://www.psych.uw.edu.pl/~krap = home phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

3776. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <569tgv$cqb@yahozna.psych.uw.edu.pl>
Source record: 78889

Ryan Goolevitch (ryang@computerhelp.ca) wrote:
: about 5 years ago... Would you be interested in seeing the schematics I
: used? Its a piece of paper I could probobly scan and send as a GIF or
: something (monochrome).

could you please send me that schematics (uuencode or mime to krap@freud.psych.uw.edu.pl)?

--
= KrAp = = krap@freud.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://www.psych.uw.edu.pl/~krap = home phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

3777. Re: Atari Explorer XE System ad

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: noeltox@trader.com
Message-ID: <bb7cc$16321.23b@TCNNTP.trader.com>
Source record: 78890

I know the ad you were talking about. It was quite an impressive picture of an XE system. I was an 800 user at the time, and was drooling over it, if I remember correctly. I imagine that I still have the ad somewhere. I'll see if I can track it down, and send and image to you...

John.

3778. Help needed with addresses!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <3288d16e@pianosa.demon.co.uk>
Source record: 78891

Whilst reading the usual rubbish I find here, Francis Byrne wrote something
interesting to All about Help needed with addresses!:

Hello Francis,

FB> Page 6
FB> Micro Discount

Both of these two still exist. Micro Discount (Derek Fern) is an occasional
poster in this very ng.

FB> DGS

Sorry, can't help with this one.

FB> Tyne & Wear Atari User Group.

Yes, they're still around, too.

FB> Do any have web pages? My Atari would appreciate any help (as well as

AFAIK, none of them have web sites. Micro Discount can be contacted via email
at; 1011755.2443@compuserve.com, Page 6 are at P.O. Box 54, Stafford, ST16 1TB,
England.

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... They're asking me 'How?'. They're asking me 'Why?'. Have you ever seen
a grown man cry? - Police Oppression; Angelic Upstarts

3779. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: HAMDOUNI <hamdouni>
Message-ID: <56a5vn$gci@hermes.univ-poitiers.fr>
Source record: 78892

i have an 520 STe without hard disk and i want a text treatement for these old machine if any body have an idea or can send me a copy i will be thankfull:-)

3780. want text treatement for atari 520STe

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: HAMDOUNI <hamdouni>
Message-ID: <56a6f7$guk@hermes.univ-poitiers.fr>
Source record: 78893

```
i have forgotten the subject in the older message so i repeate have anyone an
idea for text treatemnt please :-)
```

3781. Atari BBS List: 96-11-12 (refresh)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.cf1eecb80408f96989769@client1.news.psi.net>
Source record: 78894

Well, I've gotten a few mail messages requesting this list lately,
so I'm reposting it eventhough there haven't been any updates.
I'm not currently active on the newsgroup since I've got quite
a few other things going on, so if someone would like to take this
list over, please let me know.

--

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

```
*****************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-08-04 *
* *
*****************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

-------------------------------------
48 Systems Listed
-------------------------------------

01 ? : 716-337-3628
New York, USA
? : ? : 96-03-10
--
```

Carina

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-648-8027
?
? : ? : 96-03-10
--
ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

06 Atari Connection : 801-280-7486
?
Atari-8 : OK : 96-08-04
--
Up since 85.
QWK connected to the world.
650MB of 8bit ONLY storage.
Huge collection of Atari 8bit
software and support.

07 Atari Express : 506-652-6826
?
? : ? : 96-03-10
--
ProNode 112

08 Atari Scene : 502-456-4292
Louisville, Kentucky, USA
Atari-16 : OK : 96-08-03
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901
Ottawa, Ontario, Canada
? : ? : 96-03-10
--

Dave Brown. X_232, IAN net soon

10 BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
--
MichTron

11 Barvarian Gaus : 303-367-5877
?
? : ? : 96-03-10
--
ProNode 108

12 Beco Tel : +31-2063-26859
Amsterdam, The Netherlands
? : OK : 96-03-10
--
Bernard Kok. Hours - 17:00-06:00 GMT

13 Carnival : 810-235-0158
?
? : ? : 96-03-10
--
ProNode 349

14 Closer to Home : 419-368-4413 *
Jeromesville, Ohio, USA
Atari-8 : OK : 96-08-07
--
ProNode 439; 300-14.4K USR
256K Bucholtz XL
CTH shareware support site.
Tom Hunt

15 Computer World : 716-247-8355
?
Atari-8 : OK : 96-03-10
--
Bob Puff.

16 CSS : 716-247-7157
?
? : ? : 96-03-10
--
<no notes>

17 DarkForce! : 606-886-9014 *
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 96-08-05
--
Ronald Hall
Monthly cash/prizes!!

Gemini CD-ROM online.

18 Enterprise : 607-648-8027
?
? : ? : 96-03-10
--
ProNode 393

19 Hard Core : 203-871-1842
?
? : ? : 96-03-10
--
ProNode 317

20 Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
--
ProNode 366

21 Inside 8bit 1 : 706-798-2474
?
? : OK : 96-08-03
--
ProNode 47

22 Inside 8bit West : 510-895-8022
?
? : OK : 96-08-03
--
<no notes>

23 Iron Horse : 602-247-1036
?
Atari-8 : OK : 96-03-10
--
ProNode 381; NWPAC

24 JAIL : 416-762-9316
?
? : ? : 96-03-10
--
ProNode 335

25 Last Hope : 604-460-1195
Maple Ridge, BC, Canada
Atari-8 : OK : 96-03-14
--
Express X_232, soon IAN & Undernet

26 Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10

--
ProNode 415

27 MOOSE : 716-381-5139
?
? : ? : 96-03-10
--
<no notes>

28 New Nest : 516-234-4943
?
? : ? : 96-03-10
--
ProNode 218

29 Northern Limits : 905-937-2786
?
? : ? : 96-03-10
--
ProNode 338

30 Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
--
ProNode 430

31 Part Time : 216-582-1196 *
Cleveland, Ohio, USA
Atari-8 : OK : 96-08-05
--
ProNode 7 version 2.1a

32 Pot Hole : 604-642-6795
?
? : ? : 96-03-10
--
ProNode 365

33 Precinct : 504-766-3315
?
? : ? : 96-03-10
--
ProNode 207

34 Programmer's : 416-466-6749
?
? : ? : 96-03-10
--
<no notes>

35 Repair Shop : 801-967-8738
?

? : OK : 96-08-03
--
ProNode 53
300-19.2 baud Hayes Ultra

36 Rest Stop : 916-568-1712
?
? : ? : 96-03-10
--
ProNode 412

37 Revelstone : 717-263-9689
?
? : ? : 96-03-10
--
ProNode 227

38 SELECT : 916-392-7279
Sacramento, California, USA
Atari-8 : OK : 96-03-15
--
Carina Net

39 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

40 Slidell Express : 504-649-7921
?
? : ? : 96-03-10
--
ProNode 181

41 SNACC : 702-438-2208
?
? : ? : 96-03-10
--
ProNode 121

42 SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

43 Star Wars : 210-737-3019
?
? : ? : 96-03-10
--
ProNode 118

44 System Reset! : 905-544-6162
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-08-04
--
USF net, IAN net, ProNode 59
Probably back up in a year...

45 Underdog : 508-820-3089
?
? : ? : 96-03-10
--
ProNode 102

46 Wall : 904-730-8659
?
? : ? : 96-03-10
--
ProNode 287

47 Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
--
Wayne Arenz

48 Westex : 610-776-7495
?
? : ? : 96-03-10
--
ProNode 169

3782. Re: starfleet i

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3288BBEE.6325@ncweb.com>
Source record: 78895

I have a photo copy of the Starfleet manual ... it is about an inch
thick!!! By the time I got to the end of the manual, I forgot what
they said in the front of it!

Bill
--
****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

3783. Virtual Super System 0.6

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: dan.boris@coat.com
Message-ID: <847818890.7801@dejanews.com>
Source record: 78896
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Announcing VSS (Virtual Super System) V0.60
an Atari 5200 emulator

copyright 1996 by Daniel Boris (dan.boris@coat.com)

VSS is an Atari 5200 Super System emulator for MSDOS. The current version runs about 80% of the
ROM images I have almost flawlessly, and at a reasonable speed even on a 486DX2/66. On a Pentium
system the emulator gets close to, or better then full speed on a lot of games. To use the emulator you will need a copy of the 5200's 2K BIOS ROM, and 5200 ROM cart images. Due to copyright reasons, I cannot provide these.

The following games run almost perfectly:
Pac-man,Ms. Pac-man, K-razy Shoot Out, Frogger, Frogger II, Jungle Hunt
Astrochase, Berzerk, Blue Print, Centipede, Defender, Gorf, Gremlins,
Kaboom, Missile Command, Super Breakout, Star Raiders, Space Dungeon

What's new in V0.60

-Ported to DJGPP (32-bit DOS protected mode) for increased speed.
-Real joystick support in analog and digital modes.
-Fixed bugs in frame skipping. (Some games did not work with frame skipping on).
-Fixed bugs in video emulation.
-Fixed bug that locked up Star Raiders.
-Added new integrated debugger with more features.
-Dual joystick support through keyboard.

Note: I you used version 0.50 be sure to read the documentation because some \
of the key assignments have changed.

The current version of the emulator supports:

- 16K or 32K ROM images.
- 2 joystick emulated through the keyboard
- 1 joystick emulated thourgh the mouse or joystick.
- All keypad and trigger buttons on controller are emulated.
- Configurable frame rate.
- Integrated debugger and disassembler.

The current version does not support:
- GTIA modes 16,17,18 (Title screen to Ballblazer)
- Horz/Vert fine scrolling (Games still work, but the scrolling is not smooth)
- Sound.

You can find the emulator on my homepage at:

http://www.geocities.com/SiliconValley/9461/emulate.htm

This article was posted to Usenet via the Posting Service at Deja News:
http://www.dejanews.com/ [Search, Post, and Read Usenet News]

3784. Re: For Sale: Atari 8-Bit/Game Machine Hardware and Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: neil@radioranch.com
Message-ID: <neil-1211961516390001@net-7-206.austin.eden.com>
Source record: 78897

I am looking for a 5200. Do you have one for sale or know where I can find one.

Thanks, Neil

--
Neil L. Chavigny
Austin, Texas
512 459 6855

3785. Re: Atari BBS List: 96-11-12 (refresh)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961112124151.25428A-100000@pathogen.ecst.csuchico.edu>
Source record: 78898

On Tue, 12 Nov 1996, Oscar Fowler wrote:

> Well, I've gotten a few mail messages requesting this list lately,
>
> Please keep me informed with updates to the list and I'll post revisions
>
> ******************************
> * Atari 8bit Support BBS's *
> * *
> * Last update: 96-08-04 *
> * *
> ******************************
>
> 38 SELECT : 916-392-7279
> Sacramento, California, USA
> Atari-8 : OK : 96-03-15
> --
> Carina Net

Oscar, SELECT BBS finally went offline on November 2, 1996 after 12 continuous years of operation. And I do mean continuous! From August 15, 1984 - November 2, 1996 the BBS was only down ONE day. I'm not aware of any other Atari BBS which can make that claim!

Anyhow, the remaining Atari-lovers in Sacramento and on the Carina-Net will miss it dearly.

3786. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961112130126.25428C-100000@pathogen.ecst.csuchico.edu>
Source record: 78899

On 11 Nov 1996, David A. Paterson wrote:

> Adding in an extra PIA is relatively easy (you need one chip for logic
> select, and a line to the CPU for the address). Write a little patch for
> all the OSes that's "aware" of the chip, and use it to swap them.
> Theoretically, you could get 65536 different OSes soft-selectable. But
> where would you fit all those EPROMS? ;)

That's not unlike the method I considered using to be able to non-fatally switch between OSs. However, I didn't (and still don't) see the need for software selectability, so I didn't bother with the extra PIA.

But even if I were going to do something like that, I'd still only use one EPROM. I've got a 4MB EPROM that can hold 256 OSs. But at last count, I think I only had about 19 different OSs for my Atari.

Tell ya what, you come up with the other 65,517 OSs and I'll build the hardware to switch 'em! ;)

3787. SILIconvention´97 Party

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: Tino Gietschel <t_gietschel@mail.netwave.de>
Message-ID: <32897361.177E@mail.netwave.de>
Source record: 78900

```
================================================================================
SILIconvention'97 - Germany//Bremen - http://www.siliconvention.com
OFFICIAL INFO TEXTFILE v1.0
================================================================================

The Organizers of the FRIED BITS I-III, BB SYMPOSIUM'96, YELLING JAM PARTY
and INTERCON'96 Party bring you the biggest computerparty at easter 1997.

--------------------------------------------------------------------------

The Organizers are: Absence (Atari + PC), ADM (Atari), Fairlight (C64),
Icebird (Acorn), Inter (Atari), Oxyron (Amiga + C64),
Plush (C64), Talent (C64), TSCC (Atari)

Where and When?!
--------------------------------------------------------------------------

Buergerhaus Obervieland
Alfred-Faust-Str.6
28277 Bremen//Germany

Begin: 28.03.1997 12:00 CET
End: 31.03.1997 12:00 CET

All Systems are welcome! That means we have lots of Competitions for the
following computers: ACORN, AMIGA, ATARI, C64, PC.

Entrance Fee:
--------------------------------------------------------------------------
The entrance fee ticket will cost you 30 DM. Please pay in DM only!
If you want to reserve your coming, you had to pay only 20 DM for each
member. More informations are on our homepage or dial this number:
+0049-421-8498236. From 19:00 to 23:00.

How to reach the SILIconvention'97?!
--------------------------------------------------------------------------
by car: Drive to Bremen over the highway and exit at
"Bremen - Brinkum". Then follow the signs that will show
you the way to SILIconvention'97 Party. If you are in
trouble by finding the partyplace, just call this number:
8498329.

by train: Get out at "Bremen Hbf" (main station) and take the tram
number 1 way "Arsten" and get out at "Kattenturm - MITTE"
and follow the signs... If you are arrived after 23:15
then call this number: 8498329.
```

by plane: When you have reached the Airport Bremen call this
number: 8498329. Please give us the number of people who
arrived - thanx!

There will be the following competitions on the SILIconvention'97
---

1) AMIGA Demo Competition
2) C64 Demo Competition
3) PC Demo Competition
4) ATARI Falcon Demo Competition
5) ACORN Risc PC Competition

6) AMIGA 40Kb Intro Competition
7) ATARI Falcon 96Ktro Competition
8) PC 64Kb Intro Competition
9) ACORN Intro Competition

10) Coding Competition (all systems)

11) Grafik Competition
12) C64 Grafik Competition
13) Render Competition

14) 4 Channel Protracker Competition
15) Multichannel Music Competition
16) C64 Music Competition

17) Wild Competition
18) Surprise Competition
19) Netwave Competition
20) Fake Demo Competition

Many competitions - lots of prices. Our sponsors will spend lots of
prices and money to this party. Be sure!

Check out the best partyplace you've ever been. What about a big building
complex with showers, kitchens, lots of party halls and rooms and a nice
presentation hall with the greatest video beam and brainblasting sound
equipment!

Yeah! On the SILIconvention'97 is place for about 2.000 people including
their equipment plus seperate sleeping rooms.

There is a seperate disco-room on the partyplace. There will be a great
RAVE-Act and SID-Act during the SILIconvention'97! Entrance for party
guests is free. Have a nice Rave?!

You wanna Party T-Shirt's - You gotta Party T-Shirt's!! The best T-Shirt
printing techniques you've ever seen. The Shirts will be FRUIT OF THE LOOM
T-Shirt's.

Please note this: - smoking is allowed. In some rooms, smoking is
absolutly forbidden (sleeping romms a.e.)

- alcohol is allowed. If somebody makes trouble
he will be kicked out.

- please don't park your car at the entrance door
or emergency escape.

/// contact us for more information about SILIconvention'97 ///

Snailmail: Tino Gietschel
Kattenescher Weg 18a
28277 Bremen - Germany

Email: siliconvention@siliconvention.com
t_gietschel@mail.netwave.de
joerg_tobergte@hb2.maus.de
Internet: http://www.siliconvention.com

+++ Can you face the SILIconvention party? +++

3788. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-12 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961112124829.25428B-100000@pathogen.ecst.csuchico.edu>
Source record: 78901

On Sat, 9 Nov 1996, Ryan Goolevitch wrote:

> Two 3-pole 3-position switches on the right rear of the computer to
> switch them, and four LED's on the along the top left of the computer
> under the 130XE logo that shows me which OS I'm using.
>
> How does the circuit you are building work? Software selectable OS?
> (hey now that would be cool!) :)

What are you switching with those toggles? Vcc on each of four EPROMs? CE? Address pins? Do your switches assert or deassert the selected line? Do you switch it directly or use a pull-up resistor?

The one I'm building uses a single button (and four LEDs). It uses logic hardware to electronically cycle between four OSs within a single EPROM. I can't see any need for software selection, but I have been toying with the possibility of non-fatal switching (being able to switch OSs without crashing the machine).

As I approach the end of the semester, it's getting more and more difficult to find time to work on it. Plus I need to dig out one or more 27512s, and I'm not sure I have any more blank ones. I've got it all set up and tested in my logic simulator. I just need to sit down and wire it up. Maybe I'll get a chance to work on it over Thanksgiving break.

3789. Re: Looking for old Atari magazine(s)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <56dj1c$avv@netnews.mis.net>
Source record: 78719

Compute! January 1983
Issue 32

In this issue was a type in program called "Home Energy Calculator"
which seems similar to the one you discribed.
There were versions for Microsoft, Apple, Pet, OSI, and Atari Basic.

Send E-Mail to phantomm@harold.eastky.com

C:\DOS\RUN RUN\DOS\RUN

Net-Tamer V 1.07X; Beta - Test Drive

3790. Re: .exe files

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <328a1a76.7267566@news.networx.net.au>
Source record: 78902

fj537@cleveland.Freenet.Edu (Mark Dominic Morocco) wrote:

>
>Hello,
>
>I have been using both the XL-it and Pokey Atari emulators for
>the IBM PCs. They have worked fine for .atr files, but I can't
>get .exe files (Donkey Kong, Defender, etc.) to work. Can
>someone please give me some advice for this problem. If you
>can help please e-mail me at...
>
>mmorocc@garnet.acns.fsu.edu
>
>Thanks for your time.
>
>
>
>Mark

Ok, the problem seems to be that the files have to either <L>oaded
from the DOS menu, or placed on a disk with a Bootsector menu.
If you want to you can visit my WEB page, and download 2 disks
which contain ARCADE GAMES (IE Star Raiders, Defender etc),
I have used these disks with Xformer and the games work fine
straight from the disk.

http://www.geocities.com/SiliconValley/Heights/9364/index.html

3791. Re: Few Questions

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <328b1c62.7759529@news.networx.net.au>
Source record: 78903

justin@imperium.net wrote:

>I have a few questions regarding the 8-bit. I want to upgrade my 800XL
>to Rev C BASIC (it currently has Rev B). Rather than going the simple
>route of using a Rev. C cartridge, I would like to keep the BASIC
>internal. Can I use the ROM from a Rev C cartdridge, or is BASIC part
>of the OS ROM, which will have to come from another machine?
>
>Also, is anybody selling an Assembler/Editor cartridge and the book
>"Mapping the Atari"?
>
>Stephen Anderson
>justin@imperium.net

From memory, the ROM in a cartridge should be the same as what is
placed in the 130xe- separate from the OS ROM. The only problem you
might have is if the Basic ROM in your computer is soldered in or
Socketed. If it is socketed, then you should be able to just pull out
the old chip and drop in the new..
As for the Assembler/Editor, I could send you a Binary file of the
program. That will work loaded direct from DOS, of course if reset is
pressed then you lose the work.
Hope I've been a little helpful for you..

Steve.

3792. Company called Lotsa Bytes

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: getxo@ix.netcom.com
Message-ID: <56bjns$slu@dfw-ixnews11.ix.netcom.com>
Source record: 78904

Lotsa Bytes still advertises in Nuts & Volts magazine. Their address
is:
Lotsa Bytes
644 E. Clinton Ave.
Atwater, Ca 95301

3793. 03 ACUTE BBS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <3289965D.2C23@erols.com>
Source record: 78905

Hi,

I am the SysOp of ACUTE BBS, Express Pro, Node 330. We are still up
and running. However, the information in your listing is wrong!

03 ACUTE BBS (Atari Computer Users Technical Exchange)
Whitehall, PA, USA
Express Pro Node 330
(610) 261-0620, 24hrs/day, 300 to 14.4K baud

Take care, Jonathan C. Mordosky (ACUTE BBS SysOp)

3794. WTB: old Atari 8-bit games on disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: magnus@x-net.net
Message-ID: <32897a24.35039254@206.74.59.105>
Source record: 78906

I'm looking for old software games for the Atari 8-bit computer.

I do not want carts.

I am esp. interested in old Infocom games, Electronic Arts games, and
any Ultima games.

Games must include box, documentation, disks, and anything else
original to it.

I will make exceptions in the case of any Ultima games.

Thanks!

magnus@x-net.net

3795. 6502 binary format & xassembler

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: fachat@physik.tu-chemnitz.de
Message-ID: <56cbdp$at6@narses.hrz.tu-chemnitz.de>
Source record: 78907
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer,comp.sys.apple2.programmer

Hi there!

After the discussion has been going on for a while in the cbm newsgroups,
I decided to ask other people what they think about it.

I have designed a 6502 relocatable binary file format binary. This
format is preliminary and I'm still collecting ideas as how to
make it more useful.
I also have an assembler (written in ANSI-C) that can produce this
format.

But first I like to here your comments, esp. what you think about
the usefulness for an 65816, as I don't have any info on this one.

Thanks
Andr&#65533;

----------snip----------

6502 binary relocation format V0.9, as of 02nov1996

(c) Andr&#65533; Fachat (a.fachat@physik.tu-chemnitz.de)

0) What it's for?

With some new 6502/C64/C128 operating systems comes the need for a new
binary format that allows relocating an assembly language program to a
different location.

This text tries to find a) a good solution to this problem for the 6502 CPU
and b) an assembler source format to use this format in a general manner.
It doesn't try to define or discuss object file or library file format,
which can be implemented differently by different assemblers.

1) 6502 specifics

The 6502 has the special feature of a 'zeropage', i.e. a very limited
memory address range used for special addressing modes. So the format
should not only provide a means to relocate absolute addresses but also
zeropage addresses.

The stack is also very limited. A binary format should provide a measure
of how much stack space is needed for the application.
An issue still to be discussed should be if stack addresses should
be relocated and how. The C64 basic interpreter uses a lot of the stack, for
example. But I tend to leave the (limited) stack for its real purpose,
as stack!

Such limits should be defined as 2 byte values, even if the 6502 only
has a range of 1 byte. But the 65816 behaves differently (?).

Another problem is, that an address can be 'split', i.e. you can just use
the high byte or the low byte separately in an opcode. This gives need
to a special relocation table format, that can cope with half-address
references.

2) assembler source format (as of xa-2.1.0d, 02nov1996)

As already used in other formats, the assembler uses three different
segment types, i.e. text (the actual program code), data (initialized
variables), and bss (uninitialized variables). In addition to that, the
6502 format also includes a zeropage segment type, to allow zeropage
variables to be relocated. This zeropage segment is like a bss segment,
in that only the length, but not the data is saved.

In 2.1.0 there is a way to temporarily disable the creation of relocation
table entries. This way absolute code can be inserted into a file. This
code should then be copied to the right location at runtime.
(Later versions will also provide a way to 'embed' relocatable files
in an absolutely addressed code. At least I want to build some operating
system ROMs with that...)

2.1) allocation of data segment/zeropage segment address space

The assembler switches between the different segments by the means of
".text", ".data", ".bss" and ".zero" pseudo opcodes.
The text segment contains the program code. Data holds the initialized data,
while bss and zero segments contain uninitialized data for normal/zeropage
address space.
Everything that is between one of these segment opcodes and the next segment
opcode gets into the corresponding segment, i.e. labels, assembled code etc.
The text and data segments are saved in the file, while for the bss and
zero segments only the length is saved in the file.

2.2) referencing data/bss/zeropage addresses

One problem with the 6502 is, that it cannot load an address within one
step or assembler opcode. So an address is loaded with standard byte
opcodes, like "lda #<label". But how do we decide, whether "label"
is an address or not, and what do we if we get something like
"lda #zp_label + 12 * label2"?

The assembler is now intelligent enough to evaluate such expressions
and check for:

- no address label : ok, absolute
- one address label, only add to label : ok, relocate
- difference between two addresses : If addresses in same segment, compute
diff and set absolute, otherwise bail
- everything else : warning

This way there is no change in syntax. Address labels are distinguished
by using the "label:" syntax, as opposed to "label = value". Well, my assembler

can also use the first syntax without the colon, as here everything is a label
that is not an assembler opcode.

3) binary format

I have seen three ways to handle the relocation problem so far:

- tables: have a relocation table for a text segment
if relocation table is put in front of code (as braindead MS-DOS does)
you have to save the table in a side-storage
if table is behind, you still cannot relocate 'on the fly'.

- deassembling: go through the code, deassemble it and change all absolute
addresses. Problem: needs to know / have hints about where some
data is in the code.

- relocation info in the code: Here each address is preceeded with an 'escape'
code and is relocated when loading. But this disallows block oriented
transfer from storage media to memory.

I therefore prefer the first method, with the table after the code/data.
So I can use block oriented transfer for the text/data segment. And while
reading the relocation tables bytewise, the relocation can be done without
the need to save the table somewhere.

The proposed standard extension for the described format is ".o65".

The binary format is the following:

```
------------------------------------------------------------------
header
.byt $01 ; version
.byt $00 ; non-C64 marker
.word tbase ; address to which text is assembled to
; originally
.word tlen ; length of text segment
.word dbase ; originating address for data segment
.word dlen ; length of data segment
.word bbase ; originating address for bss segment
.word blen ; length of bss segment
.word zbase ; originating address for zero segment
.word zlen ; length of zero segment

{ ; optional options, more than one allowed
.byt olen ; overall length (including length and type
; byte
.byt otype ; option type
[ .byt option_bytes ]
}+
.byt $00 ; end of options marker (i.e. option len=0)

text ; text segment
data ; data segment
```

```
reloc_text ; relocation table for text segment
reloc_data ; relocation table for data segment
external ; list of external references
globals ; list of global variables
-----------------------------------------------------------------

The header options currently defined/proposed are:

- Filename
type=0; len=[variable]; content=string,0

- Adrlist
type=1; len=[variable]; content= address pointer list
The addresses are relocated as if they point to the text segment
An OS might use this as general jump table (may be for libraries?).
But It's better to have an own jump table for each OS; that would even
allow one binary for multiple OSes (like OS/A65-Adrlist -> init adr,
Lunix-Adrlist -> init-adr, list of exception vectors etc...)
(Should I drop this one?)

- StackSize
type=2; len=4; content= data word describing the minimum needed stack size.
The OS should add an appropriate value for it's IRQ routines and stuff.

-----------------------------------------------------------------

The text and data segments are just the assembled code.

The relocation tables are (each):

{ [255,...,255,] offset of next relocation (b), typebyte|segmentID [, low_byte] }+

where typebyte is one of

WORD $80 2 byte address
HIGH $40 high byte of an address
LOW $20 low byte of an address

and segmentID stands for the segment the reference points to:

0 absolute value
1 text segment
2 data segment
3 bss segment
4 zero segment

The offset is a one byte value only. If the difference between the last
relocation address and the next one is larger than 254, a 255 is put
in the offset byte, and 254 is substracted from the difference, thus allowing
to continue without a zero offset byte.
A zero offset byte ends the relocation table. The first offset is computed
from the segment base address-1, to avoid a 0 value in the first entry.

-----------------------------------------------------------------
```

A format for the external refernces list (i.e. a list of undefined
references) is not (yet) defined

The global list is:

{ "global_label_name_in_asc",0, segmentID, value.w }+
.byt $00

This approach allows

a) using BLOCK transfers, as no relocation info is hidden within the
code or data itself;
b) It needs no (not much) side-storage, as a segment can be read using block
transfers and then, while reading the relocation table, being
relocated on the fly. The only side-storage is the list of segments
with corresponding memory offsets. See the provided basic 'loader'
code.

Possible Changes to the format are:

- put the minimum stack size into the file header, not into an option

- have an additional byte to flag that the relocation table only allows
pagewise relocation. Well, this would insert a word at position 2
(i.e. after the initial .byt 1,0 and before the text segment base address.)
The flag would then be one out of 16 possible databits.
[This change has a high probability, I think....]

- Have possibly multiple objects in one file

- add a "static data init" function address header option that gets
called after loading but before the thing is executed. This could
make runtime linking easier, when each object is one function and not
a whole program.

---------------------------------------snip---------------------------------

--
Andr&#65533; Fachat, Tel:++49-371-531-3551|"I do not feel obliged to believe that the
Stadlerstr 17, 09126 Chemnitz, FRG | same God who has endowed us with sense,
a.fachat@physik.tu-chemnitz.de | reason, and intellect has intended us to
http://www.tu-chemnitz.de/~fachat | forego their use" -- Galileo Galilei

3796. Re: (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: ilaskey@cix.compulink.co.uk
Message-ID: <E0ssD1.D0J@cix.compulink.co.uk>
Source record: 78908

Try comp.sys.atari.st


```
+--------------+----------------------------------------+
|Iain R Laskey |ilaskey@cix.compulink.co.uk |
+--------------+----------------------------------------+
|Analyst/Programmer Freelance journalist PC/Atari Jaguar |
+--------------------------------------------------------+
```

3797. Re: I Need SX212 Modem Program

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <328A021A.3C6@anest4.anest.ufl.edu>
Source record: 78909

Joe Blenkle wrote:
>
> Help! I need a modem program that will work on the Atari SX212 modem
> hooked up to my 800xl through the standard Atari I/O port. Someone
> recently sent me a variety of programs, but I can't get any of them to
> work. An 850 modem handler was also included, but I suspect it may not
> be loading correctly.
>
> Does anyone have a modme program they know will work on an SX212? I
> will gladly supply a disk and mailer if you can send me one.
>
> Please answer via email
>
> Joe Blenkle
> jblenkle@calweb.com

Use SX Express by Keith Ledbetter (I may have misspelled the last
name). It should be readily available here on the net or via GEnie.

-Michael Ellis

3798. 2600 Schematics File

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: Rod Rushing <rodneyr@microsoft.com>
Message-ID: <01bbd188$858194c0$c6a5369d@rodneyrb>
Source record: 78910

Does anybody out there have schematics for the Atari 2600 in a bitmap or other graphic file?

- Yendor

3799. Re: Looking for old game.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: Phil Chapman <Philip_chapman@qsp.co.uk>
Message-ID: <01bbd191$7f7110c0$7d0285c1@pc395.qsp.co.uk>
Source record: 78911

```
It as GFS Sorceress - written in Basic. Can't remember any
details though.

Beach'n Dragon <b_burns@ix.netcom.com> wrote in article
<3289E0D8.2159@ix.netcom.com>...
> When I had my first Atari, I remember having a text based
> adventure game about a spaceship called the GFS Sorcess or
> something like that. I lost the game, and can't remember
> the name. Does anyone remember this game or the name?
>
> Brian Burns
>
```

3800. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <56cr36$nkh@cyber1.servtech.com>
Source record: 78912

In article <19961111131452178084@vanc01m03-132.bctel.ca>,
Ryan Goolevitch <ryang@computerhelp.ca> wrote:
>David A. Paterson <davepat@total.net> wrote:
>
>> Adding in an extra PIA is relatively easy (you need one chip for logic
>> select, and a line to the CPU for the address). Write a little patch for
>> all the OSes that's "aware" of the chip, and use it to swap them.
>> Theoretically, you could get 65536 different OSes soft-selectable. But
>> where would you fit all those EPROMS? ;)
>
>Hmm.. Has anyone ever considered a Flash-ROM? That would be VERY
>cool.. just load up a rom flasher APP, list off all the ROM images on
>the disk, and it will flash that Image to the ROM :)

Right here in this very newsgroup, between three and six years ago (I'm
not really sure), someone posted that he was building an interface to
connect the Atari 8-bit computer's cartridge port with one or another port
(I don't know the hardware) on an Atari ST. The purpose of this was to be
able to store ROM images on the ST and then either download them
into the 8-bit's cartridge memory space, OR to redirect all 8-bit-
cartridge-memory address references to a ROM image on the ST, or
maybe both. Obviously my memory of it is a bit vague.

I remember distinctly that the guy who was building this thing
sent me a PostScript document -- which at the time I could JUST
BARELY HANDLE -- of the circuit diagram for this thing; I don't
believe it was finished yet.

I see no reason why something similar couldn't be done between the
8-bit's cart slot and ANY other platform, given the proper
combination of hardware and software. As PCs et al get faster and
faster, it will eventually (maybe even SOON) become possible to
redirect 8-bit-cartridge-space address references to a "remote
host" in something approaching the "realtime" response of actual
ROM -- particularly since it is ALREADY TRIVIAL to map a complete
Atari cart -- even the BIG ones like 128K -- into remote-system
RAM. That leaves only the hardware interface and a relatively
simple (even if it includes bank-switching handling etc.)
"ROM-image access driver." I think something like this would be
clever and cool -- although with emulators of the ENTIRE ATARI
getting better and better all the time, this gadget's prime
"window of opportunity" may have passed.

Comments?

Chris Chiesa
lvt-cfc@servtech.com

3801. Carts & manuals for the price of shipping

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <56ddu7$c7d@news1.halcyon.com>
Source record: 78913

I found some extra stuff while cleaning up. Anyone who wants to send a couple of bucks for shipping is welcome to it:

Cartridges and manuals (these are the old-style "large format" manuals):

Star Raiders
Asteroids
Music Composer
Missile Command

I'll also throw in the manual from the original APX version of Caverns of Mars (a collectors item?).

James Hague
junkster@halcyon.com

3802. Re: file transfer/term programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <328A551E.7741@airmail.net>
Source record: 78914

```
Terry Borah wrote:
>
> terryb@bloomington.in.us
>
> I am trying to use my 800XL for some Web browsing and am having some
> problems. The only Term program I have is HomeTerm, and I am guessing it
> emulates VT-52. Also the X-modem will not work at all. I am assuming
> that's because it needs to download in 128 byte chunks, But I really don't
> know.
> Anyway, What I think I need is:
>
> - A diagram and description of the Cable I need to hook up a 1050
> disk drive to my 1040ST for use with my XL emulator so I can transfer the
> FlickerTerm 80 that I downloaded to my ST to 8-bit Disk
> and/or
> - Someone willing to send me a copy of FlickerTerm or IceT or
> whatever I could use on my XL that is 80 column, VT-100, and able to
> 'talk' X,Y,or Zmodem (I have an 850 interface,Supra modem, 1030,and XM301
> modems)
> - Any suggestions
>
> All help will be _Greatly_ appreciated
> I will send whatever is needed if someone can send me a copy of
> ?whatever
> "T"
> terryb@bloomington.in.us
>
>
You could also hook up a null modem cable between the two and run term
programs to xfer the files to your 8-bit. Later.....j
```

3803. file transfer/term programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: terryb@bloomington.in.us
Message-ID: <56d53l$7rk@news.hoosier.net>
Source record: 78915

terryb@bloomington.in.us

I am trying to use my 800XL for some Web browsing and am having some problems. The only Term program I have is HomeTerm, and I am guessing it emulates VT-52. Also the X-modem will not work at all. I am assuming that's because it needs to download in 128 byte chunks, But I really don't know.
Anyway, What I think I need is:

- A diagram and description of the Cable I need to hook up a 1050 disk drive to my 1040ST for use with my XL emulator so I can transfer the FlickerTerm 80 that I downloaded to my ST to 8-bit Disk
and/or
- Someone willing to send me a copy of FlickerTerm or IceT or whatever I could use on my XL that is 80 column, VT-100, and able to 'talk' X,Y,or Zmodem (I have an 850 interface,Supra modem, 1030,and XM301 modems)
- Any suggestions

All help will be _Greatly_ appreciated
I will send whatever is needed if someone can send me a copy of
?whatever
"T"
terryb@bloomington.in.us

3804. Looking for PAL Atari 800/130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: Mauro Bregolin <mbr@sodalia.it>
Message-ID: <328A06F5.3FC7@sodalia.it>
Source record: 78916

Hi,

I'm looking for an Atari 800 or 130XE, PAL compatible (220V).
Please contact me via e-mail, as I don't read often the
newsgroup.

Thanks!

Mauro
--
Mauro Bregolin Sodalia SpA email: mbr@sodalia.it
Via V. Zambra, 1 voice: +39(461)316222
38100 Trento, Italy fax: +39(461)316663

3805. Looking for old game.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: Beach'n Dragon <b_burns@ix.netcom.com>
Message-ID: <3289E0D8.2159@ix.netcom.com>
Source record: 78917

When I had my first Atari, I remember having a text based adventure game about a spaceship called the GFS Sorcess or something like that. I lost the game, and can't remember the name. Does anyone remember this game or the name?

Brian Burns

3806. Re: Wanted: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-13 00:00:00 UTC
From: Ron Pothier <falken@tstonramp.com>
Message-ID: <328A163B.35B5@tstonramp.com>
Source record: 78918

I got one even cheaper. Anybody want ti make me an offer?

3807. Looking for old Atari magazine(s)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: waynew@teleport.com
Message-ID: <56e96e$nnb@nadine.teleport.com>
Source record: 78720

I am looking for a old program for the Atari 800xe/xl program that I typed out of a magazine. I am not sure what magazine 'compute, antic, etc', I think that it may have been compute that had versions of this program for other computers. The program evaluated the cost savings for insulating your roof, putting storm windows on, and many other savings based on wheatherization changes made to your home. This magazine is approx 10 to 15 years old... If you do not know of this program you may know of a good source to locate it... Can you please email me: waynew@teleport.com

--

mailto:waynew@teleport.com from Trail Blazer City, Oregon USA
Excel Ent. Portland, Oregon USA

3808. doubling a 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: jblenkle@calweb.com
Message-ID: <56eba9$lj9@news.calweb.com>
Source record: 78721

Does anyone know if anything else is required to U.S. Double a 1050 disk drive other than replacing the exisitng eprom with a U.S. Doubler eprom?

I've got a lead on a chip, but it is pointless to try to insert it if you have to do something else I don't know about.

Thanks

Joe Blenkle
jblenkle@calweb.com

3809. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: asal@mimuw.edu.pl
Message-ID: <56emps$cq@parnas.mimuw.edu.pl>
Source record: 78722

Maciej Grzeszczuk (krap@freud.psych.uw.edu.pl) wrote:
: Ryan Goolevitch (ryang@computerhelp.ca) wrote:
: : about 5 years ago... Would you be interested in seeing the schematics I
: : used? Its a piece of paper I could probobly scan and send as a GIF or
: : something (monochrome).

: could you please send me that schematics (uuencode or mime to
krap@freud.psych.uw.edu.pl)?

Please send it to me too - asal@melkor.mimuw.edu.pl

Adam Salamon

3810. Re: Atari BBS List: 96-11-12 (refresh)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <56f35t$h7c@sjx-ixn3.ix.netcom.com>
Source record: 78723

In <MPG.cf1eecb80408f96989769@client1.news.psi.net> oscar@justified.com (Oscar Fowler) writes:

>
>## <BBS name> : <phone number> [*]
> <location>
> <type> : <status> : <status date>
> --
> <notes>
>
>-------------------------------------
> 48 Systems Listed
>-------------------------------------
Oscar,
Just want to have you add JACS to the list.

JACS The Jersey Atari Computer Society
The BBS is run on a 1040ST using <Fnord>adel 3.51
<Fnord>adel is a Citadel network compatable BBS and is networked in the US and canada.
It is a 24/7 BBS at 14.4kbps at (609) 346-1224

JACS is mainly a general discussion BBS, but has on-going support for Atari 8-bit, ST/TT/Falcon and all game Atari game systems. The SysOp and club president is Mike Hopkins. The board is open to all with instant access to all public rooms and files. There is NO u/l,d/l ratio or minimum u/l restriction. Files are added regularly and the discussions are rather wide in scope. There are over 125 topics to choose from and most are networked with other BBSes local and wide area. JACS is located in Somerdale, NJ USA.

Enjoy!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3811. FS: 16 ' Atari extension cords $6 ea 2-4-$10 w/shipping

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <56f1eu$3kp@mark.ucdavis.edu>
Source record: 78724
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit,alt.atari.2600

FS: 16 ' Atari extension cords $6 ea 2-4-$10 w/shipping

Imagine playing your Atari from across the room!

These cords have a male and female 9-pin connection
on either end and are 16 feet in length.

$6 for one or $10 for two, shipping included in the US only.

3812. FS: 8 Atari ST War Games - $20 + shipping

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <56f1i3$3kp@mark.ucdavis.edu>
Source record: 78725
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit,rec.games.video.marketplace

I have the following 8 Atari ST war games for sale.
First $20 + shipping takes the lot.

Thanks, Reinhard

* * * * * * * * * * * * * * *
Balance of Power

Includes: 87 page instruction manual, reference card, and 306 page book:
Balance of Power: International Politics as the Ultimate Global Game
* * * * * * * * * * * * * * *
Battle Chess

Includes: Instruction manual, reference card and original box
* * * * * * * * * * * * * * *
Breach

Includes: Instruction manual
* * * * * * * * * * * * * * *
Empire: Wargam
e of the Century

Includes: Manual, reference card, registration card, original box
* * * * * * * * * * * * * * *
Encyclopedia of War: Ancient Battles

Includes: Instruction manual, historical notes, reference card, CCS Ltd.
catalog, original box
* * * * * * * * * * * * * * *
Gauntlet

Includes: Original box
****
J.R.R. Tolkien's War in Middle Earth

Includes: Instruction manual, large & small maps, outer box cover
* * * * * * * * * * * * * * *
Xevious

Includes: Original box

3813. Atari 8bit CD

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <56f46t$7n5@xmission.xmission.com>
Source record: 78726

Well, I've received three advanced orders for the Atari 8bit CD. I will begin production on the CD in 4 days.

If you wish to obtain a copy, I will still need you to forward an advanced order.

Email reply this message for details.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

3814. Re: Old Digest Replies

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961114125200.HAA20709@ladder01.news.aol.com>
Source record: 78727

Good to see you hear, Tom! I can easily give up GEnie for this, but I won't -- not yet.

3815. Re: Atari BBS List: 96-11-12 (refresh)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961114125200.HAA20708@ladder01.news.aol.com>
Source record: 78728

The New Nest BBS (28) has a new location and phone number. (Well, not really. It's reverting to an old location, but with a brand new phone number.) The new number is:

(516) 783-4634

Sysop Jim Harris is moving to Massachussetts, and original sysop Pat Mulvey hass taken over as of Saturday, 11/9/96.

3816. How do you get binaries to work with XL-it! ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: mullins@ix.netcom.com
Message-ID: <328c933c.1901677@nntp.netcruiser>
Source record: 78729

I have downloaded Imageman. Using Imageman, I created a singe density ATR file and called it PENGO.ATR. I then added PENGO.EXE to PENGO.ATR. I then exited Imageman.

I tried running XL-it with the command line: atari -nobasic PENGO.ATR

All I got was a blue screen with a white cursor in the upper left hand corner. What am I doing wrong?

3817. sio2pc for ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: d0052356@worldnet.fr
Message-ID: <56g8a8$4dn@news.sct.fr>
Source record: 78730

Hello,
I'm looking for the same terrific (and cheap) software and harware to use with
my ST that I use for my great little 130XE.
I'm sure that a lot of you have both those atari's computors and can help me.
Thanks in advance....
Hope to read you soon here!!!

3818. Atari XE 130 + Star NL10

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: 106144.1421@compuserve.com
Message-ID: <56g8c7$fiv@dub-news-svc-3.compuserve.com>
Source record: 78731

Has any one experience in having a Star NL-10 printer running on the Atari XE 130? The NL-10 has a RS-232C (V24) serial interface with the usual 25 pin connector. But the Atari hasn't.

Regards, Henk Borst

3819. Re: doubling a 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <56g96m$79t@darla.visi.com>
Source record: 78732

> jblenkle@calweb.com (Joe Blenkle) writes:
> Does anyone know if anything else is required to U.S. Double a 1050
> disk drive other than replacing the exisitng eprom with a U.S. Doubler
> eprom?
>
> I've got a lead on a chip, but it is pointless to try to insert it if
> you have to do something else I don't know about.
>
>
>>>>
Yes, you need the module that replaces the RAM (6510 ?).
It is actually 2 of the RAMs, piggy-backed with a few wires added. Also,
you may have to change the jumpers on J1 thru J4. Depends on if PROM
or EPROM is already in it and which you are changing to.

Rich Mier

3820. Re: doubling a 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: bwillard@mindspring.com
Message-ID: <bwillard.389.000EA504@mindspring.com>
Source record: 78733

In article <56eba9$lj9@news.calweb.com> jblenkle@calweb.com (Joe Blenkle) writes:
>From: jblenkle@calweb.com (Joe Blenkle)
>Subject: doubling a 1050 drive
>Date: Thu, 14 Nov 1996 05:34:30 GMT

>Does anyone know if anything else is required to U.S. Double a 1050
>disk drive other than replacing the exisitng eprom with a U.S. Doubler
>eprom?

>I've got a lead on a chip, but it is pointless to try to insert it if
>you have to do something else I don't know about.

>Thanks

You have to double the on-board ram as well. Depending on your drive,
there are certain jumpers you may have to add too.

Bruce Willard bwillard@mindspring.com

3821. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <Of5iyMezGigQ092yn@kenton.com>
Source record: 78734

In article <56cr36$nkh@cyber1.servtech.com>,
lvt-cfc@cyber1.servtech.com (christopher f. chiesa) wrote:
>Right here in this very newsgroup, between three and six years ago (I'm
>not really sure), someone posted that he was building an interface to
>connect the Atari 8-bit computer's cartridge port with one or another port
>(I don't know the hardware) on an Atari ST. The purpose of this was to be
>able to store ROM images on the ST and then either download them
>into the 8-bit's cartridge memory space, OR to redirect all 8-bit-
>cartridge-memory address references to a ROM image on the ST, or
>maybe both. Obviously my memory of it is a bit vague.

I had an idea a few years ago about connecting several Ataris together
so they all shared the same ROM cartridge space. I was thinking it
would be a neat way to get into multi-processing, but I didn't research
it that far!!

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

3822. FS: Atari computer equipment

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: jlong5@csc.com
Message-ID: <56gsml$fpj@explorer.csc.com>
Source record: 78735

Atari Computer Schtuff For Sale

I really don't know much about Atari computer
stuff, so forgive my ignorance. I got this stuff
in trade (with lots of other stuff) from a friend.
Even though I don't have power supplies for the
computers, we plugged them in at his house, and they
seemed to work ok. However, this is not a guarantee.
I can't guarantee stuff that I don't understand, but
everything looks to be in really good shape. I mention
positive tests I've done on each item.
They've been sitting in a box in my (dry) basement
for a few months. The wife wants them gone. I do too.
Anyhow onto the shtuff. Prices do not include shipping,
and are price listed or better offer.

(2) Atari 130 XE computers.....$10 a piece
(1) Atari 1050 Floppy Disk Drive w/PS
and assorted floppies
Light comes on, drive spins up,
light goes off, drive quiet.
(seems ok.).....$10
(1) Atari 1050 Floppy w/o PS (same
as above, no PS).....$8.00
(1) Atari 410 Tape Recorder
w/manual.....$5.00
(1) Atari 850 Serial Interface
w/850 manual,
Telelink II software,
and 830 modem PS.....$10
(1) Atari 810 Floppy Disk Drive w/
PS (seems to be the PS for it)
and owner's manual
Light goes on, Drive spins up,
light stays on. (seems ok?).....$10
Software Pack #1 (carts)
includes K-Razy Shootout,
Frogger, Ducks Ahoy!,
Story Machine, Linking Logic,
Time bound, Pac-Man, Atari
Basic (can't test these, look
OK though).....$10
Software Pack #2 (Tapes, Manuals)
includes Atari Word Processor
w/ binder and disks/tapes,

touch typing manual, Atari Dos
II manual, 400/800 manual, 825
printer manual, effective
writing tape, juggles
rainbow tape.....$5.00

OR, take it all for $50 plus shipping.

Thanks,
Johnny5!

3823. Re: Need help for term paper

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <328BB3DA.CDC@anest4.anest.ufl.edu>
Source record: 78736

ejh7678@isc.rit.edu wrote:
> what is the orginzation of the CPU? does it have multiple excucation
> units, does it have a long pipeline?..ect
>

Multple execution units? Long pipelines? You are aware, I assume, that the Atari 800XL uses a 6502 CPU, and you should consider yourself lucky that you have THREE 8 BIT REGISTERS to work with; only one of which can be pushed or popped (unless you use a 65c02).

-Michael Ellis

3824. Getting .ATR files to work with XL-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: ramsmich@cwis.isu.edu
Message-ID: <56h16r$98f@cwis.isu.edu>
Source record: 78737

I can't seem to get these things to work. I have managed to get to the point where I can look at the directory of a .ATR file on a virtual D2: from DOS but when I try to binary load them I get an error-164. After error-170 (File not found) my memory is rather hazy on error codes... Please pardon if this has been answered before as I just discovered the existence of 8-bit emulators and the FAQ seemed to focus on .XFD files (which seem to work well). Any help would be appreciated.

--

3825. WTB: Atari 2600 system

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: Walid Maalouli <wmalouli@galesburg.net>
Message-ID: <01bbd27d$af005480$331f20cf@wmalouli>
Source record: 78738

Hello.
I'm looking for an Atari 2600 system. Will pay top dollar. Please E-Mail
offer WITH price: I don't like to guess...
Thanks.
--
Walid Maalouli, MD
Making a Better Future, One Child at a Time
wmalouli@galesburg.net

3826. Need simple Atari Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-14 00:00:00 UTC
From: Dave Griffin <griffd@rpi.edu>
Message-ID: <328B1984.5B7@rpi.edu>
Source record: 78739

Hi. Im looking for a used Arari joystick. Anyone selling one for cheap?

3827. Re: Help needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbd2aa$6f46ba00$01f7aecc@workstation-1>
Source record: 78740

> While they may be good in some cases, what I dont like about them
> are when they are only used to animate graphics. Those and server
> push animations bother me, simply because:
>
> 1. They make my HD do more work than it needs to
> 2. Its hard to tell when the page is done loading
> 3. It is difficult to do anything else becuse the CPU is being used

1. Win95 makes your HDD do more than it needs to... mind you the average HDD (that is one of GOOD quality and standards) should last forever and if your HDD is doing alot of access then simply increase your memory cache in Netscape.

2. Javascript is active AFTER the page is loaded so you always know when the page is done loading (the status bar says "Status: Done").

3. Not if the code is written correctly it isn't...
--
Will Fisher

_____
BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3828. Re: How do you get binaries to work with XL-it! ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <56hls0$hcj@sjx-ixn3.ix.netcom.com>
Source record: 78741

In <328c933c.1901677@nntp.netcruiser> mullins@ix.netcom.com (Robert)
writes:
>
>I have downloaded Imageman. Using Imageman, I created a singe density
>ATR file and called it PENGO.ATR. I then added PENGO.EXE to
>PENGO.ATR. I then exited Imageman.
>
>I tried running XL-it with the command line: atari -nobasic PENGO.ATR
>
>All I got was a blue screen with a white cursor in the upper left hand
>corner. What am I doing wrong?
You'd have to have DOS in the disk image and rename PENGO.EXE to
autorun.sys. This will auto run the program. However, it is probably
better to have multiple games in the image file with a menu/loader and
DOS. The other way is, at the DUP.SYS menu, use L then D1:PENGO.EXE.
This should also run the program.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3829. Re: Atari 8bit CD

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <56hlje$n45@sjx-ixn5.ix.netcom.com>
Source record: 78742

In <56f46t$7n5@xmission.xmission.com> jeking@xmission.xmission.com
(James King) writes:
>
>Well, I've received three advanced orders for the Atari 8bit CD. I
will
>begin production on the CD in 4 days.
>
>If you wish to obtain a copy, I will still need you to forward an
advanced
>order.
>
>Email reply this message for details.
>
>
>--
> @ @ @ ------------------------------------ @ @ @
> @ @ @ James King - jeking@xmission.com @ @ @
> @ @ @ ------------------------------------ @ @ @
> Atari 8bit Hobbyist by choice, IT Professional by Accident!
Jim,
Please repost the ad with prices.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3830. Re: Getting .ATR files to work with XL-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <56hmhi$4l7@sjx-ixn8.ix.netcom.com>
Source record: 78743

In <56h16r$98f@cwis.isu.edu> ramsmich@cwis.isu.edu (ROBOT_CROW_T)
writes:
>
>I can't seem to get these things to work. I have managed to get to
the
>point where I can look at the directory of a .ATR file on a virtual
D2:
>from DOS but when I try to binary load them I get an error-164. After
error-170
>(File not found) my memory is rather hazy on error codes... Please
pardon if
>this has been answered before as I just discovered the existence of
8-bit
>emulators and the FAQ seemed to focus on .XFD files (which seem to
work
>well). Any help would be appreciated.
>
>--
>
>
>
>
Error 164 is a bad file. Either the file is incomplete, making it look
bad or there is something wrong with the image data at some part of the
file. 164 has 2 meanings, 1) bad file, it can't be executed or
something doesn't match that DOS is looking for to transfer the file in
sequence. 2) the file is write protected when you are trying to
overwrite or delete it. Try downloading the file again from a different
archive or recreating the .XFD/.ATR disk image from scratch.
Some programs will only run on specific versions of the OS (800 or
XL or 130XE), but you're not even getting this far with this file.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3831. Re: How do you get binaries to work with XL-it! ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <328C27D6.167E@htw.uni-sb.de>
Source record: 78744

Robert wrote:

> All I got was a blue screen with a white cursor in the upper left hand
> corner. What am I doing wrong?
You need a DOS to load the program.

E.g. atari -nobasic dos25.xfd pengo.atr

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3832. Atari Computers for sale...cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: kmiller@mines.edu
Message-ID: <NEWTNews.848073650.25206.kmiller@int2.mines.edu>
Source record: 78745
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

Hi,

I have several accumulated Atari items that I'd like to sell.
The reason is not only growing disenchantment with the
support of Atari products by not only the 3rd party developers,
but also a seemingly loyal secondary and primary retail market.
I just can't make the things do what I need them to do anymore.
But, I guess my lose is your gain. I have 8-bits, Jaguar stuff,
ST stuff, and just some other stuff and remember: THE PRICES ARE
NOT CUT IN STONE...if you have an ideal price (not free!) then we can talk.
All items work as of Friday at 8:00 in the morning!
Shipping is extra.

ST stuff:
Whoever buys these will get half of my software collection
including a ram disky thing from ANTIC, ST Word, etc. Quite a deal
at no cost to you.

1040STf works perfect and is a cosmetic 9.0! Disk drive perfect, etc.
Includes working mouse and some docs $50

520 ST upgraded to 1 meg...you know the story! Includes mouse and
some docs $40

SF314 (2) disk drives with cables and docs and connection cords $25 each

SC1224 (?) the colour monitor with box. No burn-in works well.
I've never had a problem with it. Docs included. $45

SC124 (?) Mono high res monitor. No docs or box but still works
like a gem. $35

SF204 HDD 20 meg (can you dig it?) hard disk drive. Works well
comes with all software preloaded to make it go once attached to
your Atari computer. $50 (I paid $90 :-()

8-bit computers. As above, all work well and are cosmetically
near mint...at any rate they have been well maintained. All
items come with cords and power supplies, and some come with the
original docs and boxes.

400 you know the story. Includes docs for 400/800. Can I
pay you to tow it away. Cosmetically, this is about as perfect as they come.
$ 20

800XL works nice, just not my cup of tea. Even comes with original box...
hey, it's America! $40

65xe works well. comes with original box. I;'ll include the docs
if I can find them in my closet. $40

130xe How can Toad charge $100 for these things? No box but looks
and works like day 1. $50

1050 disk drives. Nothing fancy, but power supply included. One of
them come with a box, the other...does not! $45 each

835 modem...viva 300 baud! perfect condition! $15

I also have some carts for the 8-bit like Assembly Editor,
BASIC, and some games. Will include with first purchase for
$2 each.

2600 works well but no power supply or docs. Several games.
$15

Jaguar game console plus 3 controllers. All cables, cords, etc.
two controllers are the regular black ones and the other is
a rare prototype grey one with blue buttons (available separately
for $25). I'll includew with the purchase of the Jag several carts like
Alien Vs. Predator, Checkered Flag, Power Drvie Rally, and...CYBERMORPH!
Jag comes with box and most game come with boxes...not all mind you.
whole package...minue proto controller $60

That's all...thanks for looking!

karl.

3833. Re: 13 PIN SERIAL I/O CABLE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <56iaht$7or@sjx-ixn9.ix.netcom.com>
Source record: 78746

American Techna-Vision still has a good stock of 3 ft. 13 Pin Serial
I/O Cables for your Atari 8-bit. Prices: $1.50 ea. or (10) for $10.00
plus $6.00 shipping/handling. We also have replacement power supplies
for 800XL/130XE at $9.95. Power Paks for 800/400/1200XL/810/1050/XF551
are priced at $4.50 ea. Contact us at 510-352-3787. - Ralph
American Techna-Vision, San Leandro, Ca. Est. 1973

3834. Re: Two Atari 800 questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: a5321mai@mailbox.UniVie.AC.AT
Message-ID: <56id1u$1mqu@www.univie.ac.at>
Source record: 78747

: : Hello,

: : THG> Ok, I lied, here's a third question. What the hell was the right
: : THG> cartridge slot for? What did it actually do from you, technically

The two ROM cartridge slots page RAM from hex8000 up to BFFF. Pushing
the ROM cartridges in deselects RAM. Deselection occurs on the
next 8k boundary.

helmut

3835. NEEDED.....DOCS for DOS xl and indus wp

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <56imrd$cem@macaw.cyberport.com>
Source record: 78748

I acquired an indus disk drive with master disks, but need docs:

especiall the
DOS XL reference manual
and indus supplied word proccessor docs.

can anyone help ??
is DOS XL a good dos for atari use ?

3836. sio2pc for ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <56iogm$g8s@usenetp1.news.prodigy.com>
Source record: 78749

Just curious here. Are you looking for a connection between the 130XE and the ST, or the ST and a PC? I'd think the standard SIO2PC would work to connect an ST to an XE with only new ST software required to emulate the 8 bit drives. I don't understand though if you're asking to connect the ST to a PC with something special, since they both use pretty much the same 720K floppy format and both have RS232 ports that could use a standard null modem. Am I lost?

3837. Re: Atari Computers for sale...cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <56in3a$nl7@james.freenet.hamilton.on.ca>
Source record: 78750
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In <NEWTNews.848073650.25206.kmiller@int2.mines.edu>, kmiller@mines.edu wrote:

: Hi,

: I have several accumulated Atari items that I'd like to sell.
: The reason is not only growing disenchantment with the
: support of Atari products by not only the 3rd party developers,
: but also a seemingly loyal secondary and primary retail market.
: I just can't make the things do what I need them to do anymore.

What do you expect? No one supports Atari users but themeselves alone, along with Apple II users, Commodore Users, Adam users, TI/99, and a whole host of others......the Atari is not unique. "COMPUTER"="IBM or CLONE" is reality now.

: Jaguar game console plus 3 controllers. All cables, cords, etc.
: two controllers are the regular black ones and the other is
: a rare prototype grey one with blue buttons (available separately
^^

This is nonsense! If it is a "Rare Prototype", I have 4 of them. The Blue button Jaguar Controller is merely the controller included with NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent me one for "free" when I bought my Jaguar, which had "regular" black buttons.

: for $25). I'll includew with the purchase of the Jag several carts like
: Alien Vs. Predator, Checkered Flag, Power Drvie Rally, and...CYBERMORPH!
: Jag comes with box and most game come with boxes...not all mind you.
: whole package...minue proto controller $60

: That's all...thanks for looking!

: karl.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3838. FS: 850 Interface module(s)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: Chet Chudasama <CChudasa@pacbell.net>
Message-ID: <328D1DA8.5A04@pacbell.net>
Source record: 78751

Hi,

I have 5 x 850 interface modules -
included:
manual + serial i/o cable
(no power supply)

If you are interested, please let me know
I'm looking for around $10 (+p.p) each.

I'm in San Mateo - Northern California

Thanks

Chet

3839. FS: Blue Max Cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: Chet Chudasama <CChudasa@pacbell.net>
Message-ID: <328D1E4A.D42@pacbell.net>
Source record: 78752

Hi,

I have 5 x Blue Max cartridges - still shrinkwrapped & unused

If you are interested, please let me know
I'm looking for $10 (inc p.p) each.

I'm in San Mateo - Northern California

Thanks

Chet

P.S: to the people that responded a little while ago, I'm sorry I didn'
t get back to you - my system went down and I got tied up.

3840. German atari freaks: S:Hard- & Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: Rene Gambke <s001919x@ypserv.rz.fhtw-berlin.de>
Message-ID: <328C8FA4.154F@ypserv.rz.fhtw-berlin.de>
Source record: 78753

Hello,

are here any Atari-users from Germany who want to sell rom-modules,
disk-software and hardware-expansions? Please mail me!

Bye, Rene

--

Rene Gambke

e-mail: rega@powerslam.in-berlin.de (home)
s001919x@rz.fhtw-berlin.de (more frequently)
fido: 2:2410/1030

3841. doubling a 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-15 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <328ca1f3@pianosa.demon.co.uk>
Source record: 78754

Whilst reading the usual rubbish I find here, Joe Blenkle wrote something
interesting to All about doubling a 1050 drive:

Hello Joe,

JB> Does anyone know if anything else is required to U.S. Double a 1050 disk
JB> drive other than replacing the exisitng eprom with a U.S. Doubler eprom?

Use SpartaDOS? :-)

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... I'm fed up with the dole and the human race. I'm gonna cut me liver out
and shove it in your face. - Kill; Alberto Y Los Trios Paranoias

3842. Stella Version 0.5 Released

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: bwmott@unity.ncsu.edu
Message-ID: <56kr43$g7i@taco.cc.ncsu.edu>
Source record: 78669

```
================================================================================

SSSS tt lll lll
SS SS tt ll ll
SS tttttt eeee ll ll aaaa
SSSS tt ee ee ll ll aa
SS tt eeeeee ll ll aaaaa
SS SS tt ee ll ll aa aa
SSSS ttt eeeee llll llll aaaaa

Version 0.5 for Linux, MS-DOS, OS/2, Power Macs, Unix and Windows

================================================================================
A Bradford W. Mott production in association with Aaron Giles,
Seunghee Lee, Jeff Miller, Darrell Spice Jr., and Keith Wilkins
================================================================================

Stella is a portable emulator of the old Atari 2600 video-game console
written in C++. It is still a work-in-progress, however, you can play
most Atari 2600 games with this release. There are five distributions:

* Binary distribution for Linux (stella-0.5-linux.tar.z)

* Binary distribution for MS-DOS (stella05.exe)

* Binary distribution for OS/2 (stella-0.5-os2.zip)

* Binary distribution for Power Macs (stella-0.5-mac.hqx)

* Binary distribution for Windows 95 & NT (stella-0.5-win32.zip)

* Source code distribution for Unix & MS-DOS (stella-0.5-src.tar.z)

There are two 2600 ROM images (.BIN files) included with each of these
distributions. One of them is a very simple test program, TEST.BIN, and
the other one, ELK.BIN, is a playable prototype of a game called "Elk Attack"
by Mark R. Hahn (see elk.doc for more information). BEYOND THESE TWO
FILES NONE OF THESE DISTRIBUTIONS CONTAIN ANY 2600 ROM IMAGES (.BIN FILES)
AND PLEASE DON'T WRITE ASKING FOR ROMS BECAUSE THEY'RE COPYRIGHTED!
If you own any of the Atari 2600 Action Packs by Activision you can use
the ROM images from it with Stella. There are several property files
(.VCS files) included with each distribution, however, you cannot play
a game with just a property file you must also have the corresponding
ROM image file.

New in this Version
===================
```

* Faster than version 0.4 for most games

* Sound support has been added for most systems

* Several games are now working: Haunted House, Frogger, Defender II

* New cartridge bank switching methods added: F8SC, FASC (CBS RAM+)

Supported Systems
=================

The following systems are currently supported:

* Linux (SVGALIB, X windows)

* MS-DOS

* OS/2

* Power Macs

* Unix (HP/UX, Solaris, etc...)

* Windows 95 & NT

Distribution Site
=================

The Stella distributions can be obtained from the Stella home page at:

http://www4.ncsu.edu/~bwmott/www/2600

If for some reason you are unable to connect to this page please try again
later. Sometimes the AFS sever goes down and the HTTP server can't access
my home directory :-)

Acknowledgements
================

The following people have had a big part in bringing version 0.5 to you:

Ron Fries - Author of the TiaSound library
Aaron Giles - Maintained the Power Macintosh version
Jeff Miller - Maintained the Windows version
Bradford Mott - Maintained the core code, Linux SVGA version and X version
Darrell Spice Jr. - Maintained the OS/2 version
Keith Wilkins - Maintained the MS-DOS version

Contacts
========

If you have any questions regarding Stella send mail to:

bwmott@eos.ncsu.edu

--

Bradford Mott (bwmott@eos.ncsu.edu) Computer Science Department

http://www4.ncsu.edu/~bwmott/www North Carolina State University
---

3843. Trackball support

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: Cathryn Mataga <cathryn@junglevision.com>
Message-ID: <328E8285.4070@junglevision.com>
Source record: 78670

So far I've found two games that support the Atari trackball. Slime and Missile Command. Is anyone aware of any other games that support the trackball?

3844. Re: sio2pc for ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961115222605.17316J-100000@ns1.ptd.net>
Source record: 78755

On 15 Nov 1996, Robert Stone wrote:

> Just curious here. Are you looking for a connection between the 130XE and
> the ST, or the ST and a PC? I'd think the standard SIO2PC would work to
> connect an ST to an XE with only new ST software required to emulate the
> 8 bit drives. I don't understand though if you're asking to connect the
> ST to a PC with something special, since they both use pretty much the
> same 720K floppy format and both have RS232 ports that could use a
> standard null modem. Am I lost?

Theorectially, one could use the same cable and write software on the ST
side. But maybe SIO2PC uses ports that aren't used on the ST, because
it's not exactly like the on eon the PC.

The closest you can get is to use a Xformer cable on a 8-bit drive and use
ST Xformer.

If someone knows where I can still get this, then *please* let me know. :)

Eric Noss
a.k.a
Mr. Maddog

3845. FS: Atari games, systems, and 8bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: Magnus@x-net.net
Message-ID: <328D895F.341A@x-net.net>
Source record: 78756
Cross-posted to: rec.games.video.atari,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.misc,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st,alt.atari.2600,alt.atari.2600.vcs,alt.atari.2600vcs

I've got more than a few Atari items listed on my web page. Mostly
systems and games, but also a few 8bit computers and misc. stuff.

Check it out at:

http://www.x-net.net/games

Thanks!

Will

--
[]
% Will & Clarke's Electronic Entertainment Emporium %
% Conniseurs of classic video and arcade games %
% http://www.x-net.net/games/ for inventory list %
[]

3846. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <56k7nn$jsl@nadine.teleport.com>
Source record: 78757
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking. At BSC's Web Page you'll View, and
DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Have problems connecting with BSC's web page? Why not DownLoad
FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to
Request catalogs through E-Mail. Really, it's no inconvenience. All I
ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send
them to you by E-Mail Only. I'll get back to you after the weekend.
Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please
Direct any and all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3847. Looking for Sloopy Malibu. Please Help!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <56k82i$jum@nadine.teleport.com>
Source record: 78758
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'm looking for an Atari User named Sloopy Malibu. He's been an Atarian
for a Long time. He even used to write articles for Atari Magazines. I
Remember one in AIM Magazine. I have some unfinished Business with Him.
We were in the middle of a Trade and after I received my part of the
Trade, I lost touch with him. And I still need to complete the Trade.
If anyone can help... An E-Mail Address, a Phone Number. Direct any and
all Replies through E-Mail to: bensmith@teleport.com

==Thanx==
===Ben===
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

3848. Problems with my 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: an6@pgstumail.pg.cc.md.us
Message-ID: <848105751.27142@dejanews.com>
Source record: 78759

I am having a serious problem with my 130xe. It seems that when I turned it on, nothing shows on the screen, the power is working, but nothing else. I tried my two adapters on the 130xe, same type. The adapters work for my 800xl, but not for the 130xe, what could be the problem and how can I fix it.

This article was posted to Usenet via the Posting Service at Deja News:
http://www.dejanews.com/ [Search, Post, and Read Usenet News]

3849. Re: doubling a 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: ricortes@netmagic.net
Message-ID: <56j92a$2ek@news.netmagic.net>
Source record: 78760

In article <56eba9$lj9@news.calweb.com>,
Joe Blenkle <jblenkle@calweb.com> wrote:
>Does anyone know if anything else is required to U.S. Double a 1050
>disk drive other than replacing the exisitng eprom with a U.S. Doubler
>eprom?
>
>I've got a lead on a chip, but it is pointless to try to insert it if
>you have to do something else I don't know about.
>
>Thanks
>
>Joe Blenkle
>jblenkle@calweb.com
>
You also need a ram expansion chip. That or figure out how to piggy
back two 6810 rams the same way ICD did.
Rick

3850. Re: FIDO & Larry Black

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: wiseguy@webzone.net
Message-ID: <56knph$e3l@news2.cais.com>
Source record: 78761

asharkis@aol.com wrote:

>In article <565pgo$g5r@news.asu.edu>, irata@aztec.asu.edu (JOHN COLLINS)
>writes:

>>Anyone know what's up with FIDOnet? Seems the are either
>>modifying or dropping the Atari sigs due to low traffic. But I
>>saw somewhere that the two sigs, 8-bit & ST, will be combined as
>>a single sig.

>I don't know where you heard it. After a pause of about a week, messages
>are flowing to the BBS I call for FIDO once again. There seems to have
>been no announcement, unless it was lost during that time. I put out a
>question to Larry, but it hasn't been answered yet.

I've noticed several usenet newsgroups with FIDO in the title are
those Fido echoes ???

The \/\/iseguy
wiseguy@webzone.net
Black Kettle Recordings

3851. FS Atari 400 Best Offer

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: garyt@seanet.com
Message-ID: <MPG.cf7982f75d42b4f989685@news.seanet.com>
Source record: 78762

Have a 400 for sale with 410 recorder, joy sticks, power supply, and cart Basic, Pole Position, Eastern Front.

Best offer plus shipping
E-Mail

garyt@seanet.com

3852. Re: Need simple Atari Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <328E2C7C.5C2@cris.com>
Source record: 78763

Dave Griffin wrote:
>
> Hi. Im looking for a used Arari joystick. Anyone selling one for cheap?

The latest B&C Computervision catalog lists them for $9.95 brand
new.

Jim

3853. FS 99/4A

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: garyt@seanet.com
Message-ID: <MPG.cf798ecc36b6dc5989686@news.seanet.com>
Source record: 78764

Have a TI99/4a, with TV Adaptor, Power Adaptor (110), Joy Sticks, Power Sticks, Cables for Recorder hook up, Cart Donkey Kon, Indoor soccer, Pers Record Keeping, TI Invaders, Household Budget, Home Financial Decisions, with manuals.

best offer plus shipping

e-mail
garyt@seanet.com

3854. Atari BBS List: 96-11-16 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.cf7bdfda1f45e3c98976a@client1.news.psi.net>
Source record: 78765

Thanks for the updates - keep 'em coming!

Oscar

########

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry has
been updated since the last version of this list.

```
*****************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-11-16 *
* *
*****************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

-------------------------------------
50 Systems Listed
-------------------------------------

01 ? : 716-337-3628
New York, USA
? : ? : 96-03-10
```

--
Carina

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-648-8027
?
? : ? : 96-03-10
--
ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

06 Atari Connection : 801-280-7486
?
Atari-8 : OK : 96-08-04
--
Up since 85.
QWK connected to the world.
650MB of 8bit ONLY storage.
Huge collection of Atari 8bit
software and support.

07 Atari Express : 506-652-6826
?
? : ? : 96-03-10
--
ProNode 112

08 Atari Scene : 502-456-4292
Louisville, Kentucky, USA
Atari-16 : OK : 96-08-03
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901
Ottawa, Ontario, Canada
? : ? : 96-03-10

--
Dave Brown. X_232, IAN net soon

10 BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
--
MichTron

11 Barvarian Gaus : 303-367-5877
?
? : ? : 96-03-10
--
ProNode 108

12 Beco Tel : +31-2063-26859
Amsterdam, The Netherlands
? : OK : 96-03-10
--
Bernard Kok. Hours - 17:00-06:00 GMT

13 Carnival : 810-235-0158
?
? : ? : 96-03-10
--
ProNode 349

14 Closer to Home : 419-368-4413
Jeromesville, Ohio, USA
Atari-8 : OK : 96-08-07
--
ProNode 439; 300-14.4K USR
256K Bucholtz XL
CTH shareware support site.
Tom Hunt

15 Computer World : 716-247-8355
?
Atari-8 : OK : 96-03-10
--
Bob Puff.

16 CSS : 716-247-7157
?
? : ? : 96-03-10
--
<no notes>

17 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 96-08-05
--
Ronald Hall

Monthly cash/prizes!!
Gemini CD-ROM online.

18 Enterprise : 607-648-8027
?
? : ? : 96-03-10
--
ProNode 393

19 Hard Core : 203-871-1842
?
? : ? : 96-03-10
--
ProNode 317

20 Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
--
ProNode 366

21 Inside 8bit 1 : 706-798-2474
?
? : OK : 96-08-03
--
ProNode 47

22 Inside 8bit West : 510-895-8022
?
? : OK : 96-08-03
--
<no notes>

23 Iron Horse : 602-247-1036
?
Atari-8 : OK : 96-03-10
--
ProNode 381; NWPAC

24 JACS : 609-346-1224 *
Somerdale, New Jersey, USA
Atari-16 : OK : 96-11-16
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

25 JAIL : 416-762-9316
?
? : ? : 96-03-10
--

ProNode 335

26 Last Hope : 604-460-1195
Maple Ridge, BC, Canada
Atari-8 : OK : 96-03-14
--
Express X_232, soon IAN & Undernet

27 Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10
--
ProNode 415

28 MOOSE : 716-381-5139
?
? : ? : 96-03-10
--
<no notes>

29 New Nest : 516-783-4634 *
?
? : OK : 96-11-16
--
ProNode 28

30 Northern Limits : 905-937-2786
?
? : ? : 96-03-10
--
ProNode 338

31 Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
--
ProNode 430

32 Part Time : 216-582-1196
Cleveland, Ohio, USA
Atari-8 : OK : 96-08-05
--
ProNode 7 version 2.1a

33 Pot Hole : 604-642-6795
?
? : ? : 96-03-10
--
ProNode 365

34 Precinct : 504-766-3315
?
? : ? : 96-03-10

--
ProNode 207

35 Programmer's : 416-466-6749
?
? : ? : 96-03-10
--
<no notes>

36 Repair Shop : 801-967-8738
?
? : OK : 96-08-03
--
ProNode 53
300-19.2 baud Hayes Ultra

37 Rest Stop : 916-568-1712
?
? : ? : 96-03-10
--
ProNode 412

38 Revelstone : 717-263-9689
?
? : ? : 96-03-10
--
ProNode 227

39 SELECT : 916-392-7279 *
Sacramento, California, USA
Atari-8 : DOWN : 96-03-15
--
BBS is PERMANENTLY OFF-LINE.
Operated non-stop from
Aug 15'86 -> Nov 02'96
Sorry to see it go...

40 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

41 Slidell Express : 504-649-7921
?
? : ? : 96-03-10
--
ProNode 181

42 SNACC : 702-438-2208
?
? : ? : 96-03-10
--

ProNode 121

43 SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

44 Star NET : 407-281-6132 *
Orlando, Florida, USA
Atari-8 : OK : 96-11-16
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

45 Star Wars : 210-737-3019
?
? : ? : 96-03-10
--
ProNode 118

46 System Reset! : 905-544-6162
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-08-04
--
USF net, IAN net, ProNode 59
Probably back up in a year...

47 Underdog : 508-820-3089
?
? : ? : 96-03-10
--
ProNode 102

48 Wall : 904-730-8659
?
? : ? : 96-03-10
--
ProNode 287

49 Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
--
Wayne Arenz

50 Westex : 610-776-7495
?
? : ? : 96-03-10
--
ProNode 169

3855. 8-bit games FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: Ron Pothier <falken@tstonramp.com>
Message-ID: <328E163B.5D62@tstonramp.com>
Source record: 78766

```
Atari 8-Bit Software
--------------------

Disks:
------
Home-Pak (Word proc., term and database) 3 programs
Mastertype Filer
Math Blaster
O'Reilly's Mine (both disk and cart)
Alternate Reality the City
Pinball Construction Set
Timewise
Carts:
------
Alf
Qix
Mountain King
Basic XL language
Donkey Kong
" " Jr.
Dig Dug
Caverns of Mars
Alpha Shield
Kids on Keys
Galaxian
Defender
Pac-Man
Star Raiders
Cassettes:
----------
Invitation to Programming 1
" " " 2
" " " 3
Pacific Coast Highway
Zaxxon
```

3856. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961116102509.26402A-100000@pathogen.ecst.csuchico.edu>
Source record: 78767

On Thu, 14 Nov 1996, Ryan 'Gozar' Collins wrote:

> I had an idea a few years ago about connecting several Ataris together
> so they all shared the same ROM cartridge space. I was thinking it
> would be a neat way to get into multi-processing, but I didn't research
> it that far!!

What would be the benefit of having multiple computers share the same ROM space? They couldn't write to it, so it wouldn't allow any kind of communication between them.

3857. VisiCalc unprotect

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-16 00:00:00 UTC
From: bfinkelste@aol.com
Message-ID: <19961116220700.RAA21582@ladder01.news.aol.com>
Source record: 78768

Does anyone know how to remove the copy protection on VisiCalc? I somehow doubt that I could get a backup disk from VisiCorp any more.

3858. Re: FIDO & Larry Black

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <56m06v$2qm@news.asu.edu>
Source record: 78671

I got this info (know known to be erroneous) from a FIOD sysop.
I downloaded a listing of available conferences from another BBS
and I noticed one named ATARI instead of separate 8-Bit and ST
conferences. The description said "Everything about Atari" and
showed Larry Black as the moderator. You can see how I assumed
some things. Of course, when you "assume" things...
--
John Collins N.W.P.A.C.
irata@aztec.asu.edu P.O. Box 67511
Nybbles & Bytes Editor Phoenix AZ 85082

3859. Lord of Karma

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <56luoq$7vo@main.freenet.hamilton.on.ca>
Source record: 78672

I am looking for Lord of Karma, a text adventure from Avalon Hill Microcomputer games. Please UUEncode this file and mail it to me if you have it. I have been looking for this program for years, ever since I had it for the PET.

Getting my Atari a little while later, I still could not find it as early as 1982-83

It WAS written for the Atari 800 though.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3860. Re: VisiCalc unprotect

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <328f9969.8112147@news.networx.net.au>
Source record: 78673

bfinkelste@aol.com wrote:

>Does anyone know how to remove the copy protection on VisiCalc? I somehow
>doubt that I could get a backup disk from VisiCorp any more.

I don't have a copy of Visicalc, but if you could send me a `sector
copied' ATR file, (don't worry about the protection), I can try and
Unprotect it for you. I will go through my disks to see if I have a
program that can unprotect it, and if I have one I'll send it to
you...ok?

Steve

3861. S: German Compy-Shop-Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <328EE132.7DDD@kawo2.rwth-aachen.de>
Source record: 78674

Hallo !

Ii¿½m looking for the German Compy Shop Magazines since they are
Shareware. Would be very if someone could upload them to UMICH or
get contact with me.

Thanx, Matt

3862. FS: 10 yr collection of Atari equip!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: bradb40494@aol.com
Message-ID: <19961117112600.GAA03411@ladder01.news.aol.com>
Source record: 78675

OK, last time I posted I got a few offers, and offered to save the stuff
for one guy but his address seems to be invalid. So here goes again!!!!!!!
was originally asking 200$ but now 150$!!
Lots of hardware and software I would like to sell together.
>>>>>>>>>150$ or best offer takes all!!!!<<<<<<<<<<<
E-Mail BradB40494@aol.com if interested

Atari XE game system, good condition, manuals included.
Atari 800 computer, works, fair condition, has owners guide.
Atari 1050 disk drive, good condition with owners manual.
Atari 410 program recorder, works, fair condition, has owners guide
Atari 1025 printer, good condition, with owners guide and dust cover.
Covox voice master, sound digitizer and playback, speech recognition, with
owners manual diskette and microphone/headset.
3 joysticks, 2 standard Atari 1 aftermarket
Atari remote control joysticks, 2 joysticks and receiver, owners manual
and universal power supply, good condition. (originally designed for 2600
but works good with computers)
2 standard power supplies
1 XEGS power supply
3 books Atari basic, Inside Atari basic, Atari in wonderland.
misc interface cables etc....

30 cartridges *manual, **box,***both

video easel
krazy kritters*
centipede*
ace of aces***
joust*
frogger*
basketball*
kstar patrol*
alf in the color caves***
demon attack
music composer*
ms pac man*
flight sim II *
krazy shoot out*
ernie's magic shapes
atarigraphics w/light pen*
super breakout w/paddles*
pac man*
missile command
krazy antics*

facemaker**
donkey kong jr*
basic
mountain king*
return of the jedi*
asteroids*
star raiders*
atariwriter*
bug hunt w/light gun
et phone home*

30 disks
manuals and or boxes for the following
one on one***
la swat/panther**
silent service***
gauntlet***
dr seuss, fix up the mix up puzzler***
math blaster***
movie maker***
match wits*
jumpman junior*
richard petty's talledega*
super huey*
typing tutor/word invaders*
pit stop*
blazing paddles*
micro painter*

47+ program tapes
manuals for the following
aztec challenge
frenzy & flip flop
states & capitals
planet miners
space invaders

genrally the tapes are unrealiable many may not work

3863. Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <kheller2.11.0012C87A@ix.netcom.com>
Source record: 78676
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In article <56in3a$nl7@james.freenet.hamilton.on.ca> af332@james.freenet.hamilton.on.ca (William Moeller) writes:
>From: af332@james.freenet.hamilton.on.ca (William Moeller)
>Subject: Re: Atari Computers for sale...cheap!
>Date: 15 Nov 1996 16:24:58 -0500

>In <NEWTNews.848073650.25206.kmiller@int2.mines.edu>, kmiller@mines.edu wrote:

>: Jaguar game console plus 3 controllers. All cables, cords, etc.
>: two controllers are the regular black ones and the other is
>: a rare prototype grey one with blue buttons (available separately
> ^^

>This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
>Blue button Jaguar Controller is merely the controller included with
>NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
>me one for "free" when I bought my Jaguar, which had "regular" black buttons.

The Grey/Blue controller is a a Prototype controller. What do you
mean "NEWER" jags? The ones they just sent out to every store that
are now selling at $50?

By the way, does anybody know if the Cybermorph units they are selling
now are the ORIGINAL ones, with poster inside and original box
with the unreleased games on it?

>: for $25). I'll includew with the purchase of the Jag several carts like
>: Alien Vs. Predator, Checkered Flag, Power Drvie Rally, and...CYBERMORPH!
>: Jag comes with box and most game come with boxes...not all mind you.
>: whole package...minue proto controller $60

Karl

3864. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <bcxjyMezGqlZ092yn@kenton.com>
Source record: 78677

In article <Pine.HPP.3.95.961116102509.26402A-100000@pathogen.ecst.csuchico.edu>,
Barry Gordon <bgordon@ecst.csuchico.edu> wrote:
>
>On Thu, 14 Nov 1996, Ryan 'Gozar' Collins wrote:
>
>> I had an idea a few years ago about connecting several Ataris together
>> so they all shared the same ROM cartridge space. I was thinking it
>> would be a neat way to get into multi-processing, but I didn't research
>> it that far!!
>
>What would be the benefit of having multiple computers share the same ROM
>space? They couldn't write to it, so it wouldn't allow any kind of
>communication between them.

My thinking was that the 16K address space of the cartridge port would
be seen as the same by all the computers connected in this manner. (I
like my 8-bit, but I'm not really up to speed on the hardware!)

So if I would change a byte in that address space, all the computers
would see the change.

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

3865. Atari Fonts for Mac Now Available (freeware)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: jgoodman@tiac.net
Message-ID: <jgoodman-1711961247260001@supercell.tiac.net>
Source record: 78678

I recently converted the entire original 8-bit Atari character set into a set of bitmap fonts for Macintosh computers. They're available for download on my Atari web site (see below) under the "Other Atari 8-Bit Resources" link.

--
John V. Goodman 8-Bit Atari Game Flashbacks:
jgoodman@tiac.net http://www.tiac.net/users/jgoodman/atari/atarienter.html

3866. Re: VisiCalc unprotect

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: circle@accessus.net
Message-ID: <56n193$nm3@news.accessus.net>
Source record: 78679

In article <19961116220700.RAA21582@ladder01.news.aol.com>,
bfinkelste@aol.com says...
>
>Does anyone know how to remove the copy protection on VisiCalc? I somehow
>doubt that I could get a backup disk from VisiCorp any more.
As I recall, visicalc dosent have a protection scheme on the disk. It depends on
ones needing the manual jto use the program, and the manual was so thick,
that copying was damn near as expensive as buying it.

3867. Re: Modifications to the OS

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961117113412.16408B-100000@pathogen.ecst.csuchico.edu>
Source record: 78680

On Sun, 17 Nov 1996, Ryan 'Gozar' Collins wrote:

> My thinking was that the 16K address space of the cartridge port would
> be seen as the same by all the computers connected in this manner. (I
> like my 8-bit, but I'm not really up to speed on the hardware!)
>
> So if I would change a byte in that address space, all the computers
> would see the change.

AHH! I see where you're going. You want to map the RAM address into all of
the computers...

Possible.

Cumbersome.

Unrealistic.

3868. Free parts machines

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: jandtbos@sincom.com
Message-ID: <56nujp$8kg@news.cais.com>
Source record: 78681
Cross-posted to: comp.sys.tandy,comp.sys.hp.hardware,comp.sys.atari.8bit,comp.sys.cbm

Have the following non-functioning computers FREE to a good home (you pay shipping). None are completely dead, and none have been cannibalized for parts with the exception of one. All are in great cosmetic condition, ie no cracked cases, missing keys, etc. No power cords/supplies. Read on if interested:

HP MODEL 86: Circa 1981 or so, this is one of the first desktop computers HP produced. (I think the 85 was the first). The keyboard has been removed, but it powers up to a cursor. This one has the three Centronics-looking connectors at the rear compared to the single HP IB of the model 86B.

COMMODORE 64: Have two of these, both display garbage instead of the *** Commodore Basic ... start-up screen. Also have a 1541 disk drive which flashes the error light when accessing the disk.

TRS-80 COLOR COMPUTER: Same problem as the Commodores above. 16k and extended BASIC.

ATARI 1010 DATA RECORDER: Looks new. Tape reels don't turn.

DEC LA50 PRINTER: This one may work, but I don't have a 25 pin cable to test it with, so we'll call it broken. The front panel controls work, though (line feed, form feed, on/off line). Small, but heavy.

If you are interested in any, or preferably all, of the above, please e-mail me. I'd hate to throw any of these away, esp. the HP. It's so 70's looking.

Jonathan Bos
jandtbos@sincom.com

3869. Re: VisiCalc unprotect

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961117113238.16408A-100000@pathogen.ecst.csuchico.edu>
Source record: 78682

On 16 Nov 1996 bfinkelste@aol.com wrote:

> Does anyone know how to remove the copy protection on VisiCalc? I somehow
> doubt that I could get a backup disk from VisiCorp any more.

It's a little foggy, but I seem to recall a program which would take a
copied VisiCalc disk and both unprotect it and make it run under
SpartaDOS.

3870. Re: Atari BBS List: 96-11-16 UPDATE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: af332@freenet.hamilton.on.ca
Message-ID: <56luk5$7vo@main.freenet.hamilton.on.ca>
Source record: 78683

Oscar Fowler (oscar@justified.com) wrote:
: Thanks for the updates - keep 'em coming!

: 46 System Reset! : 905-544-6162
: Hamilton, Ontario, Canada
: Atari-8 : DOWN : 96-08-04
: --
: USF net, IAN net, ProNode 59
: Probably back up in a year...

Please remove my old phone number from this list!!

I don't want people calling this number expecting it to be up, and not noticing the DOWN notice.

I am thinking of putting my BBS up again, sharing my one voice line.....if I can pass packets through Email on the internet. If anyone wants to connect me into the IAN/USF or whatever net still is around, leave me Email.

Willy

3871. Re: FIDO & Larry Black

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961117234100.SAA15747@ladder01.news.aol.com>
Source record: 78684

In article <56knph$e3l@news2.cais.com>, wiseguy@webzone.net (The Wiseguy)
writes:

>I've noticed several usenet newsgroups with FIDO in the title are
>those Fido echoes ???
>
>
>

There is a way to get messages to and from Fido from the Internet. I'm
not sure if it's uniform across all Fido BBSs.

"Echoes" are message bases, or sigs, within the Fido system.

3872. Re: FIDO & Larry Black

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961117234100.SAA15748@ladder01.news.aol.com>
Source record: 78685

In article <56m06v$2qm@news.asu.edu>, irata@aztec.asu.edu (JOHN COLLINS)
writes:

>I got this info (know known to be erroneous) from a FIOD sysop.
>I downloaded a listing of available conferences from another BBS
>and I noticed one named ATARI instead of separate 8-Bit and ST
>conferences. The description said "Everything about Atari" and
>showed Larry Black as the moderator. You can see how I assumed
>some things. Of course, when you "assume" things...
>-

Don't sweat it. Larry is happy with things as they are now, and nothing
is about to change anyway.

You can't believe everything you see in print, or on the Internet, or on a
BBS, or ...
<G!>

3873. Re: sio2pc for ST

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: bsc@worldonline.nl
Message-ID: <328f9bc4.17795962@news.worldonline.nl>
Source record: 78686

On 14 Nov 1996 23:00:24 GMT, d0052356@worldnet.fr (Christian DELELIS)
wrote:

>Hello,
>I'm looking for the same terrific (and cheap) software and harware to use with
>my ST that I use for my great little 130XE.
>I'm sure that a lot of you have both those atari's computors and can help me.
>Thanks in advance....
>Hope to read you soon here!!!
>
There is a program like ST/XL Link, which runs on an Atari ST.
With the Sio2PC interface you can let your ST emulate a 1050
diskdrive.

Bo.

3874. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_848272834@rtfm.mit.edu>
Source record: 78687
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: August 27, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following four Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

3875. Re: VisiCalc unprotect

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1711962258280001@port1.bitstream.net>
Source record: 78688

In article <19961116220700.RAA21582@ladder01.news.aol.com>,
bfinkelste@aol.com wrote:

> Does anyone know how to remove the copy protection on VisiCalc? I somehow
> doubt that I could get a backup disk from VisiCorp any more.

There is a cracked version at Yogi's site
(http://mars.superlink.net/scharles/). I've run it on Rainbow with no
problems. I assume it would run on the real thing as well.

Mark

3876. Atari Explorer XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: DAG.HUGDAHL@flight.org
Message-ID: <818_9611180106@flight.org>
Source record: 78689

Quoting From: Richard.Douwes@hcc-lwd.idn.nl (Richard Douwes)

RD>All this talk about the XE vaporware stuff reminded me of an ad from
RD>"Atari Explorer" from about 1985. It showed a complete XE system,
RD>complete with XE style color monitor, ditto printer, diskdrive (and
RD>modem?). I have been searching my "archives" for it, but to my
RD>unpleasant surprise, I haven't got it anymore!
RD>
RD>Is there anybody who knows what I am talking about? It was on the
RD>back of the, I guess, Summer 1985 edition. Is this ad "available" on
RD>any WWW page? Can anybody scan it and put it on some WWW page or
RD>Email it to me?

I'm pretty sure I have that issue of Atari Explorer because
I remember something similar to that too. Let's see what I can do.

-Dag- --> dag.hugdahl@flight.org
dhugdahl@isd.net

---
* PabQwk 2.0 #23 * [Pause] - [Press any key to continue or press any other key to abort]
---------- -//- ----------
Internet: DAG.HUGDAHL@flight.org

3877. Help in identifying cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-17 00:00:00 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <328FDA71.352A@one.net>
Source record: 78690

I recently picked up a bunch of stuff. I need help in identifying a cartridge. It is in a black case and has no label. The inside of the case has Deico Electronics, Sunnyvale CA. embossed on it. The circuit board doesn't have a chip on it, just a small (1.2 in. square) blob of epoxy. It also has Deico Electronics on it.

I've plugged into both the right and left cartridge slots with no luck. One of the 800s in the lot has the "Pill" modification. I am unfamiliar with this mod. I know it copies cartridges to disk, but other than that I've no clue.

Is this cart part of the Pill system? Any help will be appreciated.

Thanks,
-Bob
ryanr@one.net

3878. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: Michael Sinks <sinksmic@pilot.msu.edu>
Message-ID: <32910D67.4956@pilot.msu.edu>
Source record: 78619
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

jim petit wrote:
>
> On a slightly different note: Have you seen the latest "All
> Electronics" catalog? They have black Jaquar controllers for $2.50.
Bad news, everybody. I just called today (11/18), and they are all out
as of this morning. Seems someone bought a very large supply of them
just this morning (that's what the lady told me).
--

Mike Sinks
sinksmic@egr.msu.edu

3879. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <329145AC.6913@airmail.net>
Source record: 78620
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

Michael Sinks wrote:
>
> jim petit wrote:
> >
> > On a slightly different note: Have you seen the latest "All
> > Electronics" catalog? They have black Jaquar controllers for $2.50.
> Bad news, everybody. I just called today (11/18), and they are all out
> as of this morning. Seems someone bought a very large supply of them
> just this morning (that's what the lady told me).
> --
>
> Mike Sinks
> sinksmic@egr.msu.edu

Well Fudge! Thought I was passing along some useful info. Anyway, for
those that don't have it the number to call for a free catalog is:
800-826-5432. If you live outside the U.S. (I heard some people do)
send $2. They have all kinds of interesting (and sometimes useful)
items. Later.............................j

3880. doubling a 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <329122fa@pianosa.demon.co.uk>
Source record: 78621

Whilst reading the usual rubbish I find here, CyberSteve wrote something
interesting to All about doubling a 1050 drive:

Hello CyberSteve,

>> JB> Does anyone know if anything else is required to U.S. Double a 1050
>> disk JB> drive other than replacing the exisitng eprom with a U.S.
>> Doubler eprom?
>> Use SpartaDOS? :-)
C> Hey it helps if you have the hardware to go with it!! Like a new RAM

Yes, I *know*. Why do you think I out the smiley there?

C> chip, and change some jumper settings, as well as the new Eprom chip..

He's got the EPROM. Okay, he didn't mention RAM, but even so....

_
Regards, /_) 2:251/18.14 2:251/50.75 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Do you think I'm a raving idiot, just got off the boat?
Deny; The Clash

3881. Life of Luxury for $5.00 !!!!!!! - _bigmo2.doc (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: Kenneth@YiHaEnterprises
Message-ID: <848252764.2186.55@intercal.demon.co.uk>
Source record: 78691
Body handling: Inline uuencoded payload not displayed: _bigmo2.doc

```
[Inline uuencoded payload not displayed: _bigmo2.doc]
```

3882. Lottery Win Guaranteed - _bigmo2.doc (1/1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: Kenneth@YiHaEnterprises
Message-ID: <848252758.2186.54@intercal.demon.co.uk>
Source record: 78692
Body handling: Inline uuencoded payload not displayed: _bigmo2.doc

```
[Inline uuencoded payload not displayed: _bigmo2.doc]
```

3883. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <56ob2k$8id@camel4.mindspring.com>
Source record: 78693
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

khheller2@ix.netcom.com (Karl Heller) wrote:

>In article <56in3a$nl7@james.freenet.hamilton.on.ca> af332@james.freenet.hamilton.on.ca (William Moeller) writes:
>>From: af332@james.freenet.hamilton.on.ca (William Moeller)
>>Subject: Re: Atari Computers for sale...cheap!
>>Date: 15 Nov 1996 16:24:58 -0500

>>In <NEWTNews.848073650.25206.kmiller@int2.mines.edu>, kmiller@mines.edu wrote:

>>: Jaguar game console plus 3 controllers. All cables, cords, etc.
>>: two controllers are the regular black ones and the other is
>>: a rare prototype grey one with blue buttons (available separately
>> ^^^

>>This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
>>Blue button Jaguar Controller is merely the controller included with
>>NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
>>me one for "free" when I bought my Jaguar, which had "regular" black buttons.

> The Grey/Blue controller is a a Prototype controller. What do you
>mean "NEWER" jags? The ones they just sent out to every store that
>are now selling at $50?

The grey/blue jag controller is called a Power Pad and was intended
for the Atari STE series of computers which support the Jagpad. The
color scheme matched the color of the STE better than the black one.

A real proto jag stick would be one of the square ones or the one of
the original hack jobs consisting of a 7800 joypad with extra buttons
wired together with a Star Raiders controller for the 2600.

John

3884. Re: Need help for term paper

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: davepat@total.net
Message-ID: <56oibf$erl@newsfeeder.total.net>
Source record: 78694

In article <328BB3DA.CDC@anest4.anest.ufl.edu>, michael@anest4.anest.ufl.edu says...
>
>ejh7678@isc.rit.edu wrote:
>> what is the orginzation of the CPU? does it have multiple excucation
>> units, does it have a long pipeline?..ect
>>
>
>Multple execution units? Long pipelines? You are aware, I assume, that
>the Atari 800XL uses a 6502 CPU, and you should consider yourself lucky
>that you have THREE 8 BIT REGISTERS to work with; only one of which can
>be pushed or popped (unless you use a 65c02).
>
>-Michael Ellis

Although, you could argue that the unique nature of page 0 is like getting 256 more registers (Heck, they're just one level removed from X and Y, in some ways).

--
David A. Paterson
--
I was told we'd cruise the seas for American gold
We'd fire no guns! Shed no tears!
Now I'm a broken man on a Halifax pier
The last of Barrett's privateers.
- Stan Rogers

3885. [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: "matthew p. conte" <itsbroke@ix.netcom.com>
Message-ID: <01bbd508$fbe89900$4ec220cc@matthew-conte>
Source record: 78695
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

John Dullea's (jxd230@psu.edu) PC Atari Emulator 1.3 has been released!

New in this version:

.. Better sound, using sound routines instead of samples
.. Works in a W95 DOS window, but the sounds don't play right
.. Player 2 keyboard keys are now I, J, K, and L
.. Partial Starpath Supercharger support
.. Fixed display problems in Space Invaders and Asteroids
.. Much better debugger
.. Support for Video Touch Pad
.. Support for CBS Booster-Grip (e.g. Omega Race)
.. Very small download, since no sound sample file

Find the MS-DOS Binaries at the site below.

regards,
mattconte
--
....
matt.conte [itsbroke@ix.netcom.com]
PC Atari 2600 Emulator Home
\ [http://www.netcom.com/~itsbroke/2600/]

3886. Lots of stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: "host name"@earthlink.net
Message-ID: <56ovgf$jsr@kirin.wwa.com>
Source record: 78696

I have the following for sale

2 Atari 800's
1 1200xl
1 600 xl
1 800xl
2 810's
1 Percom
2 850's
1 sx212
lots of joysticks
Axlon 128 and 32k modules
mpp 300baud modem with cart
1 color and one green monitor

All of the above work and have power supplies and SIO's ets.

I have tons of books (Most of the important ones) Lots of software. Too much to list (I did it once, and lost the file)

Carts:
2 basic
centipede
star raiders
defender
pac man

lots of antic and analog disks too...

Can't stop typing! Allright, thats it, promise.

I am looking for 175 plus shipping.

Email to ericcron@wwa.com
Seeya
Eric

3887. Req:MicroDos

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: valusia@hotmail.com
Message-ID: <56p4u4$53m@gemini.coi.pw.edu.pl>
Source record: 78697

I'm searchnig for MicroDos in Atari Emulator format (xfr).

3888. looking for SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <328FCB2A.13EC@uofrlaw.urich.edu>
Source record: 78698

Anybody out there looking to sell their used SIO2PC cable? Maybe you're moving or looking to make some quick money. I will pay you for your cable or possibly be willing to negotiate some sort of trade. Please reply if interested. Reasonable offers only, please. I will buy a new one only if I absolutely have to.

Dave Falcon
wfalcon@uofrlaw.urich.edu

3889. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <56pesc$8ce@Waldemar.mat.uni.torun.pl>
Source record: 78699
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

In comp.sys.atari.8bit matthew p. conte <itsbroke@ix.netcom.com> wrote:
> John Dullea's (jxd230@psu.edu) PC Atari Emulator 1.3 has been released!

> New in this version:

> .. Better sound, using sound routines instead of samples
> .. Works in a W95 DOS window, but the sounds don't play right
> .. Player 2 keyboard keys are now I, J, K, and L
> .. Partial Starpath Supercharger support
> .. Fixed display problems in Space Invaders and Asteroids
> .. Much better debugger
> .. Support for Video Touch Pad
> .. Support for CBS Booster-Grip (e.g. Omega Race)
> .. Very small download, since no sound sample file

> Find the MS-DOS Binaries at the site below.

> regards,
> mattconte
> --
> ....
> matt.conte [itsbroke@ix.netcom.com]
> PC Atari 2600 Emulator Home
> \ [http://www.netcom.com/~itsbroke/2600/]
Did this emulator have STEREO? It is not a joke. Second POKEY is situated at
the addresses: d210..d21f. Many computers are upgrated to STEREO, but I do
not know any STEREO emulator. I think that it is simply to make on emulator,
because the second POKEY don't generate the IRQ interruptions. From now will
be more and more STEREO musics, because i wrote new program:
Theta Music Composer. It is first (I think) program for STEREO computers.
You can download it from serwer yoshi.meil.pw.edu.pl subdirectory atari8bit.
Version 1.00 have only polish instruction, but the next version will be have
an english instruction.
Jaskier/member of Taquart

3890. Re: Help in identifying cartridge (correction)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: Bob Ryan <ryanr@one.net>
Message-ID: <328FF08A.706@one.net>
Source record: 78700

Bob Ryan wrote:
>
> I recently picked up a bunch of stuff. I need help in identifying a
> cartridge. It is in a black case and has no label. The inside of the
> case has Deico Electronics, Sunnyvale CA. embossed on it. The circuit
> board doesn't have a chip on it, just a small (1.2 in. square) blob of
> epoxy. It also has Deico Electronics on it.
>
> I've plugged into both the right and left cartridge slots with no luck.
> One of the 800s in the lot has the "Pill" modification. I am unfamiliar
> with this mod. I know it copies cartridges to disk, but other than that
> I've no clue.
>
> Is this cart part of the Pill system? Any help will be appreciated.
>
> Thanks,
> -Bob
> ryanr@one.net

I should have proofread my post. The epoxy is 1/2 inch, not 1.2 inch!!!
Sorry 'bout the typo.

-Bob

3891. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32905290.41C6@htw.uni-sb.de>
Source record: 78701
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

Marcin Lewandowski wrote:

> Did this emulator have STEREO? It is not a joke. Second POKEY is situated at

PC Atari is a 2600 emulator and not a XL/XE emulator.

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3892. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <56pndp$h10@Waldemar.mat.uni.torun.pl>
Source record: 78702
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

In comp.sys.atari.8bit Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:
> Marcin Lewandowski wrote:
> > Did this emulator have STEREO? It is not a joke. Second POKEY is situated at

> PC Atari is a 2600 emulator and not a XL/XE emulator.

> Bye,
> Markus

Sorry, but maybe you could upgrade your XL-it? I think that it is very good emulator (only on this emulator works the best demo on atari XL/XE: AssKicker). But not works (for example) my zin: Energy. Why? Did your emulator not emulate my SIO routine? Energy turns off ROM after loading first 3 sectors.
Jaskier

3893. Re: Atari Fonts for Mac Now Available (freeware)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <56pol6$6te@sjx-ixn9.ix.netcom.com>
Source record: 78703

In <jgoodman-1711961247260001@supercell.tiac.net> jgoodman@tiac.net (John V. Goodman) writes:
>
>I recently converted the entire original 8-bit Atari character set into a
>set of bitmap fonts for Macintosh computers. They're available for
>download on my Atari web site (see below) under the "Other Atari 8-Bit
>Resources" link.
>
>--
>John V. Goodman 8-Bit Atari Game Flashbacks:
>jgoodman@tiac.net
http://www.tiac.net/users/jgoodman/atari/atarienter.html

Speaking of Atari Fonts, does anyone happen to have the ATASCII set in TTF format for the PC. e-mail me if you do or better, e-mail me a copy, if you do.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3894. Wanted Non-working MIO's

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32907707.4F07@tcd.net>
Source record: 78704

Looking for Dead MIO's, get back to me with type and price via e-mail

Thanks..Bob

3895. Re: doubling a 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: cybersteve@geocities.com
Message-ID: <32967d1b.4636054@news.networx.net.au>
Source record: 78705

Brad Rogers <brad@pianosa.demon.co.uk> wrote:

>Whilst reading the usual rubbish I find here, Joe Blenkle wrote something
>interesting to All about doubling a 1050 drive:
>
>Hello Joe,
>
> JB> Does anyone know if anything else is required to U.S. Double a 1050 disk
> JB> drive other than replacing the exisitng eprom with a U.S. Doubler eprom?
>
>Use SpartaDOS? :-)
> _

Hey it helps if you have the hardware to go with it!!
Like a new RAM chip, and change some jumper settings, as well as the
new Eprom chip.. Then maybe SpartaDOS will be able to use it..

3896. Cheap Atari stuff...even cheaper!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: kmiller@mines.edu
Message-ID: <NEWTNews.848335963.25758.kmiller@int2.mines.edu>
Source record: 78706
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari.2600

Hi,

The sale has gone quite well, but there are a few things left to sell, and now
I'm pulling out all the stops!

Buy my entire collection of 8-bit stuff for $175 plus shipping!
This includes all power supplies and necessary connectors
to make the machine do what it needs to do! All items are in
perfect working order!

-1 65 xe
-1 130 xe
-1 400
-1 800xl
-2 1050 disk drives
-1 835 modem
-1 xm301 modem
-1 410 tape recorder...how do you make those damn things work?
-various cassettes and disks and carts to make the 8-bit go!
-FREE...2600 with carts to purchaser!
-anything else I can dream up!

I can't do any better than this...if you think the
prices are too high, please try to find half of this stuff
at this price. Additionally, for shipping cost, with purchase,
I will toss in a colour monitor and connecting cable to
attach the 65/130 xe to it...these cables are a pain in the
ass to find.

References upon request!

thanks.

karl.

3897. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: joel@I_should_put_my_domain_in_etc_NNTP_INEWS_DOMAIN
Message-ID: <56pt58$i9o@ursa.smsu.edu>
Source record: 78707
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

```
: The Grey/Blue controller is a a Prototype controller. What do you
: mean "NEWER" jags? The ones they just sent out to every store that
: are now selling at $50?

Those are not prototypes, or anything special. They're just the original
STe enhanced joypads...
```

3898. WTB: Pitfall or Pitfall II

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: "Robert W. Erickson" <dperw@mail.utexas.edu>
Message-ID: <3290BB4E.4334@mail.utexas.edu>
Source record: 78708

```
i am looking for either pitfall or pitfall ii.
can be either cartridge(preferred) or disk.

thanks,

dperw@mail.utexas.edu

cheers
```

3899. software on the net

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: "Robert W. Erickson" <dperw@mail.utexas.edu>
Message-ID: <3290BC93.14EF@mail.utexas.edu>
Source record: 78709

as i am sort of new to this group,
i have a question regarding software
available through yogi's and umich.
i have a real 800, and 1200xl. before
i go through the trouble of building
a sio2pc cable, are the software - cracked
or otherwise the same that used to be available.
in otherwords, are these the 'real mccoys'?
do they have the same graphics say in donkey kong
as the cartridge did?

i'm so glad to find out atari is alive and well on the net.
my first machine was an 800.

cheers
dperw@mail.utexas.edu
'hook'em horns'

3900. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: honda@tgn.net
Message-ID: <56qcke$s7p$1@uhura.phoenix.net>
Source record: 78710
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

kheller2@ix.netcom.com (Karl Heller) wrote:

>In article <56in3a$nl7@james.freenet.hamilton.on.ca> af332@james.freenet.hamilton.on.ca (William Moeller) writes:
>>From: af332@james.freenet.hamilton.on.ca (William Moeller)
>>Subject: Re: Atari Computers for sale...cheap!
>>Date: 15 Nov 1996 16:24:58 -0500

>>In <NEWTNews.848073650.25206.kmiller@int2.mines.edu>, kmiller@mines.edu wrote:

>>: Jaguar game console plus 3 controllers. All cables, cords, etc.
>>: two controllers are the regular black ones and the other is
>>: a rare prototype grey one with blue buttons (available separately
>> ^^^

>>This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
>>Blue button Jaguar Controller is merely the controller included with
>>NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
>>me one for "free" when I bought my Jaguar, which had "regular" black buttons.

> The Grey/Blue controller is a a Prototype controller. What do you
>mean "NEWER" jags? The ones they just sent out to every store that
>are now selling at $50?

About the Grey/Blue controller being a Prototype controller, EGM magazine did an interview with people from Atari awhile back(when they still covered the Jag) and the Grey/Blue color scheme was one of the TEST colors they were using. They had a couple different color schemes they were working on, but the Black/Red won!! They have a picture of an Atari employee (I can't remember who) that had a Grey/Blue Jaguar unit with the Grey/Blue controller.

3901. FUJIBOINK for 8-bit atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: sledge@wl.net
Message-ID: <3290C70C.63F7@wl.net>
Source record: 78711

please send me the OBJ version of FUJIBOINK for the ATARI 8-bit system.
remember? the demo has a moving, rotating FUJI atop a checkboard screen
and when it encounters a boundry, it rebounds and spins the other way.
on one sine of the FUJI, you see the infamous RAINBOW effect and on the
other, you see a solid surface. really neat!! will use this file on a
clone emulator. your help is appreciated.

thank you,
bill
president of H.A.C.E.
(Houston Atari Computer Enthuasists)

3902. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: exuadam@cnn.exu.ericsson.se
Message-ID: <56qhbb$9i@b04a24.exu.ericsson.se>
Source record: 78712
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

Marcin Lewandowski <jaskier@mat.uni.torun.pl> wrote:

>> PC Atari 2600 Emulator Home
>> \ [http://www.netcom.com/~itsbroke/2600/]

>Did this emulator have STEREO? It is not a joke. Second POKEY is situated at
>the addresses: d210..d21f. Many computers are upgrated to STEREO, but I do
>not know any STEREO emulator.

Ummm... I think you have the 2600 confused with some other computer.
The 2600 didn't have a POKEY, and it sure as hell didn't *ever* have
anything approaching stereo.

Or are you trying to tell us that you've somehow soldered two POKEYs
onto your 2600 board in such a way that they can be addressed by the
CPU and written a cart image for it?

--
Adam Roach -- adam.roach@exu.ericsson.se -- Standard Disclaimers, etc. <*>
"When you are in it up to your ears, keep your mouth shut."

3903. Infocoms and other various SW for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.96Nov18163008@slackey-sun.lightstream.com>
Source record: 78713

Well, folks, here it is... my full Atari software collection for sale.
Games and a few utilities like Print Shop, Newsroom and Visicalc.
Except for my carts - I'm keeping them, with my hardware. I guess I
could sell my disk drives, too, then, but NO!

Many are still in orig. packaging.

Prices are negotiable. If you take a lot, they're even MORE negotiable.

Infocom Text adventures. Except for Sorcerer, which is in the original
(creative) packaging, they're all in the bookshelf-style packaging.
"Hint" means I have the hint book. To my knowledge, all the original
items are present.

Price is $10 for each with hint book, $7 without.

Comedy sci-fi:
Leather Goddesses of Phobos Hint
Hitchhiker's Guide to the Galaxy Hint
Planetfall
(don't have Stationfall)

Sci-fi:
Starcross Hint
Suspended Hint

Entertainment:
Ballyhoo Hint
Hollywood Hijynx Hint includes Bureaucracy

Fantasy:
Moonmist Hint
Wishbringer Hint

Enchanter Trilogy:
Enchanter
Sorcerer (orig. packaging)
Spellbreaker Hint

Children's:
Seastalker Hint

Exploring:
Infidel Hint

Mystery:
Cutthroats Hint

Witness Hint
Deadline Hint

Horror:
Lurking Horror Hint includes Stationfall

Romantic:
Plundered Hearts

Other publisher, disks boxed with manual. (I use the term "boxed"
loosely - some didn't come in a box, but in an opening cardboard or
vinyl carrier, like a book.) Pricing listed is a "starting price."
Once again take a bunch and we'll negotiate the total.

AR - Arcade; STR - Strategy; UTL - Utility; WP - Word Processor.

$2 Caverns of Mars AR Atari
$2 Agent USA STR Scholastic
$2 Last V8 AR Mastertronic
$10 Print Shop & Print Shop Companion UTL Broderbund
(Just the Companion box)
$5 Golden Oldies - Adventure, Eliza, Life, Pong
$3 Master of the Lamps AR Activision
$2 Run For It Weekly Reader Family Software
$3 Cut & Paste WP Electronic Arts
$7 Movie Maker Interactive Picture Systems
$2 Murder on the Zinderneuf STR Electronic Arts
$10 Hacker GA Activision
$8 Silicon Dreams GA Firebird
$10 Jewels of the Darkness GA Firebird
$15 The Pawn GA Firebird
$3 Astro-Grover AR Sesame Street
$3 Superman featuring Darkseid AR Main Street
$5 Dunjonquest: Temple of Apshai AR Epyx

Other disks, no box. Manual included where indicated.

AR - Arcade; STR - Strategy; UTL - Utility; WP - Word Processor; KI - Kids.

$2 Grandma's House, Story Machine, Kidwriter, Kindercomp KI Spinnaker
(manual for Grandma's House only)

$10 Atari Macro Assembler & Text Editor Atari Manual
$2 Aztec Challenge AR Cosmos Manual
$1 Bandits AR Sirius
$2 Caverns of Khafka AR Cosmi Manual
$2 Crypts of Plumbous AR Cosmi Manual
$3 Dig Dug AR Datasoft Manual
$2 Dimension X AR Synapse Manual
$2 Dr Suess fixup the mixup KI CBS SW Manual

$2 Forbidden Forest AR Cosmi Manual
$5 Ghostbusters AR Activision Manual
$7 Gunslinger GA Datasoft (includes hint sheet)
$2 Kareteka AR Broderbund Manual
$1 Meltdown AR Cosmi Manual
$3 Mr. Do! AR Datasoft Manual
$1 Nautilus AR Synapse
$5 NeverEnding Story GA Datasoft Manual
$10 Newsroom + Clip Art PB Springboard Manual
$2 Partyware PB Hi Tech Expressions Manual
$4 Pitfall, Demon Attack AR Activision Manual
$3 Pole Position AR Datasoft Manual
$1 Protector AR Synapse
$1 Rasterblaster AR Bill Budge
$1 Sea Bandit AR Gentry
$1 Shamus AR Synapse
$1 Sky Blazer AR Broderbund
$3 Spider-man GA Questprobe
$3 Tapper AR Sega Manual
$7 The Quest GA Dallas Snell ...
$5 Transylvania GA Penguin SW Manual
$1 Tutti Frutti AR Adventure International
$20 Visicalc UTL Manual

Tape, boxed with manuals

$5 Conversational Spanish (5 tapes)
$1 Frogger!

Cartridge, boxed w/ manual

$3 Computer Chess

3904. Updated F/S Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <3290D5CF.5D53@cdsnet.net>
Source record: 78714

All Items have been tested and are in good condtion
unless Stated.

Shipping, mostly by US Priority mail, had excellent
results. $3.00 to $8.00 shipping charges.

Payment, Checks take 8 days to clear, Money orders
are shipped same/next day, COD with $5.00 deposit
only.

1 RamRod board for XL/XE computers, with book. $30.00
1 RamBo XL256K with ram and book. $30.00
1 OmniMOnXL With Doc's $30.00
1 OmniView XL with Doc's $25.00
2 256X1 ram chips for 800/XL/XE (new) $ 4.00 for 8
1 800XL motherboards, fully socketed TESTED!! $20.00
1 810 Atari service manual $15.00
1 1050 service manual, Atari's $15.00
1 1050 motherboard TESTED!! $20.00
3 PIA's C014795 NEW $ 4.00
2 Pokey's C012294 NEW $ 4.00
1 5200 OS C019156 NEW $ 5.00
1 850 ROM (Very hard to find!) NEW $15.00
1 Atari 800 Keyboard! TESTED!! $25.00
4 Atari Joystick centers (white plastic) NEW $ 2.50
5 Atari 2600/A Switchs, NEW $ 1.50
1 XL Keyboards! TESTED!! $15.00
1 1200XL service manual, Atari's $10.00
1 1025 Atari service manual $10.00
1 800 motherboard NEW $10.00
1 800 side board TESTED!! $ 5.00

I have more, and will do another latter, If you
need a part not listed, I might have it, ask.

Mike LaRue
830 W 2nd St.
Medford, Or 97501
541-772-7830

3905. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <56qg82$jmi@james.freenet.hamilton.on.ca>
Source record: 78715
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In <kheller2.11.0012C87A@ix.netcom.com>, kheller2@ix.netcom.com (Karl Heller) wrote:

: >: Jaguar game console plus 3 controllers. All cables, cords, etc.
: >: two controllers are the regular black ones and the other is
: >: a rare prototype grey one with blue buttons (available separately
: > ^^

: >This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
: >Blue button Jaguar Controller is merely the controller included with
: >NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
: >me one for "free" when I bought my Jaguar, which had "regular" black buttons.

: The Grey/Blue controller is a a Prototype controller. What do you
: mean "NEWER" jags? The ones they just sent out to every store that
: are now selling at $50?

Yes, the units which are selling dirt cheap. They changed the buttons
to a blue colour. I don't think you have a prototype, unless you are
talking about something which is totally different from what I am.

: By the way, does anybody know if the Cybermorph units they are selling
: now are the ORIGINAL ones, with poster inside and original box
: with the unreleased games on it?

There are TWO sorts of Cybermorph....one is in a BLACK case, and the
other is in a GREY case. I figure that the Jaguar was going to be the
same black as the 7800 system once....hence the black Cybermorph...
I personally think the unit would have been a lot sharper looking had
they gone this route.

Willy
--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

3906. Help with memory address for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: allentc@eng.auburn.edu
Message-ID: <56qrai$f2k@ultranews.duc.auburn.edu>
Source record: 78716

Does anyone know where to find the exact address of each memory part
discussed below?? I am looking for a free 8 bytes or so to wire
in some D/a converters and I'm new to atari basic programming.
I know this:
(quoted)

$200-$47f
This area is used for operating system database variables. Parts which are not used in some particular programs, such as the cassette buffer or printer buffer, may then be used for other purposes. See the O.S. equate listing for these locations.

Thank you,
Terry

Email responses to: allentc@eng.auburn.edu

3907. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <3290F6E1.4B83@airmail.net>
Source record: 78717
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

On a slightly different note: Have you seen the latest "All Electronics" catalog? They have black Jaquar controllers for $2.50.

3908. testing

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-18 00:00:00 UTC
From: leftyle5@delphi.com
Message-ID: <RvJV54B.leftyle5@delphi.com>
Source record: 78718

Problems posting. This is a test.

3909. Re: Need simple Atari Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <56qu8n$ckq@triglav.iwaynet.net>
Source record: 78622

Dave Griffin <griffd@rpi.edu> wrote:

>Hi. Im looking for a used Arari joystick. Anyone selling one for cheap?

Regular Atari joysticks tend to wear out very quickly. The switches
were nothing more than pop up buttons. I haven't seen any new Atari
compatible sticks in forever. I got hard up enough that I whipped out
the soldering iron and modified some Nintendo compatible sticks (they
were Quickshots) ....worked pretty well.

3910. Re: Need simple Atari Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: curiousg@crown.icongrp.com
Message-ID: <848368300.21463.0@dev153.crown.icongrp.com>
Source record: 78623

Dave Griffin <griffd@rpi.edu> wrote:

>Hi. Im looking for a used Arari joystick. Anyone selling one for cheap?

I believe a sega genesis controller will work with no modifications on
a 2600. I've been using one on my Atari 7800 with no modifications
although its good only on games that require one fire button (which is
all 2600 games).
If you want to use a genesis controller on a 7800 with 7800 games
that require 2 fire buttons there is a simple mod you make to the
controller.

3911. Re: software on the net

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: cybersteve@geocities.com
Message-ID: <329326bc.6294679@news.networx.net.au>
Source record: 78624

"Robert W. Erickson" <dperw@mail.utexas.edu> wrote:

>as i am sort of new to this group,
>i have a question regarding software
>available through yogi's and umich.
>i have a real 800, and 1200xl. before
>i go through the trouble of building
>a sio2pc cable, are the software - cracked
>or otherwise the same that used to be available.
>in otherwords, are these the 'real mccoys'?
>do they have the same graphics say in donkey kong
>as the cartridge did?
>
>i'm so glad to find out atari is alive and well on the net.
>my first machine was an 800.
>

Well, glad to hear another "ex" ATARIan has come back to life.....
Yes, the software you'll find there is the same as you would have if
you bought the game- except that there isn't any protection.
DEFINATELY build the SIO2PC cable, you'll enjoy your ATARI even
more with this! I have, and it's excellent.... up to 16mb disks, and
heaps faster loading times (3 times faster than US 1050), Direct file
transfer to and from the PC (better off using the APE system for
that), Printer redirection, lots of other things to make your ATARI
look like a real computer again......
Have fun.

3912. Re: Atari Explorer XE System ad

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961119055000.AAA18442@ladder01.news.aol.com>
Source record: 78625

Hi Richard,

I have a copy of the Atari Explorer issue (I believe it was Summer 1985) which had an ad on the back cover titled: A New Edge On Computing which showed
what some of the new Atari peripherals were gonna be. I have all of the items that were never released such as the XC1411 color monitor (excellent video!) and the XTC201 color thermal printer, no power supply for it sadly :(

I'll see if a can make an image of the issue and email it to you.

Curt

3913. Re: vaporware faq?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961119055900.AAA18613@ladder01.news.aol.com>
Source record: 78626

Currently I'm working on a Web Site called just that:

The ATARI VAPORWARE Site.

I currently have:

2 1450XLDs, 3 1400Xl's, 1 1090XL with 64KMR expansion card, 1 1064 Memory module, 1 Atari 815, 1 Atari XC1411, 1 Atari ATC201, 1 Atari 800-D, 1 Atari 5100 (aka 5200jr), 2 Atari 6402A prototype motherboards (apparently a 3rd generation version of the 1450XLD with disk controller onboard), 3 Atari 2600 S-100 Bus boards, 1 Atari 2800, 2 Atari STylus STPAD touch screen computers, 2 Atari Touch Me games, 2 Atari "ERIC" Laserdisc video systems.

I'm currently working getting the following: 2 Atari ABC 386sx Laptops, 1 Atari ST Book laptop, 1 Atari PC-5 IBM Clone, 1 Atari 80 Column video card for the 1090XL,
1 Atari 1200 (not 1200xl), and a few other odds and ends.

I plan on taking photo's of all items from different angles and inside views as well with as much data as possible. Looking around the new year, I'll post the URL when it goes up.

Curt

3914. Re: Help with memory address for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E13s71.1Hp@iglou.com>
Source record: 78627

In article <56qrai$f2k@ultranews.duc.auburn.edu>, Terry C Allen wrote:
>
>
>
>Does anyone know where to find the exact address of each memory part
>discussed below?? I am looking for a free 8 bytes or so to wire
>in some D/a converters and I'm new to atari basic programming.
>I know this:
>(quoted)
>
You should look for a copy of "Mapping The Atari" by Ian Chadwick,
published by Compute Books. Without checking the book, I know that the
cassette buffer is $400 to $47f, and there is another unused block of
memory from $600-6ff. The Atari's I/O chips use address space from
$D000-D7ff, but a lot of that space is unused. I've heard it's possible
to piggyback a second PIA chip onto the existing one.

> $200-$47f
>This area is used for operating system database variables. Parts which
are not
> used in some particular programs, such as the cassette buffer or
printer buffer
>
>Thank you,
>Terry
>
>Email responses to: allentc@eng.auburn.edu
>

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

3915. Atari Dos?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: macgyve3@ix.netcom.com
Message-ID: <56rpu7$d33@dfw-ixnews9.ix.netcom.com>
Source record: 78628

I have a 400 and 800 with disk drives, I would like to format a disk on the ibm and put dos and other programs that I have found on the net onto the atari disks. I can format the disk, but I can't get the computers to boot the disk, all I get is Boot Error..

What must I do to get dos on a disk?

macgyve3@ix.netcom.com

3916. Re: Atari Fonts for Mac Now Available (freeware)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbd5f0$85887300$9ef7aecc@workstation-1>
Source record: 78629

```
> I recently converted the entire original 8-bit Atari character set into a
> set of bitmap fonts for Macintosh computers. They're available for
> download on my Atari web site (see below) under the "Other Atari 8-Bit
> Resources" link.
```

Could you make a Windows BMP font avail? PLEASE?
--
Will "BlacKat" Fisher

_____

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3917. Re: software on the net

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <56s7ru$7rh@dfw-ixnews11.ix.netcom.com>
Source record: 78630

In <3290BC93.14EF@mail.utexas.edu> "Robert W. Erickson"
<dperw@mail.utexas.edu> writes:
>
>as i am sort of new to this group,
>i have a question regarding software
>available through yogi's and umich.
>i have a real 800, and 1200xl. before
>i go through the trouble of building
>a sio2pc cable, are the software - cracked
>or otherwise the same that used to be available.
>in otherwords, are these the 'real mccoys'?
>do they have the same graphics say in donkey kong
>as the cartridge did?
>
>i'm so glad to find out atari is alive and well on the net.
>my first machine was an 800.
>
>cheers
>dperw@mail.utexas.edu
>'hook'em horns'

Robert,
Simply download the .exe files and you can then run them directly
on your real Atari. Some of these file will only run on an 800 some
only on XL/XE versions and some specifically on the 130XE. Check the
Atari FAQs for more info on running binary files from DOS.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3918. Re: Atari Dos?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <56s8gr$kc@dfw-ixnews10.ix.netcom.com>
Source record: 78631

In <56rpu7$d33@dfw-ixnews9.ix.netcom.com> macgyve3@ix.netcom.com (Static) writes:
>
>I have a 400 and 800 with disk drives, I would like to format a disk on the
>ibm and put dos and other programs that I have found on the net onto the atari
>disks. I can format the disk, but I can't get the computers to boot the disk,
>all I get is Boot Error..
>
>What must I do to get dos on a disk?
>
>macgyve3@ix.netcom.com

That's because the Atari formats the disk differently than you PC. It's like the difference between VHS and Beta video tape format. The tape is the same, but the information on the tape is written completely differently. There is a program (AT2IBM.COM) which will allow your PC to read double sided double density (NOT 1050 enhanced density) directoryes, but that's all it does. I suggest you 1) build the SIO2PC cable and get the associated software (availavle at many archive sites) and 2) get at least one version of Atari DOS such as 2.5, MyDOS, SpartaDOS, etc. This second part will allow you to format disks on your 8-bit drives. I hope this helps.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3919. Looking for J.D. Casten games for 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: dnsdebro@aol.com
Message-ID: <19961119143000.JAA23679@ladder01.news.aol.com>
Source record: 78632

I am looking for any J.D. Casten game for the Atari 8-bit computers. I would prefer anything that was on the special Casten Antic Disk but I would really like Maxamillian B (or something like that).

E-mail me if you can help.

dnsdebro@aol.com

3920. WTB: Air Strike and/or Rear Guard for 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: dnsdebro@aol.com
Message-ID: <19961119143200.JAA23725@ladder01.news.aol.com>
Source record: 78633

I have been looking for these 2 games for the Atari 8-bit computer for years. If you have them (on a working disk) and would like to sell them please contact me by e-mail.

Dennis Debro
dnsdebro@aol.com

3921. >>> ARE YOU READY FOR LOVE? <<<

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: love
Message-ID: <10004728.22CC@anonymous.com>
Source record: 78634

```
Please join us at http://bradsi.cyberportal.net
```

3922. Re: Trackball support

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <56sidf$iom@amdint2.amd.com>
Source record: 78635

Centipede and Millipede(?) also support the trackball.

I believe...

Cyrus

*my opinions...blah blah blah

3923. Re: WTB: Air Strike and/or Rear Guard for 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: cybersteve@geocities.com
Message-ID: <3293e7a5.17155933@news.networx.net.au>
Source record: 78636

dnsdebro@aol.com wrote:

>I have been looking for these 2 games for the Atari 8-bit computer for
>years. If you have them (on a working disk) and would like to sell them
>please contact me by e-mail.
>
>Dennis Debro
>dnsdebro@aol.com

Well. I don't have original disks, and from memory REAR GUARD is
written in BASIC. As BASIC files can be plain text I could probably
email you the listing for it. Haven't got Air Strike though- but I'll
check thru my collection to see if I do...

stev@networx.net.au

3924. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: mstclair@iglou1.iglou.com
Message-ID: <E14n2p.9M2@iglou.com>
Source record: 78637
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

af332@james.freenet.hamilton.on.ca (William Moeller) writes:

>In <kheller2.11.0012C87A@ix.netcom.com>, kheller2@ix.netcom.com (Karl Heller)
>wrote:

>: >: Jaguar game console plus 3 controllers. All cables, cords, etc.
>: >: two controllers are the regular black ones and the other is
>: >: a rare prototype grey one with blue buttons (available separately
>: > ^^^

>: >This is nonsense! If it is a "Rare Prototype", I have 4 of them. The
>: >Blue button Jaguar Controller is merely the controller included with
>: >NEWER Jaguars.....there is one with each new Jaguar you buy, and Atari sent
>: >me one for "free" when I bought my Jaguar, which had "regular" black buttons.

>: The Grey/Blue controller is a a Prototype controller. What do you
>: mean "NEWER" jags? The ones they just sent out to every store that
>: are now selling at $50?

>Yes, the units which are selling dirt cheap. They changed the buttons
>to a blue colour. I don't think you have a prototype, unless you are
>talking about something which is totally different from what I am.

Uh, do you guys know that the original poster was talking about the change
in color of the fire buttons, not the numeric keypad buttons?

The controllers in question are *light* grey with *very* blue buttons.

Hint: The controllers are the same light grey as the Atari Falcon
computer.

Hint #2: The Atari Falcon has a 15-pin joypad controller port.

I think these things are rare, but I've heard enough reportings of them to
make me think they were a small production run, and not a proto.

--
Mike St. Clairmstclair@iglou.com***irc:SaintMick***

3925. Re: Atari Fonts for Mac Now Available (freeware)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbd647$1db5dae0$96f7aecc@workstation-1>
Source record: 78638

```
> Could you make a Windows BMP font avail? PLEASE?
> --
> Will "BlacKat" Fisher

(sigh) i guess i should clairify my own post... it was late at night...

Could you make a Windows bitmap font availible as well (.FNT extension i do
believe)...
```

Thanks,
--
Will "BlacKat" Fisher

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3926. REQUEST: Could someone give me some good samples from an 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbd647$6a8454a0$96f7aecc@workstation-1>
Source record: 78639

```
Could someome please sample the following noises from a REAL Atari 8bit and
e-mail them to me? It would be greatly appriciated:

1) The buzzing noise when the computer is first turned on
2) The disk access noise (about 5 secs or so of beeps)
3) The CLOAD buzz
4) The keyclick
5) Any other 'standard' noises i've forgotten about.
```

Thanks in advance!
--
Will "BlacKat" Fisher

_____
BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

3927. Re: Need help for term paper

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <3291EF0E.155@anest4.anest.ufl.edu>
Source record: 78640

David A. Paterson wrote:
>
> Although, you could argue that the unique nature of page 0 is like getting
> 256 more registers (Heck, they're just one level removed from X and Y, in
> some ways).
>
> --
> David A. Paterson
> --

Maybe, but there are two considerations here:

1) All page 0 addresses (save one or two) are generally in use by the
OS/debugger, so you don't really get to make use of them in
well-behaving user programs.

2) You can't perform half the the CPU's register operations on page
zero.

So, is page zero useful? Yes. Is it functional enough to use as
additional registers? Generally, no.

-Michael Ellis

3928. Re: Atari Dos?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: cybersteve@geocities.com
Message-ID: <3292e592.16624863@news.networx.net.au>
Source record: 78641

macgyve3@ix.netcom.com (Static) wrote:

>I have a 400 and 800 with disk drives, I would like to format a disk on the
>ibm and put dos and other programs that I have found on the net onto the atari
>disks. I can format the disk, but I can't get the computers to boot the disk,
>all I get is Boot Error..
>
>What must I do to get dos on a disk?
>
>macgyve3@ix.netcom.com

This all depends on what your ATARI disk drives are.
If they are 1050 drives that are capable of double density, I have
found a utility that can READ & WRITE ATARI disks on the PC (it must
be a 5.25 of course).It is limited to only tranferring files, and
cannot write a DOS bootsector. But, if you want some more help with
this just email me, and I'll try do do what I can....

stev@networx.net.au

3929. Help needed !

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32921699.54C1@kawo2.rwth-aachen.de>
Source record: 78642

Hallo !

There is a problem with my news-server,it seems that none of my postings
in international newsgroups leaves the university.
Please react, if someone could read this message.

Thanx, Matt

3930. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: ad329@james.freenet.hamilton.on.ca
Message-ID: <56stf0$b22@james.freenet.hamilton.on.ca>
Source record: 78643
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

In article <56qhbb$9i@b04a24.exu.ericsson.se>, exuadam@cnn.exu.ericsson.se (Adam Roach) wrote:
>Ummm... I think you have the 2600 confused with some other computer.
>The 2600 didn't have a POKEY, and it sure as hell didn't *ever* have
>anything approaching stereo.
~^~^~^

3931. Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <56ta3c$23l@netnews.mis.net>
Source record: 78644

Hi,

Can someone post or e-mail some directions on installing the Happy 1050 Controller Card in a Happy 1050?

I have a unused controller that I want to install into my Happy drive. But don't know where everything goes.

Thanks

Send E-Mail to phantomm@harold.eastky.com

Net-Tamer V 1.07X; Beta - Test Drive

3932. WTB: old Atari 8-bit games on disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: magnus@x-net.net
Message-ID: <3291f901.8022403@206.74.59.105>
Source record: 78645

I'm looking for old software games for the Atari 8-bit computer.

I do not want carts.

I am esp. interested in old Infocom games, Electronic Arts games, and
any Ultima games.

Games must include box, documentation, disks, and anything else
original to it.

I will make exceptions in the case of any Ultima games.

Thanks!

magnus@x-net.net

3933. 0.16 xl-it sound problem, help!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <3292707D.14D9@worldnet.att.net>
Source record: 78646

I'm having a problem getting sound from the xl-it emulator, version 0.16..

I've tried nearly every possible setting and combination of drivers. I'm running this on a dos6.2 system, sb16 (original ct1730!) card. have tried it also under win95 and win31 for the hell of it. Its the ONLY app that I can't get sound out of.

Help!!

Keith

3934. Re: Help in identifying cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961119120534.16131A-100000@pathogen.ecst.csuchico.edu>
Source record: 78647

On Sun, 17 Nov 1996, Bob Ryan wrote:

> I recently picked up a bunch of stuff. I need help in identifying a
> cartridge.
>
> I've plugged into both the right and left cartridge slots with no luck.
> One of the 800s in the lot has the "Pill" modification. I am unfamiliar
> with this mod. I know it copies cartridges to disk, but other than that
> I've no clue.
>
> Is this cart part of the Pill system? Any help will be appreciated.

Your guess is probably correct. I don't have a "pill" myself, but I can
tell you how they work. The disk image of a copied cartridge is loaded
into cartridge memory. Then a device (probably the one you have)
effectively 'write protects' the cartridge memory.

Did you get any software with this?

3935. FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E14z96.265.0.bloor@torfree.net>
Source record: 78648
Cross-posted to: comp.emulators.apple2,comp.sys.atari.8bit,comp.sys.cbm

I have the following items for sale:

1 Apple II+ computer, "2" key missing but works. $25.00
1 Apple green monochrome monitor. $15.00
2 Apple Disk II disk drives $10 each or both for $15
1 Apple numeric keypad $5.00
1 pair of paddle controllers for Apple II $3.00
1 Apple monitor stand $3.00 or FREE with above monitor
1 Apple II parralel printer cable $2.50

Complete Apple II+ system (all of the above) $60

1 Coleco ADAM computer system. includes 1 digital tape drive, 80K RAM
1 Joystick/keypad, ADAM printer, 13" B&W TV with RF switch, manuals. Has
built-in word processor. Works good but printer needs ribbon. $30 obo

1 Audiotronics amber monochrome composite monitor. works good. $15
1 Multitech 3/1200 baud external modem with power supply
1 Single sided/double density (180K) internal floppy drive.Works with PC $5
1 Epson LX-800 Graphics Printer. Works good. $15.00
1 box of about 20 TRS80 Model 3 disks. Includes Pascal,Assembler-Editor,
some games $5.00
1 Atari 410 cassette drive. DOES NOT WORK. FOR PARTS ONLY. $2.00
1 Commodore 1531 Datasette tape drive for Commodore Plus/4 computer $5.00

All prices are in US dollars.
Prices do not include shipping.
I will consider trades for Atari XL/XE Hardware or software.
Payment may be made by money order only please
All items are guaranteed to work for 30 days.

Please respond via email to bx557@freenet.toronto.on.ca
or an422@dayton.wright.edu.or phone 1-937-233-2125
--

| Justin Smith | Email: bx557@freenet.toronto.on.ca | Phone: 513-233-2125 |

3936. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: Matt Williams <mattwill@dekalb.net>
Message-ID: <329276ED.3202@dekalb.net>
Source record: 78649
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

matthew p. conte wrote:
>
> John Dullea's (jxd230@psu.edu) PC Atari Emulator 1.3 has been released!
>
> New in this version:
>
> .. Better sound, using sound routines instead of samples
>

Is it just my computer, or is the previously perfect sound in Pitfall
now screwed up? It sounds perfect in 1.2, but 1.3 has it somewhat
scrooged.

m@

3937. Re: Atari Fonts for Mac Now Available (freeware)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961119210218614 54@vanc01m03-111.bctel.ca>
Source record: 78650

John V. Goodman <jgoodman@tiac.net> wrote:

> I recently converted the entire original 8-bit Atari character set into a
> set of bitmap fonts for Macintosh computers. They're available for
> download on my Atari web site (see below) under the "Other Atari 8-Bit
> Resources" link.

Just wanted to say Great job! It looks hilarious seeing some of the
parts of my documents in my favorite font! :)

Did you create it by hand?

--
Ryan Goolevitch
http://www.trideja.com/
Sysop of the Last Hope BBS, Node X_244, (604) 460-1195 Maple Ridge, BC!

3938. Atari Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-19 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961119215817.11143A-100000@pathogen.ecst.csuchico.edu>
Source record: 78651

This is a shot in the dark, but does anybody have any REAL schematics for the Atari XL or XE computers?

I am NOT talking about aftermarket drawings like in the SAMS manuals (I already have those). I'm looking for some REAL schematics, possibly with more circuit information than is available on an aftermarket drawing.

Any good, informative hardware documentation would also be helpful. I already have the Technical Reference on the 800. I'm looking for XL/XE specific information. Wasn't there a Technical Reference on the XL? Was one ever published (or even unpublished) for the XE?

I'm considering taking on a large hardware project.

3939. FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: "host name"@earthlink.net
Message-ID: <56vqv5$n3k@kirin.wwa.com>
Source record: 78569

The following items are for sale.

2 48k 800's with power supplies, one dust cover
1 600xl no power supply
1 800xl with power supply and video cord
1 1200xl with power supply
2 850 Interfaces with power supplies and SIO's
2 810 Disk Drives with power supplies and SIO's
1 Percom Disk Drive (SD) with SIO,manual,dust cover.
1 Broken 1050 (It turns on, but won't spin), ps
1 Atari SX212 1200 Baud Modem w/ps,box,SIO,manual
1 MPP 300 Baud Modem (joystick port),ps,Term Cart
1 Universal Data Systems Modem(Baud? Dunno,never tried)
1 Magnavox 80 Monochrome monitor w/cord. Green
1 NEC Color Monitor w/cord.
(Both of the above monitors are for use with Ataris)
4 Joysticks
1 Axlon 128k Memory Module
1 Axlon 32k Memory Module
1 Broken (I think) 1010 Program Recorder
1 Set of remote control joysticks and control box.
1 Radal Vadic 2400 baud modem (works great, it the one I've been using
with my 800xl), power cord.

Carts:

2 Atari Basic
1 Pacman
1 Centipede
1 Defender
1 Star Raiders

Manuals:(all original,no copies)

Atari 400/800 Technical Reference Notes,with complete
os Listing
Atari 400/800 Hardware Manual
850 Interface operators Manual
Atari DOS II Reference Guide
Atari Basic Reference Guide
Atari Microsoft Basic Instruction Manual
Atari 1050 Owner's Guide
Atari Home Computers, The Next Generation.
Atari 800xl Owner's Guide
Mapping The Atari
COMPUTE!'s First AND Second Books of Atari(I have two of each)

Computes First AND Second Books of Machine Language
Atari Basic
Roklan Software,TELCOM Users Manual (NO software)
Basic Fun, for kids
Letter Perfect Manuals (2)
Compute!'s First Book of Atari Graphics

Software: Well over 150 disks
Some Highlights
The titles listed below are all original, not copies.

Sublogic Flight Simulator, in box w/manual, everything!
The Home Accountant w/manual
Atari 810/1060 master diskette
Atari Dos 2.5
(I know the dos's are not a big deal,but these are original)
Sublogic Pinball
OS/A+ (Version 2) with manual
Atariwriter with Atari Proofreader (XL Version)
Microprose F-15 Strike Eagle
Microprose Soloflight

Antic Disks (In Antic Sleeve w/Antic Label)
Volume Number
5 5
4 3
6 10
4 10
7 9
6 8
Going Online
4 12
7 8
3 11
5 3
7 9
5 7
APX Classics from Antic:Disk Scanner
4 9
5 6
4 8
4 2
5 1
VT100 Terminal Emulator(PD, VT-10 Squared)
Antic 1030 Communications Disk
Apx Classics, Back talk
3 5
4 4

Analog Disks w/Analog sleeve and Label
Issues: 43,41,42,40,67

Micro Painter.

Lots more, but I'm boring you already, I know (sigh)

4 Antic magazines

Please email me with anything you would like and MAKE ME AN OFFER. Chances are that I will take the offer (Please try and be somewhat fair) I know that I hate it when something is for sale and there isn't a price listed, but I really want to sell this stuff for whatever it is worth to YOU, not me.

I will respond quickly. I will let you know if the item is still available, where to send payment, all the goodies.

Email any responses to:
eric_cron@addus.com

If you want to play it safe, copy that message to:

ericcron@wwa.com

Finally, if you wish to buy something and you make an offer that I accept, I will not back out because somebody else makes a higher offer.

I am in the Chicago area if anybody else is.

Thanks! Eric

3940. Re: Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: aqhrt@txt5.ibm.net
Message-ID: <56vvlmnfu1@news-s01.ny.us.ibm.net>
Source record: 78570

phantomm@harold.eastky.com wrote:

>Hi,

>Can someone post or e-mail some directions on installing the Happy 1050
>Controller Card in a Happy 1050?

>I have a unused controller that I want to install into my Happy drive. But
>don't know where everything goes.

>Thanks

>Send E-Mail to phantomm@harold.eastky.com

>Net-Tamer V 1.07X; Beta - Test Drive

I believe you remove the RAM and CPU from the 1050 and install the
HAPPY into the old CPU socket.

Regards,

Aaron Quantz
Mgr Software Development, TCS
~~~~~~
HR Textron | Phone: (805) 253-5471
25200 W. Rye Canyon Rd. | Fax: (805) 253-5962
Valencia, CA USA 91355-1265 | Email: aqhrt@ibm.net
Visit the Textron web site: http://www.textron.com

~~~~~~

3941. still looking for XEGS!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: peat@bga.com
Message-ID: <5700qd$ppa@news3.realtime.net>
Source record: 78571

i am still looking for an XE game system. My dream package would have:

1 XEGS complete (power supply, RF switch, manuals, etc.)

2 compatible joysticks (pref. original but 2600 ok)

1 compatible trak-ball in great condition

the following carts:

crystal castles
ms. pacman

if you would like to sell me my dream package, email me

pete

3942. 8-bits for $25 shipped!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: kmiller@mines.edu
Message-ID: <NEWTNews.848531742.23050.kmiller@int2.mines.edu>
Source record: 78572

O.k., you've driven me to it...THIS IS IT!

All the 8-bit stuff I offered before is all now $25 shipped!
THERE...FINE! 1050 disk drives: $15 shipped. Everything is priced to move...
make me an offer....

thanks.

karl.

3943. Re: looking for SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: Helmet <helmet@world.com>
Message-ID: <01bbd736$a64a17a0$cc9aaec7@default>
Source record: 78573

W. David Falcon, Jr. <wfalcon@uofrlaw.urich.edu> wrote in article
<328FCB2A.13EC@uofrlaw.urich.edu>...
> Anybody out there looking to sell their used SIO2PC cable?

Well, I can't help you, but I'd like to build one... anyone have
plans/suggestions?
Here's what I have...

486dx clone
800xl
1050dd (US doubled)
EE degree from your standard state institution

Where can I find out more about this thing?

Thanks in advance!!!

Helmet

3944. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbd73c$0d3669a0$a0469ace@marcm>
Source record: 78574

```
Byron Followell <followel@sprynet.com> wrote in article
<32931bf0.533756@news.sprynet.com>...
|
| Has anyone out there received their "free" PC Xformer upgrade
| yet? I sent my info in by the allotted date, supposedly so they "could
| get everything out before the holidays", but I haven't heard anything
| yet. Anyone else heard anything from BraSo... oops... Emulators, Inc.?
|
| Sincerely,
| - Byron Followell
| followel@sprynet.com
|
|
I can't even get them to reply to my EMAIL!!
```

3945. Re: Trackball support

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: cyrus@dvorak.amd.com
Message-ID: <5705kp$ks1@amdint2.amd.com>
Source record: 78575

Eric, I'll have to go dig it out...I can't remember.
Maybe it was a Centipede-ripoff....I'll check.

cyrus.malek@amd.com

>> Centipede and Millipede(?) also support the trackball.

>How? I know you press Control-T for Missle Command so what do you have to
>do for Centipede?

3946. Re: looking for SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: "Robert W. Erickson" <dperw@mail.utexas.edu>
Message-ID: <3293BC00.447A@mail.utexas.edu>
Source record: 78576

Helmet wrote:
>
> W. David Falcon, Jr. <wfalcon@uofrlaw.urich.edu> wrote in article
> <328FCB2A.13EC@uofrlaw.urich.edu>...
> > Anybody out there looking to sell their used SIO2PC cable?
>
> Well, I can't help you, but I'd like to build one... anyone have
> plans/suggestions?
> Here's what I have...

++

helmet,

give these two site a try. one of them has a parts list with the actual
parts numbers from radio shack.

the other gives the pin-outs for the sio.

http://intrepid.mcs.kent.edu/~clisowsk/8bit/sio2pc-1489.html

http://www.hackerz.com/atari/sio2pc.html

cheers
robert

3947. Re: Atari Fonts for Mac Now Available (freeware)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.961120215553.25236F-100000@linet01>
Source record: 78577

On Wed, 20 Nov 1996, Steven Lashower wrote:

> In a totally irrelevant followup post :), I'd like to add that a
> couple years back, I converted the Atari 8-bit font to a the
> char-based bitmap format used by the Sega Genesis. Our beloved font
> appeared (with a nice drop shadow added) in the following Sega Genesis
> games that I worked on:
>
> Dinosaurs for Hire
> Eternal Champions
> Star Wars 32X
>
> It's currently the system font in a Saturn and Playstation game that
> I'm working on, so we'll see if Atari's little font reaches the 32-bit
> platforms... :)
>
> -- Steve
>
>
> Steven Lashower | "You can't expect to wield supreme executive
> lashower@netcom.com | power just 'cause some watery tart threw a
> www.geocities.com/SoHo/1354 | sword at you!" - Monty Python
>
>
>
Way to go! Sounds like a new "invasion" to me. Subtile yet effective.

3948. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: jsegur@capital.net
Message-ID: <32938eec.26759004@news.capital.net>
Source record: 78578

followel@sprynet.com (Byron Followell) wrote:

>
> Has anyone out there received their "free" PC Xformer upgrade
>yet? I sent my info in by the allotted date, supposedly so they "could
>get everything out before the holidays", but I haven't heard anything
>yet. Anyone else heard anything from BraSo... oops... Emulators, Inc.?
>
> Sincerely,
> - Byron Followell
> followel@sprynet.com
>
I also have not received anything. I mailed my 3.x disk and a self
addressed, stamped disk mailer to Darek about 2 days after I received
the offer in October.

Joe

3949. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: Mike Phelps <zeromyhero@sun-link.com>
Message-ID: <32939822.2081@sun-link.com>
Source record: 78579
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

```
> >: The Grey/Blue controller is a a Prototype controller. What do you
> >: mean "NEWER" jags? The ones they just sent out to every store that
> >: are now selling at $50?
>
> >Yes, the units which are selling dirt cheap...

---Where can I get a new Jag for $50!?
```

3950. Re: Trackball support

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961120150753.4986B-100000@ns1.ptd.net>
Source record: 78580

On 19 Nov 1996, Cyrus Malek wrote:

>
> Centipede and Millipede(?) also support the trackball.
>
> I believe...

How? I know you press Control-T for Missle Command so what do you have to
do for Centipede?

Eric Noss
a.k.a
Mr. Maddog

3951. Re: looking for SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bbd769$4abc1a40$f2201fce@mcmahon>
Source record: 78581

Helmet <helmet@world.com> wrote in article
<01bbd736$a64a17a0$cc9aaec7@default>...
>
>
> W. David Falcon, Jr. <wfalcon@uofrlaw.urich.edu> wrote in article
> <328FCB2A.13EC@uofrlaw.urich.edu>...
> > Anybody out there looking to sell their used SIO2PC cable?

For those who are looking for cables, i assemble them...

$20 + shipping, units ready to ship...

Rory McMahon
737 Stevens Street
Geneva, IL 60134
mcmahon@inil.com

3952. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: "matthew p. conte" <itsbroke@ix.netcom.com>
Message-ID: <01bbd69c$6a37baa0$78205dcf@matthew-conte>
Source record: 78652
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

> Is it just my computer, or is the previously perfect sound in Pitfall
> now screwed up? It sounds perfect in 1.2, but 1.3 has it somewhat
> scrooged.

hmm... the sound method is =completely= different in v1.3... previously
john (jxd230@psu.edu) used sounds sampled from an atari 2600... this
yielded results about the same as the atari action packs- the sounds seem
familiar, but you know they aren't the same as what they were in your
basement 15 years ago... in the new version, the emulator relies on ron
fries' tiasound emulation library to generate the sounds the same way that
the TIA chip did in the real 2600... if you tweak it right, the sounds
sound really good... unfortunately, slow machines, short sounds, and a
host of other things can make some things sound not very prettyhappy. john
may build a version that uses the huge sample file again, but this time use
the samples from tiasound so that you can get the best of both worlds...

late,
matt.conte

.....
matt.conte [itsbroke@ix.netcom.com]
PC Atari 2600 Emulator Home
\ [http://www.netcom.com/~itsbroke/2600/]

3953. Atari Systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: EZYU67A@prodigy.com
Message-ID: <56tvk9$1fna@usenetw1.news.prodigy.com>
Source record: 78653

Have the following Atari System equipment for sale, 3-800 XL computers
3 1050 drives, 1 Astra 1620 double drive, 2- 1020 serial printers, 1
850 interface, Atariwriter software. Asking $75 for the whole lot

3954. Floppy sizes, was: Re: Debuggers

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <b147cc$15914.23a@HERMES>
Source record: 78654

[Article crossposted from alt.folklore.computers]
[Author was Tim Shoppa]
[Posted on 15 Nov 1996 20:42:28 GMT]

In article <tsw-1511961115340001@cypher.3do.com>,
Tom Watson <tsw@3do.com> wrote:
>In article <328AAC7A.4581@sinewave.com>, sadu@sinewave.com wrote:
>
>> Ah yes, cassette loading. Makes a 140K Floppy look good!
>
>Look, you had 140k on a floppy. That was one of those new fangled "Double
>Density" things.

The most common 140k mini-floppy format that I know of was the Apple II
GCR format. Technically, it's not double density; the number of flux
transitions matches that of regular single-density 5.25" FM floppies,
such as the SA390 and SA400.

Tim. (shoppa@triumf.ca)

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

3955. Floppy sizes, was: Re: Debuggers

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <b147cc$15911.290@HERMES>
Source record: 78655

[Article crossposted from alt.folklore.computers]
[Author was Tom Watson]
[Posted on Fri, 15 Nov 1996 11:15:34 -0800]

In article <328AAC7A.4581@sinewave.com>, sadu@sinewave.com wrote:

> Ah yes, cassette loading. Makes a 140K Floppy look good!

Look, you had 140k on a floppy. That was one of those new fangled "Double Density" things. I built an interface for a 100k floppy (256 bytes/sector, 10 sectors/track, 40 tracks) but that was on the 40 track drives. The original SA400's only had 35 tracks, so they were only 89.6k floppies. Nowdays that is smaller than the cache memory INSIDE some CPU chips. Times have changed...

--
Tom Watson
tsw@3do.com (Home: tsw@johana.com)

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

3956. Floppy sizes, was: Re: Debuggers

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <b147cc$15916.35@HERMES>
Source record: 78656

[Article crossposted from alt.folklore.computers]
[Author was Bill Marcum]
[Posted on Mon, 18 Nov 1996 02:25:22 GMT]

In article <56ikjk$onu@nntp.ucs.ubc.ca>, Tim Shoppa wrote:
>The most common 140k mini-floppy format that I know of was the Apple II
>GCR format. Technically, it's not double density; the number of flux
>transitions matches that of regular single-density 5.25" FM floppies,
>such as the SA390 and SA400.
>
>Tim. (shoppa@triumf.ca)

The Atari 1050 floppy drive used MFM to get 140K on a disk: 128
bytes/sector * 26 sectors * 40 tracks. There were third-party kits to
modify the drive for "true" double density: 256 bytes * 18 sectors * 40
tracks, total of 180k per disk.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

--

Quote For The Month:

"If you think I'm an arsehole now, you shoulda seen me during the 1980s"

3957. FS/T: Atari 8-bit computer items [11/20/96]

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <56ufsr$be7@dfw-ixnews4.ix.netcom.com>
Source record: 78657

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 11/18/96

NOTE: There are currently 1010 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply, along with a list of the item(s) that you are interested in. This information is for internal VGA use ONLY, and will NOT be sold! Also, you will only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.50 Atariwriter
$ 4.50 Basic -- for the 400 and 800
$ 9.50 Delta Drawing (Spinnaker)
$ 4.50 Star Raiders

Cartridges with case and manual:
$14.50 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers -- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers (14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3 (100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog (32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7, plus tax. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$39.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex connector cable.

$32.00

*****

LOT #3

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex connector cable.

This item has not been tested.

$ 5.00

*****

LOT #4

ATARI 820 PRINTER, with one (1) roll of paper and built-in power cord.

This item has not been tested.

$14.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$19.00

*****

To reserve any item(s) listed here, please contact me (please read
the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

3958. Re: Help needed !

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbd695$8e4e7c00$a5f7aecc@workstation-1>
Source record: 78658

> Hallo !
>
> There is a problem with my news-server,it seems that none of my postings
> in international newsgroups leaves the university.
> Please react, if someone could read this message.
>
> Thanx, Matt

Matt,
I am in British Columbia, Canada and I can read your message!!!

William Fisher

3959. atari8bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: wbolesta@ajax.umcs.lublin.pl
Message-ID: <56ugdh$jdo@helios.man.lublin.pl>
Source record: 78659

heya !!
i'm looking for all atari 8bit progs, becouse i want to put it on CD-rom.
if you have that. please send to me per e-mail /binary mode/
many thx !!!
grtx.
Waldi/TighT

```
+-------------------------------------------------------------------------+
|,-*'^'~*-,._.,-*'^~'*-,._.,-*! Waldi/TighT !*-,._.,-*'^'~*-,._.,-*'^'~*-,|
| |
| Waldemar Bolesta e-mail: wbolesta@ajax.umcs.lublin.pl |
| Atari and PC user waldi@pluton.pol.lublin.pl |
| url: http://ajax.umcs.lublin.pl/~wbolesta |
| |
|,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,|
+-------------------------------------------------------------------------+
```

3960. Re: Help needed !

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: Solucoes e Informatica Ltda <seigraph@netville.com.br>
Message-ID: <3292D024.4D45@netville.com.br>
Source record: 78660

BKproductions wrote:
>
> > Hallo !
> >
> > There is a problem with my news-server,it seems that none of my postings
> > in international newsgroups leaves the university.
> > Please react, if someone could read this message.
> >
> > Thanx, Matt
>
> Matt,
> I am in British Columbia, Canada and I can read your message!!!
>
> William Fisher

Hi!

I'm in Southern Brazil, and I can still read your message too!!

Werner

3961. Re: vaporware faq?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: davepat@total.net
Message-ID: <56uhro$l0t@newsfeeder.total.net>
Source record: 78661

In article <19961119055900.AAA18613@ladder01.news.aol.com>, cvendel@aol.com says...
>
> Currently I'm working on a Web Site called just that:
>
> The ATARI VAPORWARE Site.
>
>I currently have:
>
>2 1450XLDs, 3 1400Xl's, 1 1090XL with 64KMR expansion card, 1 1064 Memory
>module, 1 Atari 815, 1 Atari XC1411, 1 Atari ATC201, 1 Atari 800-D, 1
>Atari 5100 (aka 5200jr), 2 Atari 6402A prototype motherboards (apparently
>a 3rd generation version of the 1450XLD with disk controller onboard), 3
>Atari 2600 S-100 Bus boards, 1 Atari 2800, 2 Atari STylus STPAD touch
>screen computers, 2 Atari Touch Me games, 2 Atari "ERIC" Laserdisc video
>systems.

Remember, though, the S-100 cards were developer systems, and not really Vapour-ware. The Atari PC Clones weren't quite vapour either; they were sold up north here in Canada (though I don't know anyone who actually bought one)

>I'm currently working getting the following: 2 Atari ABC 386sx Laptops, 1
>Atari ST Book laptop, 1 Atari PC-5 IBM Clone, 1 Atari 80 Column video card
>for the 1090XL,
>1 Atari 1200 (not 1200xl), and a few other odds and ends.

--
David A. Paterson
--
I was told we'd cruise the seas for American gold
We'd fire no guns! Shed no tears!
Now I'm a broken man on a Halifax pier
The last of Barrett's privateers.
- Stan Rogers

3962. Re: Trackball support

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: Ptolemy <pwilso39@mail.icon.net>
Message-ID: <32931601.2062@mail.icon.net>
Source record: 78662

Centipede, Millipede & Gorf all play very well with a trac-ball. Gorf used a triggerstick in the arcade but, sense you can move in any direction so a trac-ball will work fine with it.

3963. Re: WTB: Air Strike and/or Rear Guard for 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: dnsdebro@aol.com
Message-ID: <19961120145100.JAA16449@ladder01.news.aol.com>
Source record: 78663

I have received 3-5 responces on these 2 games and I believe there is a misunderstanding about them (maybe on my part). The 2 games I am looking for are actually commercial software. Air Strike was made by English Software and I forget who made Rear Guard (I'll have to look in one of my old COMPUTE! Magazines for that one). If anyone has these games please e-mail me.

Dennis Debro
dnsdebro@aol.com

3964. PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: followel@sprynet.com
Message-ID: <32931bf0.533756@news.sprynet.com>
Source record: 78664

Has anyone out there received their "free" PC Xformer upgrade
yet? I sent my info in by the allotted date, supposedly so they "could
get everything out before the holidays", but I haven't heard anything
yet. Anyone else heard anything from BraSo... oops... Emulators, Inc.?

Sincerely,
- Byron Followell
followel@sprynet.com

3965. Re: Two Atari 800 questions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: Steve Harvey <sharvey@nalu.org>
Message-ID: <329331CF.7B04@nalu.org>
Source record: 78665

Daniel Klugh wrote:

> The right cartridge port is useful for making upgrades to other people's
> programming languages.
>
> : There are one or two carts that need to be placed in the right slot, though.
> : One of them was called Monkey Wrench II, which allowed the user to access a
> : basic monitor, and added one or two hacks to the Atari's OS. Funnily enough,
> : I've just completed negotiations for the sale of MWII.
>
> There's also the R-Time8 cartridge.
> --
> The Doctor

There was also a BASIC program called CARTCOPY which would make a binary
image of whatever cart was plugged into the right cart slot...

3966. Atari book recommendations

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bbd707$971ca380$3b9072ce@forester>
Source record: 78666

Hi. I just recently got an Atari 800 after not having one for ages.
Anyway, I was wondering if anyone can recommend a good book preferably one
with all the peeks and pokes listed as well as BASIC error codes.

Also, I have one question that I hope someone can answer. I wrote a
program way back when and didn't document it well. I used GRAPHICS 28 in a
line but when the program gets to that line I get an ERROR - 145. Perhaps
I wrote this program with an XL or XE.

Thanks,
Richard

3967. Re: Atari Fonts for Mac Now Available (freeware)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <lashowerE16JIx.2sB@netcom.com>
Source record: 78667

In a totally irrelevant followup post :), I'd like to add that a couple years back, I converted the Atari 8-bit font to a the char-based bitmap format used by the Sega Genesis. Our beloved font appeared (with a nice drop shadow added) in the following Sega Genesis games that I worked on:

Dinosaurs for Hire
Eternal Champions
Star Wars 32X

It's currently the system font in a Saturn and Playstation game that I'm working on, so we'll see if Atari's little font reaches the 32-bit platforms... :)

-- Steve

Steven Lashower | "You can't expect to wield supreme executive
lashower@netcom.com | power just 'cause some watery tart threw a
www.geocities.com/SoHo/1354 | sword at you!" - Monty Python

3968. Re: Need help for term paper

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-20 00:00:00 UTC
From: davepat@total.net
Message-ID: <56vf5t$53q@newsfeeder.total.net>
Source record: 78668

In article <3291EF0E.155@anest4.anest.ufl.edu>, michael@anest4.anest.ufl.edu says...
>
>David A. Paterson wrote:
>>
>> Although, you could argue that the unique nature of page 0 is like getting
>> 256 more registers (Heck, they're just one level removed from X and Y, in
>> some ways).
>>
>
>Maybe, but there are two considerations here:
>
> 1) All page 0 addresses (save one or two) are generally in use by the
> OS/debugger, so you don't really get to make use of them in
> well-behaving user programs.

Only the bottom half of page 0 is used by the OS; from $80 to $FF is free. But if you're using Atari's ASM/ED cart, then you're already a glutton for punishment. Get Mac/65!

--
David A. Paterson
--
I was told we'd cruise the seas for American gold
We'd fire no guns! Shed no tears!
Now I'm a broken man on a Halifax pier
The last of Barrett's privateers.
- Stan Rogers

3969. 800XL Memory Problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <848706846_OASIS_@pcc-uky.campus.mci.net>
Source record: 78519

Well, I've been slowly putting an 800XL system back together (its the very 1st! computer I ever owned) and I've got a problem. I just bought Ultima I from Bravo-Sierra and when I try to run the game, it goes so far then gives me a 3-part error message...

ROM Cartridge Present

Less than 48k available

Bad memory at address A0008 (I think thats the address)

Any ideas? Is this something that I can fix in hardware or is it possible that there is a problem with the Ultima I disk? Thanks in advance for any info...! :)

--

```
_/_/_/
```

3970. Re: Atari Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961121122045.17063A-100000@pathogen.ecst.csuchico.edu>
Source record: 78520

On 21 Nov 1996, Robert Smith Ely wrote:

> I have both the SAMs and Atari schematics for some of the 8-bit
> computers. In SAMs I vave the 800XL and 130XE. In the Atari produced, I
> have the 400,800, 800XL and 130XE. I happen to prefer the SAMs
> versions. They seem to be more detailed. SAMs also has the pinouts for
> all of the chips. The Atar hardware manual only has some. I suggest you
> aquire both versions for the best documentation, but the SAMs will be
> sufficient for most mods and other documentation.

I have the SAMS manuals for the 800XL and 130XE. Tell me some more about the Atari-produced schematics that you have. What kind of information is on them? How long are they? Any chance I could get a copy of the 800XL and 130XE versions?

3971. test

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: samuelrebelo@mail.telepac.pt
Message-ID: <572thq$chp@duke.telepac.pt>
Source record: 78521

```
test
```

3972. Re: Need simple Atari Joystick

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <5704e0$apj@triglav.iwaynet.net>
Source record: 78582

curiousg@crown.icongrp.com (George Torch) wrote:

>Dave Griffin <griffd@rpi.edu> wrote:

>I believe a sega genesis controller will work with no modifications on
>a 2600. I've been using one on my Atari 7800 with no modifications
>although its good only on games that require one fire button (which is
>all 2600 games).
> If you want to use a genesis controller on a 7800 with 7800 games
>that require 2 fire buttons there is a simple mod you make to the
>controller.

I once modified a standard one button joystick to be a two button 7800 controller when my sticks wore out. Only two resistors and a Normally Open pushbutton need to be added. Unfortunately, my 7800 is gone now and I lost the trace I made of the 7800 sticks. Anybody got the schematics to one of those laying around?

3973. Re: Help needed !

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <570j0k$jsr@macaw.cyberport.com>
Source record: 78583

I am in New Mexico and I am getting it also,

In article <3292D024.4D45@netville.com.br>, seigraph@netville.com.br says...

>BKproductions wrote:

> Hallo !
>> >
>> > There is a problem with my news-server,it seems that none of my postings
>> > in international newsgroups leaves the university.
>> > Please react, if someone could read this message.

Thanx, Matt

> Matt,
I am in British Columbia, Canada and I can read your message!!!

>> William Fisher

>Hi!

I'm in Southern Brazil, and I can still read your message too!!

Werner

3974. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: Scotte28 <scotte28@kaiwan.com>
Message-ID: <01bbd765$4e1cce40$73cbb2c6@kaiwan.com.kaiwan>
Source record: 78584
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

I found that reducing the buffer size down to 1000, makes the sounds or
most games sound normal, such as Megamania, Demon Attack etc... MsPacMan
on the other hand seems impossible to get it to sound right....
>
> Is it just my computer, or is the previously perfect sound in Pitfall
> now screwed up? It sounds perfect in 1.2, but 1.3 has it somewhat
> scrooged.
>
> m@
>

3975. APE 1.07-1.09 Lockup Problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <57085h$l9j@freenet-news.carleton.ca>
Source record: 78585

If you have experienced lockups with Ape 1.07-1.09 (hard crashes in which the machine will not longer respond, even to Ctrl-Alt-Delete) please contact me. (also present in 1.10 shareware)

I need some people who are having this problem to test a new version of APE that hopefully fixes this situation for good.

Persons waiting for the registered versions of 1.10 will get them as soon as I can confirm the problem is fixed (and does not create any additional problems).

Thanks everyone.

Steve

3976. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: followel@sprynet.com
Message-ID: <3293df09.616757@news.sprynet.com>
Source record: 78586

On Wed, 20 Nov 1996 23:09:27 GMT, jsegur@capital.net (Josef W. Segur) wrote:

>I also have not received anything. I mailed my 3.x disk and a self
>addressed, stamped disk mailer to Darek about 2 days after I received
>the offer in October.
>
> Joe

You sent a disk and stamped your mailer? The flier didn't say anything about that! It just said S.A.D.M. (self addressed disk mailer), nothing about a disk or stamps! Oh well, we'll see what happens.

Sincerely,
- Byron Followell
followel@sprynet.com

3977. Re: doubling a 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: cybersteve@geocities.com
Message-ID: <3294b8b5.2481127@news.networx.net.au>
Source record: 78587

Brad Rogers <brad@pianosa.demon.co.uk> wrote:

>Whilst reading the usual rubbish I find here, CyberSteve wrote something
>interesting to All about doubling a 1050 drive:
>
>Hello CyberSteve,
>
> >> JB> Does anyone know if anything else is required to U.S. Double a 1050
> >> disk JB> drive other than replacing the exisitng eprom with a U.S.
> >> Doubler eprom?
> >> Use SpartaDOS? :-)
> C> Hey it helps if you have the hardware to go with it!! Like a new RAM
>
>Yes, I *know*. Why do you think I out the smiley there?
>
> C> chip, and change some jumper settings, as well as the new Eprom chip..
>
>He's got the EPROM. Okay, he didn't mention RAM, but even so....
> _

GULP! <removes foot from mouth>
Whoops... I guess I was just a little to harsh there...
<drops to knees and begs forgiveness>

Sorry, I should have realized then that us ATARIan's need a little
humor too. After posting the message I thought about it, and really
if we ATARIan's can't help each other, Who can?
Oh, the name CyberSteve? yeh I know it's pretty lame, but, I figure
it's one that nobody is going to forget :)

(okay I didn't see the smiley there until you mentioned it, my
newsreader has a very small font)

3978. Screen Noise on 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: Richard Forester <forester@blarg.net>
Message-ID: <01bbd771$107ca0e0$269072ce@forester>
Source record: 78588

Hi everyone,

I have a little problem with my Atari 800... when it's on, after a while the screen noise gets so bad you can hardly see anything. A thump or two on the machine will clear it up. Although this works ok I would rather fix whats really wrong. Anyone else have/had this problem? Any info is appreciated.

Thanks!
Richard

3979. Re: Atari book recommendations

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E17Hvv.5E7@iglou.com>
Source record: 78589

In article <01bbd707$971ca380$3b9072ce@forester>, Richard Forester wrote:
>Also, I have one question that I hope someone can answer. I wrote a
>program way back when and didn't document it well. I used GRAPHICS 28 in a
>line but when the program gets to that line I get an ERROR - 145. Perhaps
>I wrote this program with an XL or XE.
>
My list of error codes (from the Mydos docs) doesn't show an Error 145,
but error 146 is "Function not provided by handler (OS ROMS)". I think
you're right about that graphic mode requiring an XL or XE.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

3980. WTB: old games on disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: magnus@x-net.net
Message-ID: <3293e7ea.39224423@206.74.59.105>
Source record: 78590

I'm looking for old software games for the Atari 8-bit or ST computer.

I do not want carts.

I am esp. interested in old Infocom games, Electronic Arts games, and
any Ultima games.

Games must include box, documentation, disks, and anything else
original to it.

I will make exceptions in the case of any Ultima games.

Thanks!

magnus@x-net.net

3981. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32940D99.2781@htw.uni-sb.de>
Source record: 78591
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

Bryan Wall wrote:

> Maybe he is talking about the Atari ST. Did it have stereo?
No, he was talking about (as he already said) the Atari XL/XE.
Here it's possible to add a 2nd Pokey...

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

3982. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E17ouC.L3B.0.bloor@torfree.net>
Source record: 78592

I have the following items for sale:

1 Atari 7800 Game System in original box, with one joystick, RF switch,
power supply and Pole Position II cartridge. $15.00

Atari 7800 Carts:

Karateka $2.50
Centipede $2.50

Atari 2600 Carts:

Football $2.00
Air Sea Battle $2.00
Space Invaders $2.00
Pitfall $2.00

1 Star Micronics Gemini 10 dot-matrix printer. In bad shape but works OK.
Removable tractor. Uses typewriter ribbon. Make offer.

1 Zoom Internal 24/96 Faxmodem. For PC. $12.00
1 1200 baud internal modem for PC $7.50

All prices are in US dollars. You pay shipping. Payments may be made by money
order only please. I will ship upon receipt of payment. Minimum order: $10.
Email bx557@freenet.toronto.on.ca or an422@dayton.wright.edu.

Justin

--

| Justin Smith | Email: bx557@freenet.toronto.on.ca | Phone: 513-233-2125 |

3983. Re: looking for SIO2PC cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5712bv$1fj@freenet-news.carleton.ca>
Source record: 78593

"Helmet" (helmet@world.com) writes:
>
> Well, I can't help you, but I'd like to build one... anyone have
> plans/suggestions?
> Here's what I have...
>
> 486dx clone
> 800xl
> 1050dd (US doubled)
> EE degree from your standard state institution

Helmet,

You can get plans and software for hooking your Atari to the
PC at http://www.nacs.net/~classics.

Steve

3984. Re: [ANNOUNCE] PC Atari Emulator 1.3!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: bwall@iglou.com
Message-ID: <E17EE3.MIF@iglou.com>
Source record: 78594
Cross-posted to:
alt.atari.2600vcs,comp.emulators.game-consoles,comp.emulators.misc,comp.sys.atari.8bit,rec.games.video.classic

exuadam@cnn.exu.ericsson.se (Adam Roach) wrote:

>Marcin Lewandowski <jaskier@mat.uni.torun.pl> wrote:

>>> PC Atari 2600 Emulator Home
>>> \ [http://www.netcom.com/~itsbroke/2600/]

>>Did this emulator have STEREO? It is not a joke. Second POKEY is situated at
>>the addresses: d210..d21f. Many computers are upgrated to STEREO, but I do
>>not know any STEREO emulator.

>Ummm... I think you have the 2600 confused with some other computer.
>The 2600 didn't have a POKEY, and it sure as hell didn't *ever* have
>anything approaching stereo.

Maybe he is talking about the Atari ST. Did it have stereo?

Bryan

3985. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rworne@primenet.com
Message-ID: <571181$m5i@nnrp1.news.primenet.com>
Source record: 78595
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

Michael Sinks <sinksmic@pilot.msu.edu> wrote:
>jim petit wrote:
>>
>> On a slightly different note: Have you seen the latest "All
>> Electronics" catalog? They have black Jaquar controllers for $2.50.
>Bad news, everybody. I just called today (11/18), and they are all out
>as of this morning. Seems someone bought a very large supply of them
>just this morning (that's what the lady told me).

That bites, so when do we see someone who "just came across" a large
quantity of Jag controllers sell them on the net for $10-15 apiece?

--
Robert Worne NeXT-OS/2-MacOS

Starving CS Undergrad: "Sorry, I don't do Windows! I'd rather starve!"

Visit my videogame collecting site! http://www.primenet.com/~rworne/

3986. Re: Atari Dos?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <571g50$lkc@dfw-ixnews10.ix.netcom.com>
Source record: 78596

In <3292e592.16624863@news.networx.net.au> cybersteve@geocities.com (CyberSteve) writes:

>This all depends on what your ATARI disk drives are.
>If they are 1050 drives that are capable of double density, I have
>found a utility that can READ & WRITE ATARI disks on the PC (it must
>be a 5.25 of course).It is limited to only tranferring files, and
>cannot write a DOS bootsector. But, if you want some more help with
>this just email me, and I'll try do do what I can....
>
>stev@networx.net.au

Steve,
What is this program? I'd like a copy. could you e-mail me at the address below?

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3987. Re: Atari Fonts for Mac Now Available (freeware)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <571ga2$e7i@sjx-ixn3.ix.netcom.com>
Source record: 78597

In <01bbd647$1db5dae0$96f7aecc@workstation-1> "BKproductions"
<blackat@direct.ca> writes:
>
>> Could you make a Windows BMP font avail? PLEASE?
>> --
>> Will "BlacKat" Fisher
>
>(sigh) i guess i should clairify my own post... it was late at
night...
>
>Could you make a Windows bitmap font availible as well (.FNT extension
i do
>believe)...
>
>Thanks,
>--
>Will "BlacKat" Fisher
>_____
>BKproductions Online!
> http://www.ogopogo.com/blackat
> blackat@ogopogo.com blackat@direct.ca
>
>

I think I'm going to try to find a True Type Fonts editor and build
a set. .TTF fonts are widely used in the PC environment. Any
suggestions on a descent .TTF editor would be greatly appreciated.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3988. Re: REQUEST: Could someone give me some good samples from an 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <571ged$lnq@dfw-ixnews10.ix.netcom.com>
Source record: 78598

In <01bbd647$6a8454a0$96f7aecc@workstation-1> "BKproductions"
<blackat@direct.ca> writes:
>
>Could someome please sample the following noises from a REAL Atari
8bit and
>e-mail them to me? It would be greatly appriciated:
>
>1) The buzzing noise when the computer is first turned on
>2) The disk access noise (about 5 secs or so of beeps)
>3) The CLOAD buzz
>4) The keyclick
>5) Any other 'standard' noises i've forgotten about.
>
>Thanks in advance!
>--
>Will "BlacKat" Fisher
>_____
>BKproductions Online!
> http://www.ogopogo.com/blackat
> blackat@ogopogo.com blackat@direct.ca
>
>
What file format would you like these in? Atari formats like .ASP
SPL, PC formats like .WAV or .MOD, Amiga formats like .IFF?

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3989. Re: Help needed !

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <571ggq$nvq@dfw-ixnews4.ix.netcom.com>
Source record: 78599

In <32921699.54C1@kawo2.rwth-aachen.de> Matthias Belitz
<matz@kawo2.rwth-aachen.de> writes:
>
>Hallo !
>
>There is a problem with my news-server,it seems that none of my
postings
>in international newsgroups leaves the university.
>Please react, if someone could read this message.
>
>Thanx, Matt

Loud and clear, good buddy... 10-4!

heh...

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3990. Re: Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <571god$3ae@sjx-ixn8.ix.netcom.com>
Source record: 78600

In <56ta3c$23l@netnews.mis.net> phantomm@harold.eastky.com writes:
>
>
>
>Hi,
>
>Can someone post or e-mail some directions on installing the Happy
1050
>Controller Card in a Happy 1050?
>
>I have a unused controller that I want to install into my Happy drive.
But
>don't know where everything goes.
>
>Thanks
>
>Send E-Mail to phantomm@harold.eastky.com
>
>Net-Tamer V 1.07X; Beta - Test Drive
>
I'll scan them in and e-mail you a copy. I have the v7.1 manual.
This will take a couple of days to do. I don't get much time for this
stuff.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3991. Re: Atari book recommendations

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <571if1$etl@dfw-ixnews11.ix.netcom.com>
Source record: 78601

In <01bbd707$971ca380$3b9072ce@forester> "Richard Forester" <forester@blarg.net>
writes:
>
>Hi. I just recently got an Atari 800 after not having one for ages.
>Anyway, I was wondering if anyone can recommend a good book preferably
one
>with all the peeks and pokes listed as well as BASIC error codes.
>
>Also, I have one question that I hope someone can answer. I wrote a
>program way back when and didn't document it well. I used GRAPHICS 28
in a
>line but when the program gets to that line I get an ERROR - 145.
Perhaps
>I wrote this program with an XL or XE.
>
>Thanks,
>Richard

I'd recommend these:
Your Atari Computer, a guide to the 400/800 (XL/XE) edition by Lon
Poole.
Mapping The Atari, Compute Books by Ian Chadwick
De Re Atari from Atari
400/800 Harware manual from Atari (if you want detailed hardware
info and system source code)
Compute Books Graphics 1&2
Compute Books Basic programming 1,2 and 3 (especially 3)

With these as references, you shouldn't need any other sources.
However, for programming, you'll need the language's manual and maybe
some other associated books, but these should be the core of your
library. I wouldn't know what to do without these!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3992. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <571ip3$fi6@sjx-ixn3.ix.netcom.com>
Source record: 78602

In <3293df09.616757@news.sprynet.com> followel@sprynet.com (Byron Followell) writes:

> You sent a disk and stamped your mailer? The flier didn't say
>anything about that! It just said S.A.D.M. (self addressed disk
>mailer), nothing about a disk or stamps! Oh well, we'll see what
>happens.
>
> Sincerely,
> - Byron Followell
> followel@sprynet.com
>
It said to send the original disk back in a SADM. You are right about the lack of mention of postage though.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3993. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961121132800.IAA08085@ladder01.news.aol.com>
Source record: 78603

I wrote E-Mail to Emulators, Inc., asking if they even received my order.

The response was that they got a lot of orders and that anything that
wasn't shipped by 11/15 would be shipped after the first of the year.

Either they're swamped or don't want to be bothered checking up on things.

Hang in there...

3994. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <571i2g$8fc@dfw-ixnews7.ix.netcom.com>
Source record: 78604

In <32931bf0.533756@news.sprynet.com> followel@sprynet.com (Byron Followell) writes:
>
>
> Has anyone out there received their "free" PC Xformer upgrade
>yet? I sent my info in by the allotted date, supposedly so they "could
>get everything out before the holidays", but I haven't heard anything
>yet. Anyone else heard anything from BraSo... oops... Emulators, Inc.?
>
> Sincerely,
> - Byron Followell
> followel@sprynet.com
>
Same here!!!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3995. Re: Atari Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <571i0c$pmq@dfw-ixnews3.ix.netcom.com>
Source record: 78605

In
<Pine.HPP.3.95.961119215817.11143A-100000@pathogen.ecst.csuchico.edu>
Barry Gordon <bgordon@ecst.csuchico.edu> writes:
>
>This is a shot in the dark, but does anybody have any REAL schematics
for
>the Atari XL or XE computers?
>
>I am NOT talking about aftermarket drawings like in the SAMS manuals
(I
>already have those). I'm looking for some REAL schematics, possibly
with
>more circuit information than is available on an aftermarket drawing.
>
>Any good, informative hardware documentation would also be helpful. I
>already have the Technical Reference on the 800. I'm looking for XL/XE
>specific information. Wasn't there a Technical Reference on the XL?
Was
>one ever published (or even unpublished) for the XE?
>
>I'm considering taking on a large hardware project.
>
I have both the SAMs and Atari schematics for some of the 8-bit
computers. In SAMs I vave the 800XL and 130XE. In the Atari produced, I
have the 400,800, 800XL and 130XE. I happen to prefer the SAMs
versions. They seem to be more detailed. SAMs also has the pinouts for
all of the chips. The Atar hardware manual only has some. I suggest you
aquire both versions for the best documentation, but the SAMs will be
sufficient for most mods and other documentation.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

3996. no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <3294DFED.3669@zeus.fh-pforzheim.de>
Source record: 78606

hi xl/xe freax...

i was wondering in this newsgroup that all are talking
about games, games, games... but what about coding???
it is more pleasure than playing old 8-bit games... your machine
is more powerful than you thought...

bye HeAvEn/Member of Taquart

http://www.uni-karlsruhe.de/~Marek.Tomczyk

ps. my faves of xl games:

1. rescue on fractalus
2. spelunker
3. joust
4. american cross country road race
5. warhawk
6. ultima iv
7. alternate reality:the dungeon
8. drop-zone

fave demos

1. asskicker from shadows
2. overmind from slight
3. bitter reality from slight
4. joyride from hard
5. veronika from hard
6. sweet illusions from shadows

and many more...

3997. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: followel@sprynet.com
Message-ID: <329469ee.403584@news.sprynet.com>
Source record: 78607

On 21 Nov 1996 12:43:15 GMT, rely@ix.netcom.com(Robert Smith Ely)
wrote:

> It said to send the original disk back in a SADM. You are right
>about the lack of mention of postage though.
>
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>

Maybe if you had the disk version. I had the Gemulator Gold CD
ROM. It just said to send the case liner. Well mine never came with a
liner, just an empty jewel case! I photocopied the CD and my original
invoice and sent that and a SADM. Hopefully this will do.

- Byron Followell

3998. Followup...please read!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: kmiller@mines.edu
Message-ID: <NEWTNews.848589237.29560.kmiller@int2.mines.edu>
Source record: 78608

Yesterday I posted an ad that was incorrect...I am selling
my 8-bit stuff for $25 EACH shipped!

thanks.

karl.

3999. Re: 8-bits for $25 shipped!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: kmiller@mines.edu
Message-ID: <NEWTNews.848589107.29135.kmiller@int2.mines.edu>
Source record: 78609

>
>
Uh, there seems to be a slight misunderstanding...all the 8-bit stuff
is $25 each shipped...geez! I'm not going to give it away!

karl.

4000. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: frankh@sr.hp.com
Message-ID: <571v8d$7h6@canyon.sr.hp.com>
Source record: 78610

```
: On Wed, 20 Nov 1996 23:09:27 GMT, jsegur@capital.net (Josef W. Segur)
: wrote:

: >I also have not received anything. I mailed my 3.x disk and a self
: >addressed, stamped disk mailer to Darek about 2 days after I received
: >the offer in October.
: >
: > Joe

: You sent a disk and stamped your mailer? The flier didn't say
: anything about that! It just said S.A.D.M. (self addressed disk
: mailer), nothing about a disk or stamps! Oh well, we'll see what
: happens.

: Sincerely,
: - Byron Followell
: followel@sprynet.com

My flier did say to return the origional Xformer Disk, and to put stamps
on the self addressed disk mailer. I have not heard anything back.

--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankh@sr.hp.com (*)/---/(*)
```

4001. PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <572106$1pvi@usenetp1.news.prodigy.com>
Source record: 78611

I'm wondering if it might soon be available for download to registered users on his web page. His download section is "coming soon", so hopefully we'll all be able to get it that way. It would be a lot easier for Emulators, Inc to not have to mail the disks.

4002. APE 1.07-1.09 Lockup Problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5720kv$dnu@usenetp1.news.prodigy.com>
Source record: 78612

I've never had a lockup problem, but then again, I've never been able to go beyond the startup screen, since it won't automatically kick into MONOCHROME mode on my MONOCHROME SYSTEM. ...hint, hint, :)

4003. Atari book recommendations

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <572161$vp6@usenetp1.news.prodigy.com>
Source record: 78613

Those are great books. Most are still available at B&C Computervisions at 1-408-986-9960.

4004. Re: Help with memory address for 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3294A041.7131@pacbell.net>
Source record: 78614

Terry C Allen wrote:
>
> Does anyone know where to find the exact address of each memory part
> discussed below?? I am looking for a free 8 bytes or so to wire
> in some D/a converters and I'm new to atari basic programming.
> I know this:
> (quoted)
>
> $200-$47f
> This area is used for operating system database variables. Parts which are not used in some particular programs,
such as the cassette buffer or printer buffer
>
> Thank you,
> Terry
>
> Email responses to: allentc@eng.auburn.edu

Terry: If you want to add a hardware address (an address that accesses hardware instesd of RAM), you need to use one of the unused address
spaces, not RAM space. You could de-gate memory for a hardware address, but then the checksum would not work, programs would probably croak and
other unnice things. Try up in $D1xx or $D6xx-$D7xx. These are free on a standard Atari.
Bob Woolley

4005. Re: 800XL Memory Problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: Solucoes e Informatica Ltda <seigraph@netville.com.br>
Message-ID: <32949439.183A@netville.com.br>
Source record: 78615

Ronald J. Hall wrote:
>
> Well, I've been slowly putting an 800XL system back together (its the
> very 1st! computer I ever owned) and I've got a problem. I just bought
> Ultima I from Bravo-Sierra and when I try to run the game, it goes so
> far then gives me a 3-part error message...
>
> ROM Cartridge Present
>
> Less than 48k available
>
> Bad memory at address A0008 (I think thats the address)
>
> Any ideas? Is this something that I can fix in hardware or is it
> possible that there is a problem with the Ultima I disk? Thanks
> in advance for any info...! :)
>
>

If it is a disk-based game, have you pressed the option key before
turning on the computer?

Werner

4006. Re: 800XL Memory Problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <3294A379.2D2E@pacbell.net>
Source record: 78616

Ronald J. Hall wrote:
>
> Well, I've been slowly putting an 800XL system back together (its the
> very 1st! computer I ever owned) and I've got a problem. I just bought
> Ultima I from Bravo-Sierra and when I try to run the game, it goes so
> far then gives me a 3-part error message...
>
> ROM Cartridge Present
>
> Less than 48k available
>
> Bad memory at address A0008 (I think thats the address)
>
> Any ideas? Is this something that I can fix in hardware or is it
> possible that there is a problem with the Ultima I disk? Thanks
> in advance for any info...! :)
>
>

Hold down the OPTION key when you boot? Sounds like BASIC is enabled and Ultima I is complaining....

Bob Woolley

4007. Re: Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: lohse@informatik.uni-kl.de
Message-ID: <LOHSE.96Nov21190907@poker.informatik.uni-kl.de>
Source record: 78617

The HAPPY Controller is as far as I know an enhancement to a normal HAPPY that allows to toggle the write protect state via software.

--
Frank Lohse
Universitaet Kaiserslautern
lohse@informatik.uni-kl.de

4008. what's the best 800 emu for an IBM?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-21 00:00:00 UTC
From: biverson@ea.com
Message-ID: <5728tj$ej6@ftp1.ea.com>
Source record: 78618

I'm looking for a good Atari 800 emulator for the IBM PC.
It would be great if it was Win 95, but DOS is okay too.
I've tried a couple emulators in their shareware versions,
but each one seems to have problems running some
stuff...So, my question is, which emulator runs the
most software? Do the registered versions run any
better than the shareware versions?

Thanks for any info...

"Passion can create drama from inert furniture" -- Le Corbusier
---

4009. SIO2PC FOR ST 2

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: d0052356@worldnet.fr
Message-ID: <572s7f$dks@news.sct.fr>
Source record: 78522

Well,
I must admist that it was not clear!
What I want to do is:
store my little collection of ST programs on the PC's hard-disk
and of course, I want to have the same easy use that I have
with SIOP2PC.
Thanks for your ask Robert, now I know that it's not
as difficult as I was thinking.
Thanks Bo, but it's for the PC... Well, another use for the 130,
why not?...

Maybe someone could tell me how to do to transfert
the Atari ST diks onto the PC? (This is as easy as copying
the ST disk onto the PC with only a null-modem cable
and a ST copier??? I can't believe that is so simple!!!)

All help is more than welcome. Thanks in advance.

_RED: je sais que tu me regardes "BIG BROTHER" mais je m'en fous!
_RED: I know you're looking me "BIG BROTHER" but I don't care!

4010. Diamond Gos

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <572tub$mm8@netnews.mis.net>
Source record: 78523

Does anyone know what the last version of the Diamond GOS cartridge was?
And is the ROM chip still available?

I had Diamond Gos setup on a hard drive, years ago. But I think there is
a bug in the version I have. I would like to upgrade my cart. to the
last version of the ROM chip if possible.

I also still need some help installing that Happy Controller Card.
Phantomm

Net-Tamer V 1.07X; Beta - Test Drive

4011. MIO and printers

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5730ci$nvb@netnews.mis.net>
Source record: 78524

Here is something that might interest MIO owners. You can use a Atari
SIO type printer even if you have another printer connected to the MIO
parallel printer port, by selecting Printer Port None in the MIO config.
menu. This way you can easily switch between 2 different printers.
I don't think this was mentioned in the MIO manual. But it does work.

Also if you have a dead MIO or one thats misbehaving, check that ribbon
cable from the MIO to the computer. That is one of the common trouble
spots. And it's easy to replace.
Phantomm

Avoid junk email. Use an unlisted comm port address!

Net-Tamer V 1.07X; Beta - Test Drive

4012. xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: Street Fighter <akuma@vividnet.com>
Message-ID: <01bbd81f$adddca40$379195ce@pbcustomer>
Source record: 78525

Hi All,

Does anyone know, what had happend to the xl-it website
at http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html ?

Their webserver seemed to be downed for the pass month!

I have the xl-it 1.4 version, but would very much like to get the 1.6
version,
anyone out there knows another site where I can get the 1.6 version ?

Thanks!

4013. Re: Atari book recommendations

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: cybersteve@geocities.com
Message-ID: <3295328a.10298547@news.networx.net.au>
Source record: 78526

"Richard Forester" <forester@blarg.net> wrote:

>Hi. I just recently got an Atari 800 after not having one for ages.
>Anyway, I was wondering if anyone can recommend a good book preferably one
>with all the peeks and pokes listed as well as BASIC error codes.
>
>Also, I have one question that I hope someone can answer. I wrote a
>program way back when and didn't document it well. I used GRAPHICS 28 in a
>line but when the program gets to that line I get an ERROR - 145. Perhaps
>I wrote this program with an XL or XE.
>
>Thanks,
>Richard

"Mapping the ATARI" would probably be the first choice for finding out
all those peeks n pokes.
ERROR 145 is "cursor out of range", so yes GRAPHICS 28 is only
available on XL/XE machines. The older machines are missing graphics
9-12, (I think- I know there are four graphics modes unavailable
around that number). Hope this has been a little helpful.
Steve

4014. 5200 & Intel & 800 & TI & Coleco & CoCo & Vic games 4 sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: kickass@users.jaxnet.com
Message-ID: <573cjm$rid@ns2.southeast.net>
Source record: 78527

```
Hello, welcome to Kai's big Big BIG sale!

This is in many parts, for many systems.

In the following order, the carts for these systems appear.

Intellivision,
Atari 5200,
Atari 800,
TI-994A,
Colecovision,
Color Computer,
& Vic-20,

Now, first off: The Intellivision Sale!

This sale lists in this order:
Shrink wrapped Carts,
Complete in box Carts,
Box, Dox, 1 overlay Carts
Box, Dox Carts,
Box, overlays Carts,
Box, overlay Carts,
Box, Carts,
Dox, Overlays, Carts
Dox, Carts
Overlays, Carts,
Overlay, Carts,
Loose Carts
//=========================================================================\\
| The Shrink Wrapped Intellivision carts for sale, New in box. |
|/-----------------------------------------------------------------------\|
||Demon Attack Imagic $15 ||
||Star Strike Mattel $10 ||
||Space Spartans Mattel/Voice $12 ||
||Night Stalker Mattel $10 ||
||Space Armada Mattel $10 ||
||Armour Battle Mattel $10 ||
|\-----------------------------------------------------------------------/|
| Complete in box cartridges. Used. |
|/-----------------------------------------------------------------------\|
||Las Vegas Poker & BlackJack Mattel $7 ||
||NFL Football Mattel $7 ||
||Star Strike Mattel $7 ||
||Frog Bog Mattel $7 ||
||Space Armada Mattel $7 ||
```

```
||Major League Baseball Mattel $7 ||
||Utopia Mattel $9 ||
||Space Battle Mattel $7 ||
||B-17 Bomber Mattel $9 ||
||Armour Battle Mattel $7 ||
||Auto Racing Mattel $7 ||
||Lock 'N Chase Mattel $7 ||
||Bowling Mattel $7 ||
||NBA Basketball Mattel $7 ||
||NASL Soccer Mattel $7 ||
||PGA Golf Mattel $7 ||
||Sea Battle Mattel $7 ||
||Tron Deadly Discs Mattel $8 ||
||Night Stalker Mattel $8 ||
||NHL Hockey Mattel $7 ||
||Tennis Mattel $7 ||
||A D&D Vol. 1: Cloudy Mountains Mattel $7 ||
||Triple Action Mattel $7 ||
||Beauty and the Beast Mattel $8 ||
||Horse Racing Mattel $7 ||
||Sub Hunt Mattel $8 ||
|\-------------------------------------------------------------------/|
| Box, Documentation, 1 overlay.(used) Sure are a lot of these, eh? ;^) |
|/-------------------------------------------------------------------\|
||Las Vegas Poker & Black Jack Mattel $4 ||
||Armour Battel Mattel $6.50 ||
|\-------------------------------------------------------------------/|
| Box, and Documentation. (used) |
|/-------------------------------------------------------------------\|
||Reversi Mattel $6 ||
||Utopia Mattel $6 ||
||Las Vegas Poker & Black Jack Mattel $3 ||
|\-------------------------------------------------------------------/|
| Box, and 2 overlays. (used) |
|/-------------------------------------------------------------------\|
||Skiing Mattel $6 ||
||Pitfall Activision $7 ||
||Burgertime Mattel $8 ||
||Astrosmash Mattel $6 ||
||Space Armada Mattel $6 ||
||Star Strike Mattel $6 ||
|\-------------------------------------------------------------------/|
| Box, and 1 overlay. (used) |
|/-------------------------------------------------------------------\|
||Las Vegas Poker & Black Jack Mattel $2 ||
||Space Hawk Mattel $5.50 ||
||Triple Action Mattel $5.50 ||
||A D&D Vol. 1: Cloudy Mountains Mattel $6 ||
||B-17 Bomber Mattel $7 ||
|\-------------------------------------------------------------------/|
```

| Box only. (used) |
|/--\|
	Auto Racing Mattel $5	
	Las Vegas Poker & Black Jack Mattel $5	
	Star Strike Mattel $5	
	Frog Bog Mattel $5	
	Space Armada Mattel $5	
	Major League Baseball Mattel $5	
	Demon Attack Imagic $5 (wounded box)	
\--/
Documentation, and 2 overlays. (used)
/--|
	Bomb Squad Mattel $6	
	Major League Baseball Mattel $5	
	Space Hawk Mattel $5	
	Tennis Mattel $5	
	Backgammon Mattel $7	
\--/
Documentation only. (used)
/--|
	Donkey Kong Mattel $4	
	Tron Deadly Discs Mattel $4.50	
\--/
2 overlays only. (used)
/--|
	NFL Football Mattel $4.50	
	Sea Battle Mattel $4.50	
	Tron Maze-a-Tron Mattel $10	
	Triple Action Mattel $4.50	
	Sub Hunt Mattel $4.50	
	Space Battle Mattel $4.50	
	Las Vegas Poker & Black Jack Mattel $2.50	
	Space Hawk Mattel $4.50	
	Pitfall Activision $5.50	
	Demon Attack Imagic $5.50	
	Astrosmash Mattel $4.50	
	Star Strike Mattel $4.50	
	Beauty & the Beast Imagic $5.50	
\--/
1 overlay only. (used)
/--|
	Atlantis Imagic $6	
	Space Battle Mattel $4.25	
	Burgertime Mattel $7	
\--/
Loose Carts. (used)
/--|
	Space Armada Mattel $4	
	Buzz Bombers Mattel $10	
	Space Hawk Mattel $4	

```
||NHL Hockey Mattel $4 ||
||Space Battle Mattel $4 ||
||Utopia Mattel $5 ||
||Safecracker Imagic $15 ||
||Carnival Coleco $5 ||
||Tron Deadly Discs Mattel $4.50 ||
||Space Spartans Mattel $5 ||
||Sub Hunt Mattel $5 ||
||Baseball (white label) Mattel $4.50 ||
||Boxing (white label) Mattel $4.50 ||
||Boxing (blue label) Mattel $4 ||
||Snafu Mattel $4 ||
||Burgertime Mattel $6 ||
||Star Strike Mattel $4 ||
||NFL Football Mattel $4 ||
||Triple Action Mattel $4.50 ||
||Frog Bog Mattel $4 ||
||A D&D Vol. 1: Cloudy Mountains Mattel $5 ||
||Lock 'N Chase Mattel $4 ||
||Space Battle Mattel $4 ||
||Night Stalker Mattel $4.50 ||
||Baseball (blue label) Mattel $4 ||
||Tennis Mattel $4 ||
||Frogger Parker Brothers $5 ||
||Astrosmash Mattel $4 ||
||Donkey Kong Coleco $4 ||
||Skiing Mattel $4 ||
||Tron Maze-a-Tron Mattel $8 ||
||Major League Baseball Mattel $4 ||
||Auto Racing Mattel $4.50 ||
||NBA Basketball Mattel $4 ||
||Las Vegas Roulette Mattel $4 ||
||Las Vegas Poker & Black Jack Mattel $2 ||
\\=====================================================================//

Atari 5200 carts. All loose. (used)

//=====================================================================\\
||Moon Patrol Atari $8 ||
||Q-Bert Parker Brothers $10 ||
||Pitfall II Activision $10 ||
||Mario Bros. Atari $10 ||
||Countermeasure Atari $8 ||
||Pengo Atari $10 ||
||Dig Dug Atari $10 ||
||Pac Man Atari $2 ||
||Centipede Atari $5 ||
||Vanguard Atari $5 ||
||Ms. Pac Man Atari $8 ||
||Pole Position Atari $5 ||
||Defender Atari $5 ||
```

	Jungle Hunt Atari $5	
	Galaxian Atari $5	
	Qix Atari $7	
	Missile Command Atari $6	
	Super Breakout Atari $4	
	Football Atari $5	
	Realsports Football Atari $5	
	Star Raiders Atari $5	
	Kangaroo Atari $5	
	Realsports Baseball Atari $5	
\\===//

Atari 800, (used)
$6 each.
//===\\
||Loose Carts ||
|/---\|
	Centipede Atari	
	Pac Man Atari	
	Basic Atari	
	Ms. Pac Man Atari	
	Video Easel Atari	
	Star Raiders Atari	
	Star Trek: Strat. Op. Simulator Sega	
	Congo Bongo Sega	
	Missile Command Atari	
	K-razy Shootout CBS	
	Buck Rogers Sega	
	Asteroids Atari	
	Q-Bert Parker Brothers	
	Decathalon Activision	
	Demon Attack Imagic	
	Donkey Kong Atari	
	Qix Atari	
\---/
	Shrinkwrapped, New In Box carts	
/---|
	Buck Rogers Sega $12	
	Demon Attack Imagic $15	
	Pitfall Activision $13	
	Star Wars: The Arcade Game Parker Brothers $20	
\\===//

TI-994A, loose carts. (used)
$4 each. (*except where noted.)
//===\\
	TI Invaders TI *$2	
	Personal Record Keeping TI	
	Munchman TI *$3	
	TI Extended Basic TI	
	Speech Editor TI	

```
||Parsec TI ||
||Securities Analyst TI ||
||Terminal Emulator 2 TI ||
||Hunt the Wumpus TI ||
||Tombstone City TI *$3 ||
||Minus Mission TI ||
||The Attack TI ||
||Equations TI ||
||A-Maze-Ing TI ||
||Adventure TI ||
||Pac Man Atari *$5 ||
||Ms. Pac Man Atari *$6 ||
||Touch Typing Tutor TI ||
||Early Learning Fun TI ||
||Early Reading TI ||
||Computer Math Games 2 TI ||
||Tunnels of Doom TI ||
||Alpiner TI ||
||Yahtzee TI ||
||Video Graphs TI ||
||Car Wars TI ||
||Blasto TI ||
||Equations TI ||
||Mini Memory TI ||
||Video Checkers TI ||
||Multiplication 1 TI ||
||Zero Zap TI ||
||Super Demon Attack Imagic *$10 ||
\\=========================================================================//

Colecovision, loose carts. (used)
//=========================================================================\\
||Lady Bug Coleco $5 ||
||Zaxxon Coleco $5 ||
||Smurf : Resuce in Gargs Castle Coleco $5 ||
||Victory Coleco $15 ||
||Omega Race Coleco $15 ||
||Centipede Atari $15 ||
\\=========================================================================//

Color Computer, loose carts. (used) $5 each.
//=========================================================================\\
||Diagnostics Radio Shack ||
||Audio Spectrum Analyzer Radio Shack ||
||Bust Out Radio Shack ||
||TRS-80 Color Logo Radio Shack ||
\\=========================================================================//

Vic 20, loose carts. (used) $10 each.
//=========================================================================\\
||Pirates Cove C= ||
```

||Omega Race C= ||
||Super Expander 3K C= ||
\\===//

All carts have been tested!

First come, first serve. Many MANY of these are singles, so once they are sold, they are sold.

In cases of extreme quantity, some discounts may be negotiable.

If you need quantities of certain carts, let me know, I may have more than one.

Thanks a lot for taking the time to look!

Zilla
KDK

4015. Re: 800XL Memory Problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <848740896_OASIS_@pcc-uky.campus.mci.net>
Source record: 78528

In article <32949439.183A@netville.com.br>
Solucoes e Informatica Ltda <seigraph@netville.com.br> said:-

>If it is a disk-based game, have you pressed the option key before
>turning on the computer?

So I gather I'm supposed to hold down the <Option> key before I
turn the computer on? (for disk-based games?) Hmm...I'll give it
a try! :)

--

_/_/_/

4016. Re: REQUEST: Could someone give me some good samples from an 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbd847$3b49f1c0$2df7aecc@workstation-1>
Source record: 78529

> What file format would you like these in? Atari formats like .ASP
> SPL, PC formats like .WAV or .MOD, Amiga formats like .IFF?

Did I forget to mention that? Argh...

Well actually any 'standard' one will work as I do have a sound coverting
program. As I am on a Windows machine .WAV would be the most easiest. =)

Thanx for any help you can provide!
--
William Fisher (aka BlacKat)

_____

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

4017. WTD...XF-551 3.5 in Atari disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <572vlc$9rh@macaw.cyberport.com>
Source record: 78530

```
if you have one for sale, please email me.
thx
```

4018. Game screen shots (11/22/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <3295a490.40407773@nntp.ix.netcom.com>
Source record: 78531
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,rec.games.video.classic

I have just added 52 new game screen shots for the SNES, Game Boy, Atari Jaguar, and Philips CD-i to my WWW site. This brings the total number of ORIGINAL screen shots on-line to 1195, for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore Vic-20 computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES, SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis, Nintendo 64, Atari Jaguar, Philips CD-i, and Game Boy.

More will be added as I have time. Eventually, I will have my entire collection on-line (hopefully before the turn of the century :)

The Sega CD / Sega 32X are probably next in line.

If this is of interest to you, the URL is listed in my sig.

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T lists, it isn't FS/T :)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

4019. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5745dq$556@dfw-ixnews5.ix.netcom.com>
Source record: 78532

In <329469ee.403584@news.sprynet.com> followel@sprynet.com (Byron
Followell) writes:
>
>On 21 Nov 1996 12:43:15 GMT, rely@ix.netcom.com(Robert Smith Ely)
>wrote:
>
>
>> It said to send the original disk back in a SADM. You are right
>>about the lack of mention of postage though.
>>
>>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>>
>
> Maybe if you had the disk version. I had the Gemulator Gold CD
>ROM. It just said to send the case liner. Well mine never came with a
>liner, just an empty jewel case! I photocopied the CD and my original
>invoice and sent that and a SADM. Hopefully this will do.
>
> - Byron Followell
>

Bryon,
Oh...

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4020. Re: MIO and printers

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <57465p$884@dfw-ixnews6.ix.netcom.com>
Source record: 78533
Body handling: HTML body converted to readable text

In <5730ci$nvb@netnews.mis.net> phantomm@harold.eastky.com writes:
>
>
>
>Here is something that might interest MIO owners. You can use a Atari
>SIO type printer even if you have another printer connected to the MIO
>parallel printer port, by selecting Printer Port None in the MIO
config.
>menu. This way you can easily switch between 2 different printers.
>I don't think this was mentioned in the MIO manual. But it does work.
>
>Also if you have a dead MIO or one thats misbehaving, check that
ribbon
>cable from the MIO to the computer. That is one of the common trouble
>spots. And it's easy to replace.
>Phantomm
>
>Avoid junk email. Use an unlisted comm port address!
>
>Net-Tamer V 1.07X; Beta - Test Drive
>
You can do the same with the RS232 as well, but the MI/O is faster
so I wouldn't unless it's bad on the MI/O. I haven't tried this, but If
you have an

4021. Re: Atari Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5745sr$b1c@sjx-ixn9.ix.netcom.com>
Source record: 78534

In
<Pine.HPP.3.95.961121122045.17063A-100000@pathogen.ecst.csuchico.edu>
Barry Gordon <bgordon@ecst.csuchico.edu> writes:
>
>
>
>On 21 Nov 1996, Robert Smith Ely wrote:
>
>> I have both the SAMs and Atari schematics for some of the 8-bit
>> computers. In SAMs I vave the 800XL and 130XE. In the Atari
produced, I
>> have the 400,800, 800XL and 130XE. I happen to prefer the SAMs
>> versions. They seem to be more detailed. SAMs also has the pinouts
for
>> all of the chips. The Atar hardware manual only has some. I suggest
you
>> aquire both versions for the best documentation, but the SAMs will
be
>> sufficient for most mods and other documentation.
>
>
>I have the SAMS manuals for the 800XL and 130XE. Tell me some more
about
>the Atari-produced schematics that you have. What kind of information
is
>on them? How long are they? Any chance I could get a copy of the 800XL
and
>130XE versions?
>
They ar part of the Atari Hardware Manuals. The 130XE issue is
about 20-30 pages long and has a description of the machine, additional
info concerning changes over the 400/800 and XL series and a couple of
schematics. It isn't great. I forget what is in the 800XL one, but I'm
sure it is similar. The original 400/800 hardware/software reference
manuals were rather thick and provided loads of info. All of these are
available from B&C ComputerVisions.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4022. Interfacing 800XL to ST, revisited

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <5748ir$9m0@cyber1.servtech.com>
Source record: 78535
Body handling: HTML body converted to readable text

Hello, All.

Sometime last week, we were discussing schemes for interfacing the Atari 8-bit to the ST or to other computers, through the cartridge port. I posted to say that I remembered talking with a fellow, here on this newgroup and then in e-mail, "a few years back," who was building some sort of interface between the Xl cartridge port and the ST. He had even sent me a PostScript copy of his then-current circuit-diagram. Unfortunately, at the time I posted, I hadn't seen printouts of our conversation OR the circuit in years, and didn't even remember precisely WHEN it all took place.

Well, wonder of wonders and much to my surprise, while cleaning my computer room a few days later/ago, I found a several-page printout of that very conversation! It turns out that the conversation took place in September-through-November, 1990, between me and David Clear. The gadget he was building MAY have connected to either the XL's cartridge port OR its expansion (parallel?) port, I'm not sure. I still haven't found any remains of the PostScript file or any form of printout of that circuit diagram...

At the time of our conversation, David Clear's Internet address was dac@ukc.ac.uk. That host still exists, but I can find no David Clear there. Likewise I see no mention of him anywhere on Usenet or the Web (according to the AltaVista search-engine). So I'm unable to get "official" permission to reproduce our conversation, but I'm reasonably sure David wouldn't mind my retyping some of the relevant portions and sharing them with you.

Judging from what I see here, David must have posted to comp.sys.atari.8bit looking for technical information about the Atari 850 interface module, while first contemplating HOW to interface the XL and the ST, in September 1990. I wrote him -- probably to say that "I have the Atari 850 Interface Module Technical Manual; what do you need?" -- and seem to have received my first e-mail directly from David on 5 Sep 90:

> But I decided I didn't want the memory used up - and anyway,
<>> when the XL does a bad crash the memory gets shot which would mean a
<>> reload. I'd rather do it all remotely (which would mean I wouldn't have to
<>> save my source code every time I wanted to test my program).
<>
<> I'm not sure I understand what you just said here... you didn't want to
<> put the ASSEMBLER ITSELF on the XL, because then you'd be unable to use the
<> memory occupied by the assembler, for your own programs, hence your
<> decision to cross-assemble on the ST. Is that what you said? :-)
<

4023. Re: Atari Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: lvt-cfc@cyber1.servtech.com
Message-ID: <57492a$ac2@cyber1.servtech.com>
Source record: 78536

In article <571i0c$pmq@dfw-ixnews3.ix.netcom.com>,
Robert Smith Ely <rely@ix.netcom.com> wrote:
>In <Pine.HPP.3.95.961119215817.11143A-100000@pathogen.ecst.csuchico.edu>
>Barry Gordon <bgordon@ecst.csuchico.edu> writes:
>>
>>This is a shot in the dark, but does anybody have any REAL schematics
>>for the Atari XL or XE computers?

> I have both the SAMs and Atari schematics for some of the 8-bit
>computers. In SAMs I vave the 800XL and 130XE. In the Atari produced, I
>have the 400,800, 800XL and 130XE. I happen to prefer the SAMs [...]
>I suggest you aquire both versions for the best documentation [...]

I'd be interested in 800XL, 1200XL, 130XE and XEGS schematics/docs.

Any suggestions as to WHERE to obtain these materials? I assume it is
impossible to obtain anything from Atari itself at this late date, and
I have NO IDEA whether Sams still sells THEIR Atari-8-bit stuff. Any-
body here willing to sell these items USED?

As a last-ditch measure, anybody willing to photocopy-and-mail? I'd pay
photocopying costs and postage...

Chris
lvt-cfc@servtech.com

4024. WTT: Atari 2600 & carts for Atari 8 bit computer

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: dras@rasmussen.telco.stratus.com
Message-ID: <jlod8x6mb1d.fsf@rasmussen.telco.stratus.com>
Source record: 78537
Cross-posted to: alt.atari.2600,alt.games.video.classic,comp.sys.atari.8bit,rec.games.video.atari

Hi,

I posted this message a few weeks ago and had at least a
couple of people that seemed interested but nothing panned
out. So here I am trying again. I'll also consider cash
offers though I'm not sure what its worth. It seems like
it should be worth at least $20 but I may be way off base.
I really prefer a deal for Atari hardware as outlined
below.

I have the following that I would like to trade:
(warning: use fixed width fonts)

1 Working Atarit 2600 w/2 joysticks and these carts...

Mattel: Atari:
Super Challenget Footbal, Pole Position (2)
Kool-Aid man Yars Revenge
ET (2)
Parker Bros: Vidoe Olympics
Qbert Casino
Frogger Pac Man
Sky Skipper Jungle Hunt
Video Pinball
Sears: Star Raiders
Arcade Pinball Ms Pacman
Night Driver Kangaroo
Space Invaders Galaxian
Maze Craze
Imagic: Dodge em
Fathom Combat (2)
Riddle of the Sphinx Asteroids
Dragonfire

20th Century Fox: Activision:
Worm War I Freeway
Keystone Kapers
Coleco: Decathalon
Donkey Kong Mage Mania
Kaboom
Sega: Pitfall (2)
Congo Bongo

All the carts are used and untested (I did try a couple of them
and they worked fine). Most show what looks to me like typical

ware. The Activision carts look pretty beat. The 2600 seems to work fine. It a bit dusty but otherwise OK.

What I want: One of these Atari machines in good working order: 400, 800, 800XL, 600XL, 1200XL, 65XE, 130XE, or the XEGS (XE game system).

Also, I would take almost any classic arcade game PCB's (or other associated HW) in any condition but thats probably not likely to turn up in these news groups.

Plese send offers to dras@sw.stratus.com

Thanks very much.

Dan R.

4025. Re: Atari book recommendations

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: davepat@total.net
Message-ID: <574jrm$b74@newsfeeder.total.net>
Source record: 78538

In article <01bbd707$971ca380$3b9072ce@forester>, forester@blarg.net says...
>
>Hi. I just recently got an Atari 800 after not having one for ages.
>Anyway, I was wondering if anyone can recommend a good book preferably one
>with all the peeks and pokes listed as well as BASIC error codes.
>
>Also, I have one question that I hope someone can answer. I wrote a
>program way back when and didn't document it well. I used GRAPHICS 28 in a
>line but when the program gets to that line I get an ERROR - 145. Perhaps
>I wrote this program with an XL or XE.
>
>Thanks,
>Richard

Yeah, 28 is 12+16, and the 400/800 OS won't go beyond 11. You'll have to go
into graphics 0 and then adjust the display list.

--
David A. Paterson
--
DICTIONARY: Opinion presented as truth in alphabetical order.
- John Ralston Saul, The Doubter's Companion

4026. Atari 800 Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CCB1A5.10C1000F29.uuout@compudata.com>
Source record: 78539

```
Atari Items for Sale plus shipping

Atari XMM801 printer.............................. $39
Atari 1020 Printer................................ $25
Atari XM301 Modem................................. $19
Atari 410 Program Recorder (tape deck) (2)......... $24
Atari 400 Program Recorder (tape deck)............. $19
Double Atari Cable - two joysticks to one port etc.. $10
Cables for Atari etc from Chelco (6) ............... $ 8 each
Paddles (4)....................................... $ 8 each
Atari Controllers (4)............................. $ 8 each
DVE Printer Power Supply Model DV-2412A............. $10
.................................................................
Wishbringer from Infocom on Diskette w/box & docs.... $20
.................................................................

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
```

Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX

Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Jungle Hunt Missile Command

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com (soon) gene.ehrich@compudata.com

4027. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: Francis Byrne <cmj235@aran.ulst.ac.uk>
Message-ID: <Pine.3.89.9611222114.C2651-0100000@alpha06.ulst.ac.uk>
Source record: 78540

Hi,

I emailed my disk to them also (I live in Northern Ireland) but I haven't
heard a word from them either. At least I know I wasn't the only one
with this problem - I thought it might have gotten lost in the post!

..Francis

4028. Re: Atari Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <575d6m$ru9@darla.visi.com>
Source record: 78541

> lvt-cfc@cyber1.servtech.com (christopher f. chiesa) writes:
> In article <571i0c$pmq@dfw-ixnews3.ix.netcom.com>,
> Robert Smith Ely <rely@ix.netcom.com> wrote:
> >In <Pine.HPP.3.95.961119215817.11143A-100000@pathogen.ecst.csuchico.edu>
> >Barry Gordon <bgordon@ecst.csuchico.edu> writes:
> >>
> >>This is a shot in the dark, but does anybody have any REAL schematics
> >>for the Atari XL or XE computers?
>
> > I have both the SAMs and Atari schematics for some of the 8-bit
> >computers. In SAMs I vave the 800XL and 130XE. In the Atari produced, I
> >have the 400,800, 800XL and 130XE. I happen to prefer the SAMs [...]
> >I suggest you aquire both versions for the best documentation [...]
>
> I'd be interested in 800XL, 1200XL, 130XE and XEGS schematics/docs.
>
> Any suggestions as to WHERE to obtain these materials? I assume it is
> impossible to obtain anything from Atari itself at this late date, and
> I have NO IDEA whether Sams still sells THEIR Atari-8-bit stuff. Any-
> body here willing to sell these items USED?
>
> As a last-ditch measure, anybody willing to photocopy-and-mail? I'd pay
> photocopying costs and postage...
>
> Chris
> lvt-cfc@servtech.com
>
>
>>>>
All the manuals you mention are still available from Best Electronics,
408-243-6950, 2021 The Alameda, Suite 290, San Jose, Ca., 95126.

4029. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: uglmiller@cc.memphis.edu
Message-ID: <574fbs$m6t@oolong.memphis.edu>
Source record: 78542

"Street Fighter" <akuma@vividnet.com> wrote:

>Hi All,

>Does anyone know, what had happend to the xl-it website
>at http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html ?

>Their webserver seemed to be downed for the pass month!

>I have the xl-it 1.4 version, but would very much like to get the 1.6
>version,
>anyone out there knows another site where I can get the 1.6 version ?

>Thanks!

There are no 1.4 and 1.6 versions. You can get the last version
from http://www.people.memphis.edu/~uglmiller/home.htm, in the
downloads area. The author has dropped support for it.

4030. Re: Screen Noise on 800

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: Deana Barrett <pwein@umich.edu>
Message-ID: <3296529D.48A@umich.edu>
Source record: 78543

I had that screen noise on my first Atari 800 when it was new (1980). I used to give it some gentle thumps. I used to pull out the ROM cart and put back in the rom cart. I wiggled the RF TV cable. I was very frustrated with it. When the 800XL came out I bought that and traded my 800 to an Atari repair shop for more XL memory. Eventually I bought one more XL and a 130XE. They all get wavy lines with many different TV's. I hope someone out there can give a good suggestion to solve this problem? (Besides buying a monitor.)

Thanks,

4031. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-22 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6LNV8jvHS7B@antic.cls.de>
Source record: 78544

On 21 Nov 96, nadkar@zeus.fh-pforzheim.de wrote ...

> hi xl/xe freax...
>
> i was wondering in this newsgroup that all are talking
> about games, games, games... but what about coding???
> it is more pleasure than playing old 8-bit games... your machine
> is more powerful than you thought...
After you ;-)))))!!!

One thing I'd like to critisize is that most coders only write demos (hello to all those programmers in Poland BTW :)))) but no games. Personally, I stopped downloading and watching demos A LONG TIME AGO 'coz they're simply too boring! A nice little game instead is much more interesting. Thing about that before you want to write another "GLORIOUS" MEGA-DEMO or whatever!

Ulf

PS: Some guy in Germany wanted to write AR: THE PALACE for the ATARI 8-bit. Does anybody know anything about that?

4032. Atari 835 Antrique

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3297B14F.55A1@tcd.net>
Source record: 78419

Have a couple of these, no software to run them...shipped..$12.00

bob

4033. Atari 8-Bit Software Survey?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3297B4D3.561F@tcd.net>
Source record: 78420

I have started to accumulate a bunch of Atari 8-bit software for a
CD-ROM. But have seen several already in the process of being completed
or have already been completed.

Now to the Survey.??

If you were to get a CD-ROM for you IBM, What would you prefer?

1. Files strictly for the Atari 8-Bit
2. Files compatable with both?
3. Doc file which forman?
4. Price range?

I have seen CD-ROM for the Atari 8-Bit up to $60.00..??

I can produce them for much less as I have A Rom burner..

I have collected files for months..but without input as to what the user
would like and would purchase have held off in proudcing a pruduct.

Bob

4034. Atari 8-Bit Software..New?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3297B0FB.50EB@tcd.net>
Source record: 78421

Thre has not been anything written for the Atari 8-bit game wise for a long time..Reason? Well to be honest, there just isn't anyting in it for the programer.. No money why should they waste their time writting projects for something that will not return revenue.???

I purchased the rights to BBS Express! Profesional a few years back, now the programer makes more for it than I do and I own the rights??haha..

Something many or you say, I want, I want..but there are those of you who do not follow through..you say build this..they do and you don't purchase it..so where does the effort go?? Right to the IBM emulation platform, mega bucks there..think about it..WE diehard supporters of a product that should have bit the dust 10 years ago suffer as well as you the user.lack of support.no other reason.

Bob

4035. Atari XF 551 Drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3297B269.427@tcd.net>
Source record: 78422

Came up with 2 more of these..semi clean conditon..Run them through a
Dish washer without the inerards! and will clean up...this is cleaning
the case only..!!

Price shipped $41.00

Bob

4036. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <576cv5$99d@nadine.teleport.com>
Source record: 78423
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking. At BSC's Web Page you'll View, and
DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Have problems connecting with BSC's web page? Why not DownLoad
FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to
Request catalogs through E-Mail. Really, it's no inconvenience. All I
ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send
them to you by E-Mail Only. I'll get back to you after the weekend.
Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please
Direct any and all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4037. [CART] Computer War <-- What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: Scott <sboss@kennesaw.edu>
Message-ID: <3297D548.1586@kennesaw.edu>
Source record: 78424

Good to be Back,

My Atari has been in the closet for a while, and when I was at the flea market earlier I found an old 800xl for sale with a drive & a few cartridges. One of which being a "Computer War" cartridge for the 400/800/1200 computers. The only name I can see on it is "Thorn EMI Video".

What is this cartridge?

Thanks & Good to be back!
Scott Boss

sboss@randomc.com

4038. Re: Atari book recommendations

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <575bmi$57a@triglav.iwaynet.net>
Source record: 78545

cybersteve@geocities.com (CyberSteve) wrote:

>"Mapping the ATARI" would probably be the first choice for finding out
>all those peeks n pokes.
>ERROR 145 is "cursor out of range", so yes GRAPHICS 28 is only
>available on XL/XE machines. The older machines are missing graphics
>9-12, (I think- I know there are four graphics modes unavailable
>around that number). Hope this has been a little helpful.
>Steve

The older 800's had the CTIA chip rather than the GTIA chips. The GTIA modes are 80x192 in resolution. Mode 9 is a one hue 16 intensity scale mode, mode 10 (I think) has 10 color registers that can be set to any hue or intensity. Mode 11 has 16 hues at one intensity. Newer 800's have the GTIA chip and the CTIA in older 800's can be replaced. Many of the cooler games such as Koronis Rift used the GTIA modes so it would be a worthwhile upgrade.

4039. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: Geoff Oltmans <geoff@sprynet.com>
Message-ID: <01bbd8fd$dc6a4c60$50f4aec7@default>
Source record: 78546
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

> ---Where can I get a new Jag for $50!?
>

Try WaldenSoftware...they have them for $49.99.

Geoff!

4040. WTB: Diamond GOS 3.x

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: richczeta@aol.com
Message-ID: <19961123061900.BAA18399@ladder01.news.aol.com>
Source record: 78547

I'm looking for a complete Diamond GOS 3.x package, including the box.

I'd also like to find 2-3 Atari 800 32K RAM boards (e.g. Mosaic) with any docs/software.

Thanks, Richard
richczeta@aol.com

4041. joystick specs

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: CHALY GEORGE <chaly@ecf.toronto.edu>
Message-ID: <32964068.72D3@ecf.toronto.edu>
Source record: 78548

I was just wondering if someone could tell me where I could find specs
for a Wico 9 pin joystick. I wanted to rewire it for 2-button mode.
Thanks

George Chaly
chaly@ecf.toronto.edu

4042. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <5764hn$7uc@nw101.infi.net>
Source record: 78549

Francis Byrne <cmj235@aran.ulst.ac.uk> wrote:

>Hi,

>I emailed my disk to them also (I live in Northern Ireland) but I haven't
>heard a word from them either. At least I know I wasn't the only one
>with this problem - I thought it might have gotten lost in the post!

>..Francis

Get XL-it. It's better.

Daniel Clinton

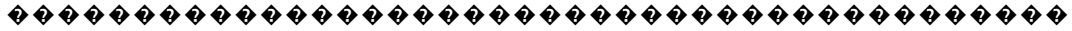
4043. Re: Atari Fonts for Mac Now Available (freeware)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbd916$392ed8e0$93f7aecc@workstation-1>
Source record: 78550

> I think I'm going to try to find a True Type Fonts editor and build
> a set. .TTF fonts are widely used in the PC environment. Any
> suggestions on a descent .TTF editor would be greatly appreciated.

I've got a TTF editor but TTF is not the real way to go to create a BITMAP
font which would be needed to render TRUE atari 8bit characters. I know as
i've already created a TTF font (partial) and it looks AWFUL!

I need a Windows BITMAP font and/or editor!
--
William Fisher (aka BlacKat)

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca


4044. Xmas End of Season Sell Out

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: Derek Fern <101755.2443@compuserve.com>
Message-ID: <32972C93.1096@compuserve.com>
Source record: 78551

I need to clear out one of my storage units before the end of December so
the following items are up for grabs !.
XL/XE CARTRIDGES:
CROSSBOW (for use with the Atari light gun) ï¿½6
THUNDER FOX ï¿½6
M/S PACMAN ï¿½6
CHOPLIFTER ï¿½6

BALL BLAZER : BARNYARD BLASTER : FIGHT NIGHT : HARDBALL : MOON PATROL
POLE POSITION : RESCUE ON FRACTALUS : STAR RAIDERS 11 ALL ï¿½1 EACH

UNBOXED: OZZYS ORCHARD : KABOOM : PACMAN : ALL 25P EACH

EDUCATIONAL :
LINKING LOGIC ï¿½6 : SKY WRITER ï¿½3 : FRACTION FEVER ï¿½6 : 3D TIC-TAC-TOE ï¿½4
ATARI-LAB STARTER KIT PLUS LIGHT MODULE KIT ï¿½15

DISK GAMES : ATARI MIND MAZES : SMASH HITS 7 : BLINKYS SCARY SCHOOL :
CAVERNIA : CRUMBLE CRISIS : DRUID : DROP ZONE : FRUIT MACHINE : JAMES
BOND 007 : JET SET WILLY : JOCKY WILSONS : DARTS : LASER HAWK : LAS VEGAS
CASINO :MIRAX FORCE : PHANTOM :VOODOO CASTLE : SUMMER GAMES : STAR WARS :
STACK UP : SIDEWINDER : SPEED ACE : SPY VS SPY TRILOGY : SWAT : THINKER :
WHO DARES WINS 11 : WORLD SOCCER : ZONE PATROL : ZYBEX ALL ï¿½1 EACH

HARDWARE :
ATARI 1020 PRINTER PLOTTERS ï¿½15 : RECOND ATARI XC12 DATA RECORDERS ï¿½15 :

2ND USER ITEMS :
FOR P.C USERS :
WINDOWS 95 CD UP-GRADE ï¿½40 : TERMINAL VELOCITY CD GAME ï¿½12 : PITFALL CD
GAME FOR WINDOWS 95 ï¿½10

PLUS LOADS AND LOADS OF ATARI SPARES IE POWER PACKS : I/O CABLES : PCBS :
ICS : ETC

PLEASE NOT PRICES SHOWN DO NOT INCLUDE POSTAGE, ALL ARE OFFERED ON A
FIRST COME BASIS FOR MORE DETAILS YOU CAN E MAIL ME AT
101755.2443@COMPUSERVE.COM OR TELEPHONE (ENGLAND) 0121 353 5730 OR FAX
0121 352 1669

DEREK FERN

4045. Xmas End of Season Sell Out

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: Derek Fern <101755.2443@compuserve.com>
Message-ID: <32972C65.671E@compuserve.com>
Source record: 78552

I need to clear out one of my storage units before the end of December so
the following items are up for grabs !.
XL/XE CARTRIDGES:
CROSSBOW (for use with the Atari light gun) ï¿½6
THUNDER FOX ï¿½6
M/S PACMAN ï¿½6
CHOPLIFTER ï¿½6

BALL BLAZER : BARNYARD BLASTER : FIGHT NIGHT : HARDBALL : MOON PATROL
POLE POSITION : RESCUE ON FRACTALUS : STAR RAIDERS 11 ALL ï¿½1 EACH

UNBOXED: OZZYS ORCHARD : KABOOM : PACMAN : ALL 25P EACH

EDUCATIONAL :
LINKING LOGIC ï¿½6 : SKY WRITER ï¿½3 : FRACTION FEVER ï¿½6 : 3D TIC-TAC-TOE ï¿½4
ATARI-LAB STARTER KIT PLUS LIGHT MODULE KIT ï¿½15

DISK GAMES : ATARI MIND MAZES : SMASH HITS 7 : BLINKYS SCARY SCHOOL :
CAVERNIA : CRUMBLE CRISIS : DRUID : DROP ZONE : FRUIT MACHINE : JAMES
BOND 007 : JET SET WILLY : JOCKY WILSONS : DARTS : LASER HAWK : LAS VEGAS
CASINO :MIRAX FORCE : PHANTOM :VOODOO CASTLE : SUMMER GAMES : STAR WARS :
STACK UP : SIDEWINDER : SPEED ACE : SPY VS SPY TRILOGY : SWAT : THINKER :
WHO DARES WINS 11 : WORLD SOCCER : ZONE PATROL : ZYBEX ALL ï¿½1 EACH

HARDWARE :
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FIRST COME BASIS FOR MORE DETAILS YOU CAN E MAIL ME AT
101755.2443@COMPUSERVE.COM OR TELEPHONE (ENGLAND) 0121 353 5730 OR FAX
0121 352 1669

DEREK FERN

4046. Xmas End of Season Sell Out

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: Derek Fern <101755.2443@compuserve.com>
Message-ID: <32972C3F.4F@compuserve.com>
Source record: 78553

I need to clear out one of my storage units before the end of December so
the following items are up for grabs !.
XL/XE CARTRIDGES:
CROSSBOW (for use with the Atari light gun) ï¿½6
THUNDER FOX ï¿½6
M/S PACMAN ï¿½6
CHOPLIFTER ï¿½6

BALL BLAZER : BARNYARD BLASTER : FIGHT NIGHT : HARDBALL : MOON PATROL
POLE POSITION : RESCUE ON FRACTALUS : STAR RAIDERS 11 ALL ï¿½1 EACH

UNBOXED: OZZYS ORCHARD : KABOOM : PACMAN : ALL 25P EACH

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DISK GAMES : ATARI MIND MAZES : SMASH HITS 7 : BLINKYS SCARY SCHOOL :
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CASINO :MIRAX FORCE : PHANTOM :VOODOO CASTLE : SUMMER GAMES : STAR WARS :
STACK UP : SIDEWINDER : SPEED ACE : SPY VS SPY TRILOGY : SWAT : THINKER :
WHO DARES WINS 11 : WORLD SOCCER : ZONE PATROL : ZYBEX ALL ï¿½1 EACH

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ATARI 1020 PRINTER PLOTTERS ï¿½15 : RECOND ATARI XC12 DATA RECORDERS ï¿½15 :

2ND USER ITEMS :
FOR P.C USERS :
WINDOWS 95 CD UP-GRADE ï¿½40 : TERMINAL VELOCITY CD GAME ï¿½12 : PITFALL CD
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PLUS LOADS AND LOADS OF ATARI SPARES IE POWER PACKS : I/O CABLES : PCBS :
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PLEASE NOT PRICES SHOWN DO NOT INCLUDE POSTAGE, ALL ARE OFFERED ON A
FIRST COME BASIS FOR MORE DETAILS YOU CAN E MAIL ME AT
101755.2443@COMPUSERVE.COM OR TELEPHONE (ENGLAND) 0121 353 5730 OR FAX
0121 352 1669

DEREK FERN

4047. Xmas End of Season Sell Out

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: Derek Fern <101755.2443@compuserve.com>
Message-ID: <32972C83.7DE9@compuserve.com>
Source record: 78554

I need to clear out one of my storage units before the end of December so
the following items are up for grabs !.
XL/XE CARTRIDGES:
CROSSBOW (for use with the Atari light gun) ï¿½6
THUNDER FOX ï¿½6
M/S PACMAN ï¿½6
CHOPLIFTER ï¿½6

BALL BLAZER : BARNYARD BLASTER : FIGHT NIGHT : HARDBALL : MOON PATROL
POLE POSITION : RESCUE ON FRACTALUS : STAR RAIDERS 11 ALL ï¿½1 EACH

UNBOXED: OZZYS ORCHARD : KABOOM : PACMAN : ALL 25P EACH

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2ND USER ITEMS :
FOR P.C USERS :
WINDOWS 95 CD UP-GRADE ï¿½40 : TERMINAL VELOCITY CD GAME ï¿½12 : PITFALL CD
GAME FOR WINDOWS 95 ï¿½10

PLUS LOADS AND LOADS OF ATARI SPARES IE POWER PACKS : I/O CABLES : PCBS :
ICS : ETC

PLEASE NOT PRICES SHOWN DO NOT INCLUDE POSTAGE, ALL ARE OFFERED ON A
FIRST COME BASIS FOR MORE DETAILS YOU CAN E MAIL ME AT
101755.2443@COMPUSERVE.COM OR TELEPHONE (ENGLAND) 0121 353 5730 OR FAX
0121 352 1669

DEREK FERN

4048. Xmas End of Season Sell Out

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: Derek Fern <101755.2443@compuserve.com>
Message-ID: <32972CBD.6958@compuserve.com>
Source record: 78555

I need to clear out one of my storage units before the end of December so
the following items are up for grabs !.
XL/XE CARTRIDGES:
CROSSBOW (for use with the Atari light gun) ï¿½6
THUNDER FOX ï¿½6
M/S PACMAN ï¿½6
CHOPLIFTER ï¿½6

BALL BLAZER : BARNYARD BLASTER : FIGHT NIGHT : HARDBALL : MOON PATROL
POLE POSITION : RESCUE ON FRACTALUS : STAR RAIDERS 11 ALL ï¿½1 EACH

UNBOXED: OZZYS ORCHARD : KABOOM : PACMAN : ALL 25P EACH

EDUCATIONAL :
LINKING LOGIC ï¿½6 : SKY WRITER ï¿½3 : FRACTION FEVER ï¿½6 : 3D TIC-TAC-TOE ï¿½4
ATARI-LAB STARTER KIT PLUS LIGHT MODULE KIT ï¿½15

DISK GAMES : ATARI MIND MAZES : SMASH HITS 7 : BLINKYS SCARY SCHOOL :
CAVERNIA : CRUMBLE CRISIS : DRUID : DROP ZONE : FRUIT MACHINE : JAMES
BOND 007 : JET SET WILLY : JOCKY WILSONS : DARTS : LASER HAWK : LAS VEGAS
CASINO :MIRAX FORCE : PHANTOM :VOODOO CASTLE : SUMMER GAMES : STAR WARS :
STACK UP : SIDEWINDER : SPEED ACE : SPY VS SPY TRILOGY : SWAT : THINKER :
WHO DARES WINS 11 : WORLD SOCCER : ZONE PATROL : ZYBEX ALL ï¿½1 EACH

HARDWARE :
ATARI 1020 PRINTER PLOTTERS ï¿½15 : RECOND ATARI XC12 DATA RECORDERS ï¿½15 :

2ND USER ITEMS :
FOR P.C USERS :
WINDOWS 95 CD UP-GRADE ï¿½40 : TERMINAL VELOCITY CD GAME ï¿½12 : PITFALL CD
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PLUS LOADS AND LOADS OF ATARI SPARES IE POWER PACKS : I/O CABLES : PCBS :
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101755.2443@COMPUSERVE.COM OR TELEPHONE (ENGLAND) 0121 353 5730 OR FAX
0121 352 1669

DEREK FERN

4049. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <3296D9B4.4DDB@erols.com>
Source record: 78556

asharkis@aol.com wrote:
>
> I wrote E-Mail to Emulators, Inc., asking if they even received my order.
>
> The response was that they got a lot of orders and that anything that
> wasn't shipped by 11/15 would be shipped after the first of the year.
>
> Either they're swamped or don't want to be bothered checking up on things.
>
>
> Hang in there...

I talked with Darek Mihocka at the ToadFest about a month ago. He was
hoping to get it out the door around the beginning of December. He had
over a hundred upgrade requests at that point. The upgrade was taking
more time than anticipated and his time was very limited and spread
accross several projects.

4050. FS: Old atari 800 computer

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: John <ffpm@exis.net>
Message-ID: <3297057D.41F4@exis.net>
Source record: 78557
Body handling: Binary attachment payload not displayed: atari800.jpg

Have complete Atari 800 setup, Rana systems 5.25 drive, 410 tape drive, Modem, Printer, Light pen, with hundreds of games on floppys. Make offer.

[One or more binary attachments are retained only in the source text.]

4051. Atari 800 computer (treasure or trash??????)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: John <ffpm@exis.net>
Message-ID: <32970277.4C@exis.net>
Source record: 78558

I was just wondering if the Atari 800 computer was worth anything today.
I have a complete system and would like to sell it if someone is
interested.
Email for info.

4052. Collectors -- original boxes for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <577354$hh3@ssbunews.ih.lucent.com>
Source record: 78559

If any of you collectors are looking for the original boxes for
commercial Atari software - maybe you want them to keep the software
in or to spruce up a display - I have the boxes, and I have the
cardboard sleeve style packages (for the Electronic Arts games and
the Antic APX software), that I would like to move out of the house.
Send me a want list and we'll discuss a price based on the quantity
you want. (I'm still keeping my XE and 800 so the games and application
software is not for sale - just the boxes.)
Wayne Booth (wayne.booth@lucent.com)

4053. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: nobody@nowhere
Message-ID: <848759060.15272.0@kwll.demon.co.uk>
Source record: 78560

In article <572106$1pvi@usenetp1.news.prodigy.com>, UASZ40A@prodigy.com (Robert Stone) wrote:
>I'm wondering if it might soon be available for download to registered
>users on his web page. His download section is "coming soon", so
>hopefully we'll all be able to get it that way. It would be a lot easier
>for Emulators, Inc to not have to mail the disks.
>
>

As I live in the UK, I can only agree with that totally. Get it on your WWW page guys!

4054. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: cybersteve@geocities.com
Message-ID: <32982d8b.8432415@news.networx.net.au>
Source record: 78561

uglmiller@cc.memphis.edu (Greg Miller) wrote:

>"Street Fighter" <akuma@vividnet.com> wrote:
>
>>Hi All,
>
>>Does anyone know, what had happend to the xl-it website
>>at http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html ?
>
>>Their webserver seemed to be downed for the pass month!
>
>>I have the xl-it 1.4 version, but would very much like to get the 1.6
>>version,
>>anyone out there knows another site where I can get the 1.6 version ?
>
>>Thanks!
>
>There are no 1.4 and 1.6 versions. You can get the last version
>from http://www.people.memphis.edu/~uglmiller/home.htm, in the
>downloads area. The author has dropped support for it.
>
>
>

I think he may mean the version 0.14? Thats the only version I have..
But whats the point if no more versions are available anyway..... :(

4055. Re: vaporware faq?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <577knq$64@sjx-ixn6.ix.netcom.com>
Source record: 78562

In article <19961119055900.AAA18613@ladder01.news.aol.com>, cvendel@aol.com wrote:
> Currently I'm working on a Web Site called just that:
>
> The ATARI VAPORWARE Site.
>
>I currently have:
>
>2 1450XLDs, 3 1400Xl's, 1 1090XL with 64KMR expansion card, 1 1064 Memory
>module, 1 Atari 815, 1 Atari XC1411, 1 Atari ATC201, 1 Atari 800-D, 1
>Atari 5100 (aka 5200jr), 2 Atari 6402A prototype motherboards (apparently
>a 3rd generation version of the 1450XLD with disk controller onboard), 3
>Atari 2600 S-100 Bus boards, 1 Atari 2800, 2 Atari STylus STPAD touch
>screen computers, 2 Atari Touch Me games, 2 Atari "ERIC" Laserdisc video
>systems.
>

Wow.. That is a lot of rare stuff. I'd settle for owning just one rare
Atari item. (815, metal 850 etc..) What is the ATC201 and the 800-D?

>I'm currently working getting the following: 2 Atari ABC 386sx Laptops, 1
>Atari ST Book laptop, 1 Atari PC-5 IBM Clone, 1 Atari 80 Column video card
>for the 1090XL,
>1 Atari 1200 (not 1200xl), and a few other odds and ends.
>
>I plan on taking photo's of all items from different angles and inside
>views as well with as much data as possible. Looking around the new year,
>I'll post the URL when it goes up.
>
>Curt
>

I don't want to wait until the new year, how about leaking stuff now?

Karl

4056. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <32978419.2D7A@worldnet.att.net>
Source record: 78563

The latest version is 0.16, and support IS temporarily (i hope) dropped.
As I still need to get sound working on my machine (which runs everything
else perfectly!) Help!

Keatah

--original message below--

CyberSteve wrote:
>
> uglmiller@cc.memphis.edu (Greg Miller) wrote:
>
> >"Street Fighter" <akuma@vividnet.com> wrote:
> >
> >>Hi All,
> >
> >>Does anyone know, what had happend to the xl-it website
> >>at http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html ?
> >
> >>Their webserver seemed to be downed for the pass month!
> >
> >>I have the xl-it 1.4 version, but would very much like to get the 1.6
> >>version,
> >>anyone out there knows another site where I can get the 1.6 version ?
> >
> >>Thanks!
> >
> >There are no 1.4 and 1.6 versions. You can get the last version
> >from http://www.people.memphis.edu/~uglmiller/home.htm, in the
> >downloads area. The author has dropped support for it.
> >
> >
> >
>
> I think he may mean the version 0.14? Thats the only version I have..
> But whats the point if no more versions are available anyway..... :(

4057. Re: Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <577reo$vi2@netnews.mis.net>
Source record: 78564

On 1996-11-21 aqhrt@txt5.ibm.net'smessageofWed,20Nov199622:12:23GMT said:

>The HAPPY Controller is as far as I know an enhancement to a normal
>HAPPY that allows to toggle the write protect state via software.
>--
>Frank Lohse
>Universitaet Kaiserslautern
>lohse@informatik.uni-kl.de

Yes, plus it suppose to allow easy access to Happy 1050 slow and fast speeds, and writing to disk back side. It has two toggle switches and write protect LED. There are two sets of (jumper wires) from the board. I think these go some where onto the main 1050 board where the Drive Mech. plugs in. But I'm not sure where to plug them in at. Also there is a 4 pin connection on the Controller itself. Anybody in 8-bit land know how to hook this thing up?

Send E-Mail to phantomm@harold.eastky.com

Banging head against wall mode - On.

Net-Tamer V 1.07X; Beta - Test Drive

4058. Re: Grey/Blue Jag Controller (was Re: Atari Computers for sale...cheap!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: bond@access4.digex.net
Message-ID: <577v2m$jm4@access4.digex.net>
Source record: 78565
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In article <571181$m5i@nnrp1.news.primenet.com>,
Robert Worne <rworne@primenet.com> wrote:

>That bites, so when do we see someone who "just came across" a large
>quantity of Jag controllers sell them on the net for $10-15 apiece?

That is what I think. Some tool just bought them all up hoping to double
his money over the next 6-12 months. It's great to think that 4Play or
someone did this as part of a greand scheme that would have meaning...
But if that was the case I think it would have been done earlier. So I
suggest that if there comes a time were a person selling pads is a likely
suspect--boycott them. Even if it means having to pay more for your own
pad (unlikely really). If they had been ProControllers I would have had
my order in when I first saw the post...

--
_ _ _ mailto:bond@access.digex.net
| | |_' / `_| http://www.access.digex.net/~bond
|_| ._| / |_. -=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
Atari and OS/2 =-=-=-see WWW for PGP public key=

4059. Re: Atari Modems

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: jeffery mcguire <dpjgm@utxdp.dp.utexas.edu>
Message-ID: <32974678.2731@utxdp.dp.utexas.edu>
Source record: 78566

michael,

i'm replying to the question regaurding popularity of atari in europe.

i'm sure there are users still out there that might add some more
details, but way back in '81 i was an army dependant in
germany-heidelburg. in the dod high school i went to we used a entire
lab of atari 800's. the german schools in the area also had them.
also the post exchange sold them in their electronics
departments/catalogs. i recall seeing them available in the german
retail stores as well. even bought some software which i had a hard
time using, the instructions were in deutsch.

...ahh for the good old days.

any other army brat atari users??

-cheers
robert erickson
dperw@mail.utexas.edu

4060. Atari 800xl's

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3297B1C8.257C@tcd.net>
Source record: 78567

Have a couple of these in excellant workng condition..may have a shool
name engraved in the plastic case..comes with power supply and video
cable to TV.. Priced shipped..$25.00

bob

4061. Atari 1050 Disk Drives..Stock!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-23 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3297B33B.4E5@tcd.net>
Source record: 78568

Send a copy of this with order..!

I have some Atari 1050 Disk drives, cases not most attractive!..Semi Clean but have a school name engraved in the plastic case or on the metal band across the front..

This does not affect the operation of the mechs inside..will gurantee them for at least 30days..probably longer..?

Price shipped...$15.00..send a copy of this message with order so I know what to send.

bob

4062. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <578na6$r83@news.asu.edu>
Source record: 78425

Au contrare! (sp?) Many of us in the US still like to see the latest demos coming out of Europe, BUT, the coders simply like to write interrupt routines that make our 50 htz machines go wacky. After downloading several demos and only having one or two work partially, we come to the conclusion that it isn't worth the effort to download them in the first place.

Why do the Polish, German, etc. coders limit themselves to having their demos run only on PAL machines? If they want worldwide recognition, they need to write worldwide demos.

--
John Collins N.W.P.A.C.
irata@aztec.asu.edu P.O. Box 67511
Nybbles & Bytes Editor Phoenix AZ 85082

4063. Coders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32983F45.4EB@kawo2.rwth-aachen.de>
Source record: 78426

Hallo !

Here are some projects I think useful to do:

All for SPARTA-DOS filesystem:
XCOPY - a copy program for complete directories (with subdirectories)
DEFRAG - a defragmentation progam - never seen something like that
NC - a Norten-Commander like disk utility for copying etc, that
works not only with D:-handler but with other handlers - too
XEP80 - a good and fast handler for XEP80 (screen handling only), cause
the Atari-one seems to have a lot of bugs
PLAY - a commandline-based MOD-Player (with no DEMO in it ...)
QUICKV - a commandline-based picture-viewer
to be continued
...

Thanx, Matt

4064. WTD Sparta Dos Cartridge/ XF-551

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <579lqk$dt0@macaw.cyberport.com>
Source record: 78427

```
if you have one for sale, please email me.
thanks,
```

4065. how to format a IOMEGA ZIP on a XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: beco@worldaccess.nl
Message-ID: <2092.6902T1027T2900@worldaccess.nl>
Source record: 78428

Here is a Message of a friend of my : Mathy Van Nisselroy,

Howdy folks

I recently bought an IOMEGA ZIP drive which I want to use with my 8 bit ATARI. Problem is, I can not seem to get it configured just the way it should be configured (a textfile I found on the IOMEGA BBS says: 64 Heads, 96 cilinders, 32 sectors, 196608 total blocks.)

I'm using a BlackBox plus FloppyBoard with the required parity pal on my 130XE (plus US+ OS and GUMBY STEREO).

After I configured the ZIP drive, HDFMT tells me:

mode sense failed
70,24 is error code
05 is key

Does anybody know what this means?

I know somebody in the 8 bit ATARI world is using a setup like this (but with SPARTA DOS, and I want to use in mainly with MyDOS.). But I don't know who. Could this person please share some of his (or her) knowledge with me?

Does anybody know how (read: what code do we need) to controle the special features of the ZIP drive, like protection, ejecting the disk via software, setting it to "non-removable mode", etc.?

Now for something totally different:

I just heard on television that some top modem company (the weenies didn't name the company) has just developed a modem that would be so fast (I believe they mentioed 512kBaud) that you wouldn't really need ISDN. They say so, not me!!! I know that the classic ATARI isn't anywhere near fast enough to use those speeds, but I guess I'm not the only one interested in these things.

CU Mathy Van Nisselroy

PS Bernard Kok was so kind to let me send and receive messages. So please don't fill up his mailbox with useless discussions. As long as I don't have my own address, I'm not gonna go into discussions.

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
beco@worldaccess.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859
Underconstrucion -> Home Page : http://www.worldaccess.nl/~beco

4066. Atari BBS List: New keeper sought!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.d022474d1633d498976c@client1.news.psi.net>
Source record: 78429

```
Hi - I'd like to find someone to take the torch and continue
the updates for the Atari BBS list. Please send me
mail if you'd like to take it over.

Thanks,
Oscar
```

4067. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <329888AC.371@htw.uni-sb.de>
Source record: 78430

CyberSteve wrote:

> >There are no 1.4 and 1.6 versions. You can get the last version
> >from http://www.people.memphis.edu/~uglmiller/home.htm, in the
> >downloads area. The author has dropped support for it.

0.16 is available from my new site:

http://myst.slcc.edu/~markus

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis Emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

4068. Atari BBS List: 96-11-22 Update

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.d022403d5b43de298976b@client1.news.psi.net>
Source record: 78431

Nothing particularly exciting this time - just
removed the phone numbers of BBS's that have gone down.
I'll remove these boards from the list altogether eventually.

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry has
been updated since the last version of this list.

```
******************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-11-22 *
* *
******************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

------------------------------------
50 Systems Listed
------------------------------------

01 ? : 716-337-3628
New York, USA
? : ? : 96-03-10
```

--
Carina

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-648-8027
?
? : ? : 96-03-10
--
ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

06 Atari Connection : 801-280-7486
?
Atari-8 : OK : 96-08-04
--
Up since 85.
QWK connected to the world.
650MB of 8bit ONLY storage.
Huge collection of Atari 8bit
software and support.

07 Atari Express : 506-652-6826
?
? : ? : 96-03-10
--
ProNode 112

08 Atari Scene : 502-456-4292
Louisville, Kentucky, USA
Atari-16 : OK : 96-08-03
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901
Ottawa, Ontario, Canada
? : ? : 96-03-10

--
Dave Brown. X_232, IAN net soon

10 BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
--
MichTron

11 Barvarian Gaus : 303-367-5877
?
? : ? : 96-03-10
--
ProNode 108

12 Beco Tel : +31-2063-26859
Amsterdam, The Netherlands
? : OK : 96-03-10
--
Bernard Kok. Hours - 17:00-06:00 GMT

13 Carnival : 810-235-0158
?
? : ? : 96-03-10
--
ProNode 349

14 Closer to Home : 419-368-4413
Jeromesville, Ohio, USA
Atari-8 : OK : 96-08-07
--
ProNode 439; 300-14.4K USR
256K Bucholtz XL
CTH shareware support site.
Tom Hunt

15 Computer World : 716-247-8355
?
Atari-8 : OK : 96-03-10
--
Bob Puff.

16 CSS : 716-247-7157
?
? : ? : 96-03-10
--
<no notes>

17 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 96-08-05
--
Ronald Hall

Monthly cash/prizes!!
Gemini CD-ROM online.

18 Enterprise : 607-648-8027
?
? : ? : 96-03-10
--
ProNode 393

19 Hard Core : 203-871-1842
?
? : ? : 96-03-10
--
ProNode 317

20 Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
--
ProNode 366

21 Inside 8bit 1 : 706-798-2474
?
? : OK : 96-08-03
--
ProNode 47

22 Inside 8bit West : 510-895-8022
?
? : OK : 96-08-03
--
<no notes>

23 Iron Horse : <none> *
Phoenix, Arizona, USA
Atari-8 : DOWN : 96-11-22
--
ProNode 381; NWPAC
Premanently down.

24 JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : 96-11-16
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

25 JAIL : 416-762-9316
?
? : ? : 96-03-10

--
ProNode 335

26 Last Hope : 604-460-1195
Maple Ridge, BC, Canada
Atari-8 : OK : 96-03-14
--
Express X_232, soon IAN & Undernet

27 Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10
--
ProNode 415

28 MOOSE : 716-381-5139
?
? : ? : 96-03-10
--
<no notes>

29 New Nest : 516-783-4634 *
Wantagh, New York, USA
Atari-8 : OK : 96-11-22
--
130XE/MIO/14.4K ProNode 28
Long Island Atari User Group
and Old Hackers Atari User
Group
Patrick Mulvey: pmulvey@li.net

30 Northern Limits : 905-937-2786
?
? : ? : 96-03-10
--
ProNode 338

31 Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
--
ProNode 430

32 Part Time : 216-582-1196
Cleveland, Ohio, USA
Atari-8 : OK : 96-08-05
--
ProNode 7 version 2.1a

33 Pot Hole : 604-642-6795
?
? : ? : 96-03-10
--

ProNode 365

34 Precinct : 504-766-3315
?
? : ? : 96-03-10
--
ProNode 207

35 Programmer's : 416-466-6749
?
? : ? : 96-03-10
--
<no notes>

36 Repair Shop : 801-967-8738
?
? : OK : 96-08-03
--
ProNode 53
300-19.2 baud Hayes Ultra

37 Rest Stop : 916-568-1712
?
? : ? : 96-03-10
--
ProNode 412

38 Revelstone : 717-263-9689
?
? : ? : 96-03-10
--
ProNode 227

39 SELECT : <none> *
Sacramento, California, USA
Atari-8 : DOWN : 96-11-22
--
BBS is PERMANENTLY OFF-LINE.
Operated non-stop from
Aug 15'86 -> Nov 02'96
Sorry to see it go...

40 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

41 Slidell Express : 504-649-7921
?
? : ? : 96-03-10
--
ProNode 181

42 SNACC : 702-438-2208
?
? : ? : 96-03-10
--
ProNode 121

43 SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

44 Star NET : 407-281-6132
Orlando, Florida, USA
Atari-8 : OK : 96-11-16
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

45 Star Wars : 210-737-3019
?
? : ? : 96-03-10
--
ProNode 118

46 System Reset! : <none> *
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
--
USF net, IAN net, ProNode 59
Probably back up in a year...

47 Underdog : 508-820-3089
?
? : ? : 96-03-10
--
ProNode 102

48 Wall : 904-730-8659
?
? : ? : 96-03-10
--
ProNode 287

49 Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
--
Wayne Arenz

50 Westex : 610-776-7495
?
? : ? : 96-03-10

--
ProNode 169

4069. Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: tbechard@nyx10.cs.du.edu
Message-ID: <57a023$sjn@nyx10.cs.du.edu>
Source record: 78432

While cleaning up to move, I've noticed that I still have a few
of my Atari XL titles around. My XL has been dead for a few years now,
and I'm not getting use outta this stuff anymore, so I'd be glad to give
these out to a good home. ;) These are all originals... ;)

Fight Night
Hard Ball
Conan
World Karate Championship
Music Construction Set

I would ask that whoever is interested please pay the shipping ;)

Tim

4070. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <57a10d$v9i@netnews.mis.net>
Source record: 78433

Sometime ago I heard that there was a fix for the PAL incompatibility.
It involved Piggybacking a Antic chip, but I don't have any other details
on doing it. Also there was talk of a software fix like the translator
disk. But I don't know if it was ever done.

4071. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3298967A.351F@tcd.net>
Source record: 78434

In answer to your question, as with US Programers it is a matter of Economics. They program for what they have available to them. Most of the European programers are no different than the US Programers. If it generates revenue for them then they do it, if not?

I am sure if the Atari Comunity would send these programers a donation of any sort you would see a dramatic change in their programing efforts.

4072. Re: Coders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <329897D7.6959@tcd.net>
Source record: 78435

I am not sure if you are totaly aware of what you ask in your posting.
Just how do you intend to compensate these programers for their efforts?

I know of several projects that would be benificial to all of the Atari
8-Bit comunity but personaly I don't have the Balls to ask for any as I
know what time is entailed in developing the software..

Bob

4073. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: pcerra@soho.ios.com
Message-ID: <57a25p$ghv@news2.cais.com>
Source record: 78436

Keatah <Keatah@worldnet.att.net> wrote:

>The latest version is 0.16, and support IS temporarily (i hope) dropped.
>As I still need to get sound working on my machine (which runs everything
>else perfectly!) Help!

>Keatah

Well first a note on XL-IT 0.16. It seems to work pretty good on my machine (pentium 100) but it doesn't run everything, even when I mess around with some of the command line options. One thing that I can't seem to run is the entire Spy vs Spy series. I got PC Xformer 2.5 to run the original, but it was buggy and basically unplayable. <sigh> Also I'm still messing around with the joystick. The program detects it, but the stick seems unresponsive or even confused when I go to use it.

Anyway, regarding sound: have you read the documentation carefully? Sorry, not trying to imply that you're an idiot or anything, but I myself didn't bother to read it carefully and I was without sound for about a week. My problem was that the zip file didn't unarchive itself correctly; it failed to make a directory called Samples to put the .wav files into. As a result of this, sound failed. As soon as I created the directory and moved the .wav files into it, all was well.

-P

4074. Help.. In need of any old Atari Computers and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: jonart@ix.netcom.com
Message-ID: <57a3ca$34d@dfw-ixnews10.ix.netcom.com>
Source record: 78437

I am looking for any Atari 8 bit computers preferably in working condition and Atari hardware... and software... books. Anything to get me started. I want to start programming and experimenting on the hardware. Now heres the catch.. I have little money (Don't we all!)... So I am hoping there are some kind people out there who would donate something to me. I can pay shipping. If anyone has an old atari 8 bit laying around gathering dust, I will provide it with a good home. I will not be reselling the equipment. Thank you all.

jonart@ix.netcom.com

4075. jargateigahn!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: Stephen Laisch <yakumo@xnet.com>
Message-ID: <3298949D.8A@xnet.com>
Source record: 78438

I have this for sale:

Atari 800XL(64K)
1 Spectravision Joystick
RF Unit
Pacman Cart

$35 (Shipped US)

4076. 130XL/1200XL PBI Interface Card

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3298A112.A52@tcd.net>
Source record: 78439

I bought the rights to the 130XE interface card from Supra Corp several
years ago and maybe perhaps it is the only PBI card avaialble today?

If you wish to do a 1200XL Wooley upgrade then you could use this
card..if you want to do a MIO to 130XE then you need this card..These
are
new..and will sell them with or without the cart port installed.

Cards are $19.00 with cart port adaptor installed plus $4.00 s/h.

If you want to get your own Cart Port connector and want a bare card
will sell them for $12.00 plus $4.00 s/h..

Attach copy of this message with order..

Bob

4077. Re: Coders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <3298A94B.6484@kawo2.rwth-aachen.de>
Source record: 78440

BobKlaas wrote:
>
> I am not sure if you are totaly aware of what you ask in your posting.
> Just how do you intend to compensate these programers for their efforts?
>
> I know of several projects that would be benificial to all of the Atari
> 8-Bit comunity but personaly I don't have the Balls to ask for any as I
> know what time is entailed in developing the software..

Itï¿½s just o.k. - I ï¿½m writing software for the Atari by myself and just know, how much work it is.
I just want to give some ideaï¿½s for those, they want to have. Itï¿½s nice to have a new demo, too, but there arenï¿½t enough coding tools or something like that.
To the question of reward - first some code as a pure hobby, they are glad if their progs will be used.
And then there is the possibility to give your work as shareware.
But IMHO there are some problems with shareware: first: Iï¿½ve no idea how to give some five or ten dollars from Europe to America (without giving a lot of money for transfer.)
Second: the authors should reduce their prices. If they want to have $20 or even more (what is an reasonable price) its too much for such an old machine as the atari and noone will pay. But $10 or $5 will pay a lot of people I think.

Thanx, Matt

4078. Re: Coders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <57agvs$ovo@freenet-news.carleton.ca>
Source record: 78441

BobKlaas (bobkla19@tcd.net) writes:
> I am not sure if you are totaly aware of what you ask in your posting.
> Just how do you intend to compensate these programers for their efforts?
>
> I know of several projects that would be benificial to all of the Atari
> 8-Bit comunity but personaly I don't have the Balls to ask for any as I
> know what time is entailed in developing the software..

Bob,

I think Matt's posting was more of an effort to possibly give
focus to the energy thats already out there in hobbyist coders. I seriously
doubt anyone expects someone to write new software for the 8-bit
with the expectation of turning a profit.

For most of us who still support the platform, its out of
personal desire, or desire to help others enjoy the Atari more. Even
with program like APE, I would have to sell thousands upon thousands
of copies to turn a profit based on the time I put into it.

While I personally am not going to start coding XCOPY for
Spartados tomnorrow, mabey if more people like Matt come forward
to at least let coders know thier work will at least be APPRICIATED, they
will be more motiviated to start working on it.

Steve

4079. Ref-Survey

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32989A5E.40E8@tcd.net>
Source record: 78442

Obviously I was unclear on what I intended to say on the first question
of the last servey.

If and when a Cd-Rom were produced for the Atari 8-bit.

1..Would you as a user prefer it to have only Atari 8-Bit files in
anyone of the following:

a. Atari Bootable disks once diskcomed out to the Atari drive.

b. Atari Bootable files period.

c. Include all PC emulated files on the disk..?

Or in other words a CD-ROM for the ATARI 8-BIT ONLY OR INCLUDE PC
EMULATED FILES?

bob

4080. Re: Help needed !

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32989935.136B@tcd.net>
Source record: 78443

He didn't post as to what software he was Using!...this could be a problem within the software...I along with several others that have replied have problems with Netscape 3.0...

Perhaps if he would post his equipment..computer ram ect and what software he is running someone could help...Netscape with a 386x40 processer has problems...ask me I know..got it...Gold that is..If he has access to Eudora then use it..one of the best E-mail servers available, not a Hack like Netscape's mail.

Bob

4081. CD-ROM for Atari 8-BIT??

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32989C18.758A@tcd.net>
Source record: 78444

From the survey I previously posted had a suggestion that this be a combined effort from all the Atari 8-bit users with input, files ect.

Instead of one person saying what goes on the CD, users send files, be it text (ascii, atascii) if available reguarding upgrades, trouble shooting ect..

I personaly within the past 10 years have notes on problems that I have come across on repairing different componets, computers, drives, MIO's ect..these could be put into a text section along with those of otheres who encountered different problems..? Accepatable Idea? yes no maybe so?

Anyone who I have not previously contacted wish to help/partisipate? Attach your efforts to the reply with a read.me file with giving you credit for your efforts..will definately include any and all not duplicated efforts..

Bob

4082. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-24 00:00:00 UTC
From: infoman@xmission.xmission.com
Message-ID: <57asp9$7b5@xmission.xmission.com>
Source record: 78445

For sale: Atari 800, BASIC cartridge, Atari 5200, Atari 2600, and much
more. If interested, please visit AuctionWeb:
http://www.ebay.com/aw/search.cgi?i1=&i2=&i3=&i4=&i5=&s=&sel=infoman@poboxes.com&bid=

/InfoMan
http://infoman.simplenet.com/atari/index.html

4083. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <57aa6f$mh9@nw101.infi.net>
Source record: 78446

Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:

>0.16 is available from my new site:

> http://myst.slcc.edu/~markus

This version has a point and click file interface for Win95. This version has great sound support. This version is the premier atari 8bit emulator, even though the other costs $40.00 or whatever.

This version runs Alternate Reality.

Xl-it 1.6 thrashes the competition.

Daniel Clinton

4084. Atari 400 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: curiousg@crown.icongrp.com
Message-ID: <848884057.21826.0@dev164.crown.icongrp.com>
Source record: 78447

Does anyone know what type of power supply the Atari 400 requires?
Voltage, AC/DC? and is the center pin pos or neg?
I had this thing going about 7 years ago with a makeshift power supply
but cant remember where I got the specs.

Thanks in advance

George

4085. Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbda7c$f47615c0$65469ace@marcm>
Source record: 78448

I picked up an ATARI XE System today. It is a tan colored (like a 130xe
and ST) two piece box one is the CPU with
pastel colored buttons and the other is a detachable keyboard. It has
basic and Missle Command built in. I've never
seen one of these before are they plentiful or just an anomoly?

- Marc

tbmarc@webspan.net

4086. WTB: Issues 1-12 of both Analog and Antic magazines, also looking for...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961125053400.AAA09120@ladder01.news.aol.com>
Source record: 78449

Wanted: Issues 1-12 of both Analog and Antic magazines, also looking for
any
ROM magazine issues and also looking for Atari Connection magazines.

Please respond with what issues you have and what prices your asking.

Curt

cvendel@aol.com

4087. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <57boqa$dsv@Waldemar.mat.uni.torun.pl>
Source record: 78450

JOHN COLLINS <irata@aztec.asu.edu> wrote:
> Au contrare! (sp?) Many of us in the US still like to see the
> latest demos coming out of Europe, BUT, the coders simply like to
> write interrupt routines that make our 50 htz machines go wacky.
> After downloading several demos and only having one or two work
> partially, we come to the conclusion that it isn't worth the
> effort to download them in the first place.
> Why do the Polish, German, etc. coders limit themselves to having
> their demos run only on PAL machines? If they want worldwide
> recognition, they need to write worldwide demos.

How I can tested my demos on NTSC?
JASKIER/TAQUART
(from Poland of course)
P.S. Tell me what kinds of fx don't work. Maybe I wont use they in my next programs. It is only I can do.

4088. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <329A0313.1062@zeus.fh-pforzheim.de>
Source record: 78451

hi!!!

thanx jaskier for your question... if i write demos i test
them on my machines and i havent got a ntsc-machine... so what
can i do to test them???

has anybody any "guideline" to make it possible to test a program/demo
that it is working on both machines (pal/ntsc)?

i think it is not my fault if it doesnt work on non-pals because
i dont know that! my first attempt was to put my demos on the web
so everybody can download them... but i didnt recieved any emails
that they doesnt work on ntsc-machines... some mexican/american
guys or girls send me email that they work perfectly on ntsc-machines...

so here are they:

carpe.com
4ktro.com
8ktro.com
16khiptro.com

avaible on internet

http://www.uni-karlsruhe.de/~Marek.Tomczyk/

and on other pages as well...

bye HeAvEn/Member of Taquart (from germany of course...)

ps. and if some demos doesnt work on emulators... not my problem...
i will not fix any of my demos to run on any emulator...
the one and only machines are "real" ones... not emulated... we
are not in "ms-dos"-land...

4089. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <329A0873.1DFC@zeus.fh-pforzheim.de>
Source record: 78452

there is one thing i want to write... (for today... ;-))

ref. writing programs for the xl...

it takes a lot of time spending for writing a game or a applikation...
or even demos (which i prefer...)

but who REALLY cares of using esp. applikations on xl???
why the hell should we code a "word 7.0" for xl?????
maybe i will spend month in coding a applikation like "word 7.0" or "excel 5.0" (not really...) but who really
cares???? all of you are crying for programs... but when someone will write such a thing then anybody
will look at them and say "oh nice, look it is like word on my pentium..." and then turning back to the real
one...

so tell me... what should users write for the xl???? make a list and
post it here in the newsgroup... let us make a market-research... ;-)

the only thing i write are demos because i like watching "useless" demos (even on my amiga...) and code some
"utilities-for-demo-coding-and-then-
through-it-away-after-using"...

ref. games... it would be easier to code games when there are some guys out there who help in such projects...
but dont cry for wing commander
or tekken... ;-)

bye HeAvEn/Taquart

here is a excerpt of my webpage

"First I want to thank YOU for hitting this page or downloading my XL-Demos ,dentros or whatever you want to
call them...

Why coding on 8-Bit Atari Computers in the era of microsoft, pentium, Win95, ... ????
The answer is very simple... coz. the XL/XE Computers are the best 8-Bit Computers with most flexible
grafic-chips in the
history of 6502,Z80,6510,...

advantages of ANTIC, GTIA (Custom video-chips):

build in 15 text/grafic-modes
this modes are full mixible

full usage of PAL/NTSC- screen (OVERSCAN! without tricks ;-))
own "display-list"-language (see "copper-list" on amiga...)
256 colors (max. 16 on screen without tricks like DLIs)
Display-List-Interrupt
flexible line-width of every scanline possible !
powerfull softscroll-registers build in...
you can create selfmade grafic-modes like CIP, HIP, APAC-Mode
many other which you discover while coding... :)))

Disadvantages of the XL videosystem

4 (5) Player/Missles with max 8x255 (Sprites) resolution
no color-ram (max. 4 colors in 160x200 without "tricks")
too small character-set (128 chars only...)
hmmm... not many... eh?

You will discover the powerfull possibilities of this machine if you start coding demos...

What is "CIP"-Mode?

"CIP" stands for "Color Interlacing Picture" and uses the interlace-technique to display 7 colors instead of 4 in gr.15 (160 x 200). Do you need a Paint-program or picture-disk with examples???

Try ftp-server of the group TIGHT.

What is "HIP"-Mode?

"HIP" was found in June, July 1996 by members of HARD Software, the coders of brilliant demos like "Veronica", "Cool Emotion" and "Joyride". "HIP" stands for "Hard Interlacing Picture" and enables to display 30 (!) shades in a resolution of max. 160 x 240.
further information conc. HIP please read the HIP-Faq.

What is "APAC-Mode"?

The shortage APAC-Mode is taken from the gif-viewer with the called "Apacview". This viewer enables to show iff- or gif-images on small atari with 256 colors. the program itself
uses the interlace technique to display the picture...

1. frame the 16-greyscales of the picture and 2. frame the 16-colors of the image...

Our eyes are "mixing" this two values to a "apac-color", so 16 colors with 16 shades means 256 different colors...

...

HeAvEn, Member of Taquart

Email: nadkar@fh-pforzheim.de

Last update: October, 5th, 1996 "

4090. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <329A0A92.5CA0@zeus.fh-pforzheim.de>
Source record: 78453

hallo herr petersen...

its my personal opinion... not from all of the xl-users around the
globus...

i have written some little games in the past (around 1990) for the xl...
but everyone should do the thing with the xl what ever he wants...

but why not "mobilizing" some guys to code/write some OWN stuff and
not just consuming.... think about it when you play a old game for
some seconds and then turning back to your playstation or to your
new pentium-game... ;-)

its easier to write a megademo than a game ;-)...believe me (or not)...
i have spent some thoughts in coding a "bomberman"-clone on the xl and
for 4 players simultan...but

1. who would play such a game???
2. i will finish my new "shit" mega-demo "hyperion"
3. i have no creativity for such a game...

so:

Please send me your suggestions for such a multiplayer-game!!!!

bye HeAvEn/Member of Taquart

ps. there are demo-coders who made it possible to play modfiles on xl
or the new HIP-Grafic-mode!!!

4091. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961125131900.IAA15183@ladder01.news.aol.com>
Source record: 78454

Personally, I don't see what's wrong with writing applications, although if I had to write one I'd have to give up all other live activities (GRIN!) There is something just as exciting to some of us at seeing a new application as seeing a new demo, especially if it makes life easier on the ol' 8-bits. I've long ago stopped writing on my 8-bit for anything but the club's newsletter because the apps I use on my clone are just more convenient.

Seems to me that with the MAX line of chips we should be headed toward faster communications and I know that some people are working on that right now. I wish them the best, and hope that they can come through with something remarkable. ZModem recieve is already a reality, and I know that ZModem send is on its way. Combine the two and we'll really get 8-bitters on the Intrernet.

But, don't stop those demos! They are wonderful pieces of entertainment and wonderment, and great practice for the coders who write them.

Games? Well, I was never a gamer, but who knows ...

4092. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961125131900.IAA15187@ladder01.news.aol.com>
Source record: 78455

This is the XEGS, and no, it's not rare. In fact, they were moving out of the stores pretty well when first introduced. It's a 64K machine, not too much unlike the 65XE. It was marketed as a game system, and, indeed, came with game carts.

A guy I met was so incensed by Atari's marketing strategy for this machine (they didn't even call it a computer on the box) that he stood outside a big toy retailer and handed flyers to people leaving the store with the system. The flyers stated that by adding a disk drive, the people would have a full-fledged computer.

The flyers left his hand, were read briefly, and most of them wound up in the nearest litter basket.

4093. Re: CD-ROM for Atari 8-BIT??

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961125131900.IAA15185@ladder01.news.aol.com>
Source record: 78456

Now, that would be an interesting and worthwhile contribution!

All the stuff about bootable disks and/or disk images is kind of moot,
because the Schreurs brothers and others have already done a lot of that.
But service hints? That will be most valuable in years to come.

I realize that you probably can't fill up 650 Mbytes of CD-ROM with your
service experience, but any sizeable section devoted to that will make
your CD-ROM unique.

4094. coders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: Stephen Laisch <yakumo@xnet.com>
Message-ID: <32999FE4.7E18@xnet.com>
Source record: 78457

Okay. I have questions:

1. I have an Atari 800XL, where can I get an assembler for it
2. Where can I get graphics / sound books in Assembler for it
2A. And will these books show how to access the joystick through
assembler?
3. If the assembler comes on disk where the hell do I get a
disk drive.
4. If I write something really cool is there a way to transfer that to
the PC so it can be sent over the internet?
5. How do I make the software compatible with PAL machines?

I do have some interesting ideas for some games(no demos.) but I
have no idea how long it will take me to learn the architecture.

I've already done 80X86 Assembler, C, C++ programming and in the
process of learning Visual Basic and Visual C++.

current ideas:

Anime influenced Tetris styled game (Ala Puyo Puyo)
A Zelda styled Roleplaying Game
A port of my all time favorite: Solmons Key

16 colors doesnt sound like alot for this beastie but I bet if your
a great artist thats all the colors you would need.

Thanks for listening

Stephen

4095. Re: Atari 400 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <3299AA3C.54C@tcd.net>
Source record: 78458

You need 9v ac, approx 5 watt out put..any of the 800, or disk drive
power supplies would work, 810, 1050, Rana, Trak little higher on watts
but will work fine.

Bob

4096. Re: Parts - Special Pricing

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <57cihi$18c@dfw-ixnews2.ix.netcom.com>
Source record: 78459

My company, American Techna-Vision, still has a good stock of
replacement parts for your Atari 8-bit. Examples:

---ALL PARTS NEW---
40 Pin LSI Chip Set: 1 ea. CO12294, CO14805, CO14806, CO14795, CO12296
5 piece set price - $4.95
Power Supply for 800XL/600XL/130XE/65XE/XEGS - $9.95
Power Transformer for 800/400/1200XE/1050/XF551/810/850 - $4.50
Supra Parallel Printer Interface - Special - . . $9.95
1050 Mechanic Assembly - Special - $9.95
800 10K ROM Board . . . $8.95
800 16k RAM Board . . . $8.95
EDITOR/ASSEMBLER Cart. (No plastic case) . . $5.00
BASIC Language Cart. (No plastic case) . . $5.00
Spare ROM Chips for EDT/ASM or BASIC - - $2.50 per pair.
13 PIN SERIAL I/O CABLE . . $1.50 ea. or (10) for $10.00
13 PIN PC Mount Serial Cable Connector . . . $4.50 ea
Shipping $6.00 for U.S.
Dealer Inquires Welcome
Questions? Contact: American Techna-Vision
15338 Inverness St.
San Leandro, Ca. 94579 PH 510-352-3787

Established in 1973

4097. Re: how to format a IOMEGA ZIP on a XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: rdell@best.com
Message-ID: <57chdt$4ba@shellx.best.com>
Source record: 78460

In article <2092.6902T1027T2900@worldaccess.nl>,
Bernard Kok <beco@worldaccess.nl> wrote:
>
>Here is a Message of a friend of my : Mathy Van Nisselroy,
>
>
>Now for something totally different:
>
>I just heard on television that some top modem company (the weenies didn't
>name the company) has just developed a modem that would be so fast (I
>believe they mentioed 512kBaud) that you wouldn't really need ISDN. They
>say so, not me!!! I know that the classic ATARI isn't anywhere near
>fast enough to use those speeds, but I guess I'm not the only one
>interested in these things.
>
>CU Mathy Van Nisselroy
>

Probably the new 56K baud modems (56K provider to you, 33.3K the other way)
which have recently been introduced .. require a provider with a digital
hookup to the telephone connection.

ISDN (each channel) is 64K baud .. though many times you can use both
channels (at twice the per minute fees) to double the rate.

Also, cable modems (hook up to your cable tv company) start at about 512K
and get faster.

--
Richard Dell

4098. Re: Help.. In need of any old Atari Computers and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <3299D7E3.2B34@ncweb.com>
Source record: 78461

InS@Ne DoM@iN wrote:
> ------------------snip-------------------------
> I have little money (Don't we all!)... So I am hoping there are some kind
> people out there who would donate something to me. I can pay shipping. If
> anyone has an old atari 8 bit laying around gathering dust, I will provide it
> with a good home. I will not be reselling the equipment. Thank you all.
>
> jonart@ix.netcom.com ^^^^^^^^^^^^^^^^^^^

This guy has a NetCom account ($19.95/month) and a PC sophisticated enough
to access the internet ... and then he has to BEG for an 8 bit Atari?????
What's wrong with this picture???

--

****
* /_/\ /_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * *
* say "Hello" too! * Please spay or neuter your pets! *
****

4099. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <3299E95D.4426@poboxes.com>
Source record: 78462

Marc M wrote:
>
> I picked up an ATARI XE System today. It is a tan colored (like a 130xe
> and ST) two piece box one is the CPU with
> pastel colored buttons and the other is a detachable keyboard. It has
> basic and Missle Command built in. I've never
> seen one of these before are they plentiful or just an anomoly?
>
> - Marc
>
> tbmarc@webspan.net

That is the Atari XE Game System. They are more plentiful than, say, a 1200XL, but not as plentiful as a 2600. Without the keyboard, it is just a game system, compatible with all the 8-bit cartridges, plus some that were made for it. When you plug in the keyboard, it becomes an 8-bit compatible computer. It has BASIC built in, plus you can hook up all the standard peripherals via the SIO port.

/InfoMan

http://infoman.simplenet.com/atari

4100. Rainbow 95 is ready!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-2511961856500001@cisjx91.demon.co.uk>
Source record: 78463

Hi all,

Rainbow 95, the Atari 8 bit emulator for Windows95 / NT / 3.1 with Win32s,
is now ready.

See URL below in sig.

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

4101. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E1G986.MnC@iglou.com>
Source record: 78464

In article <3299E95D.4426@poboxes.com>, InfoMan wrote:
>
>That is the Atari XE Game System. They are more plentiful than, say, a
>1200XL, but not as plentiful as a 2600. Without the keyboard, it is just
>a game system, compatible with all the 8-bit cartridges, plus some that
>were made for it. When you plug in the keyboard, it becomes an 8-bit
>compatible computer. It has BASIC built in, plus you can hook up all the
>standard peripherals via the SIO port.
>
The XEGS also has Missile Command built in. You run it by either (a)
turning the machine on with the keyboard unplugged and no cartridge, or
(b) holding down the Select button when you turn it on.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

4102. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: Keatah <Keatah@worldnet.att.net>
Message-ID: <329A583F.F83@worldnet.att.net>
Source record: 78465

Yep, the program is loading the wave files from the samples directory. I removed the samples directory for a test, and sure enough, I got the appropriate error. So I put it back :-)

I've never messed around with the joystick too much.. I'll check out spy vs spy and see what I can figure out.. :-)

Keatah

4103. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: infoman@xmission.xmission.com
Message-ID: <57d7rd$p7a@xmission.xmission.com>
Source record: 78466

Greg Miller <uglmiller@cc.memphis.edu> wrote:
: "Street Fighter" <akuma@vividnet.com> wrote:

: >Hi All,

: >Does anyone know, what had happend to the xl-it website
: >at http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html ?

: >Their webserver seemed to be downed for the pass month!

: >I have the xl-it 1.4 version, but would very much like to get the 1.6
: >version,
: >anyone out there knows another site where I can get the 1.6 version ?

: >Thanks!

: There are no 1.4 and 1.6 versions. You can get the last version
: from http://www.people.memphis.edu/~uglmiller/home.htm, in the
: downloads area. The author has dropped support for it.

The latest version is 0.16. It is available at my site:
http://infoman.simplenet.com/atari

/InfoMan

4104. FS: All my 8-bit HW/SW

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-25 00:00:00 UTC
From: Dan Mock <70717.3041@CompuServe.COM>
Message-ID: <57ba3q$1so$1@mhadf.production.compuserve.com>
Source record: 78467

I have some old 8-bit equipment, software and books, etc., that I would like pass on to someone who could get some good out of it.

Equipment:

Two model 800XLs
One model 800 (I'm not sure this still works)
An RGB color monitor
One 810 floppy drive (with "Happy Enhancer" installed) (This might not work, either)
One 1050 floppy drive
One 850 serial port box
One 1030 modem
One CX-77 Touch Tablet
One 410 Cassette player/recorder
All of the above have cables, power supplies, manuals, etc. Most have original boxes.

Software:

Pac-Man (Cartridge)
Atatriwriter (Cartridge)
Atari BASIC (Cartridge)
Monkey Wrench II (Cartridge)
Donkey Kong (Cartridge)
Centipede (Cartridge)
Picnic Paranoia (Cartridge)
Computer Chess (Cartridge)
Atari Artist (Cartridge)
SynCalc
SynFile+
Snooper Troops
The Goonies
Zaxxon
Canyon Climber
Buried Bucks
Etc., etc., etc.

Books:

Hackerbook for Your Atari Computer (by H. C. Wagner)
The Atari Assembler (by Don Inman and Kurt Inman)
Your Atari Computer (by Ian Poole)
The Master Memory Map (by Craig Patchett and Robin Sherer)
Understanding Atari Graphics (by Michael Boom)
About a dozen or so "Antic" and "Analog" Magazines

I'm not looking to get rich off of this. I'd like$50 for the lot, and for that I'll deliver it to anywhere within a 150 mile radius of Fort Wayne, Indiana. If I have to ship it, then I'd need to add the cost of shipping.

If you're interested, please e-mail to 70717.3041@compuserve.com.

dm

4105. Re: Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Robert Smith Ely <rely@ix.netcom.com>
Message-ID: <57dlnu$ktd@dfw-ixnews6.ix.netcom.com>
Source record: 78468

In article <571god$3ae@sjx-ixn8.ix.netcom.com>,
rely@ix.netcom.com(Robert Smith Ely) wrote:

>In <56ta3c$23l@netnews.mis.net> phantomm@harold.eastky.com writes:
>>
>>
>>
>>Hi,
>>
>>Can someone post or e-mail some directions on installing the Happy
>1050
>>Controller Card in a Happy 1050?
>>
>>I have a unused controller that I want to install into my Happy drive.
>But
>>don't know where everything goes.
>>
>>Thanks
>>
>>Send E-Mail to phantomm@harold.eastky.com
>>
>>Net-Tamer V 1.07X; Beta - Test Drive
>>
> I'll scan them in and e-mail you a copy. I have the v7.1 manual.
>This will take a couple of days to do. I don't get much time for this
>stuff.
>
>rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>

Ok, I have the 7.x docs scanned in. I'm in clean-up mode at this point. I'll probably have it finished by the weekend. I'll e-mail you when it's ready.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4106. Re: Help.. In need of any old Atari Computers and hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: jonart@ix.netcom.com
Message-ID: <57dnuk$2t7@sjx-ixn8.ix.netcom.com>
Source record: 78469

In article <3299D7E3.2B34@ncweb.com>, cooncat@ncweb.com says...
>
>InS@Ne DoM@iN wrote:
>> -------------------snip-------------------------
>> I have little money (Don't we all!)... So I am hoping there are some kind
>> people out there who would donate something to me. I can pay shipping. If
>> anyone has an old atari 8 bit laying around gathering dust, I will provide
it
>> with a good home. I will not be reselling the equipment. Thank you all.
>>
>> jonart@ix.netcom.com
^^^^^^^^^^^^^^^^^^^^
>
>This guy has a NetCom account ($19.95/month) and a PC sophisticated enough
>to access the internet ... and then he has to BEG for an 8 bit Atari?????
>What's wrong with this picture???
>
Hmmmmmm... Perhaps it is not my computer or my net account. (My roomates
computer.)

Thanks for the thoughtful words.

I just knew that someone would try to be obnoxious. There seems to be alot of
that in the newsgroups nowadays. Oh well.

Much thanks to the people who have tried to help me so far.

4107. For Sale:Computer Items

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E1GnsA.Got.0.bloor@torfree.net>
Source record: 78470
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.apple2.marketplace

I have the following items for sale:

Apple II+ computer, 64K RAM, works but needs new keyboard. make offer

2 Apple Disk II drives, $10 each

Apple green monochrome composite monitor w/ stand $20

Commodore 1531 cassette drive, for Commodore +4 or 16 $5.00

Star Gemini 10 printer, works but cover is cracked. $15

Okidata Microline 182 printer. Works Good. $25

Coleco ADAM computer system, includes printer, keyboard, 1 joystick,
built-in word processor. $30

Audiotronics 12" amber mono comoposite monitor

Atari 7800 game system in original box, with PS, 1 joystick, RF switch,
and Centipede cartridge. $20

All prices are in US dollars. Prices do not include shipping. You pay
shipping or pick up in Dayton, Ohio area. I will consider trades for Atari
XL software. Email bx557@freenet.toronto.on.ca and/or an422@dayton.wright.edu.

--

| Justin Smith | Email: bx557@freenet.toronto.on.ca | Phone: 937-233-2125 |

4108. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <57dfsm$hp8@alexander.INS.CWRU.Edu>
Source record: 78471

(Talk of ntsc and pal and pal demos/games not working on ntsc
A8s.)
Isn't there a Nir Dary mod in the FAQ? It is a mod for the OS
and uses a PAL Antic chip. Bill Kendrick said he just put
in the PAL antic chip and most, if not all, European PAL
games and demos work fine, even without the OS mod.
Finally, Tom Hunt has offered to 'hack' PAL games to make
them work on ntsc machines. He probably reads this group,
so I definitely don't speak for Tom, but I bet if there's
a really good PAL game or demo, Tom would modify it for
NTSC.

4109. Make money!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: lars westin <lars@phosworks.se>
Message-ID: <329AB24B.908@phosworks.se>
Source record: 78472
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!

Hello!!

Would you like to make thousands of dollars, quickly, legally, with NO CATCH? Then keep reading.....please take five minutes to read this article- it will change your life, just like it did mine. It's true! you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're interested, keep reading; if you're not, I apologize for wasting your time.

Here we go, A little while back, I was browsing through these newsgroups, just like you are now, and came across an article similar to this that said you could make thousands of dollars in weeks, with only an initial investment of $5! So, I thought, "Yeah, right, must be a scam".

but I was curious, like most of us, so I kept reading. Anyway, it said that you send $1 to each of the 5 names and addresses stated in the article. You then place your own name and address in the article at the bottom of the list at #5, and post the article in at least 200 newsgroups (there are thousands). No catch, that was it!

So after thinking it over, talking to a few people first, I tried it. I figured what have I got to lose except for 5 stamps and $5, right? Well, guess what....within 7 days, I started getting money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought. But then money kept coming IN, tripling in size and

multiplying by 10-20 times the amount that I got the first week! In my first week I made about 2- to 30 dollars. But by the end of the second week, I had made a total of over $1,000!!!!!! In the third week, I had over $10,000 dollars, and it's still growing! This is my fourth week (Nov 13) and I've made about $42,000 TOTAL, and believe it or not the money is still coming in.....

Let me tell you how this works and most importantly, WHY it works...also, make sure you print a copy of this article NOW so you get the information from it, and begin making money.

The Process is very simple, and it consists of 3 EASY steps:

STEP 1: Get 5 seperate pieces of paper and write the following on each sheet of paper..."PLEASE PUT ME ON YOUR MAILING LIST". YOU ARE NUMBER 4. get five $1 bills, and place ONE inside each piece of paper that you have just written on, and fold each piece of paper so the bill will not be seen in the envelope (otherwise, nosey people who like to steal envelopes with money in it will get yours). Put one paper inside the envelope and seal it. Do the same for all 5. You should now have 5 envelopes sealed, EACH having a piece of paper and the $1 bill inside.

NOTE: make sure those words that were stated above are written on each piece of paper. What you are doing is creating a service by this.

This is PERFECTLY LEGAL. Now, mail the 5 envelopes with the paper and $1 in each to the following 5 addresses.

1. Bruce, P.I. Box 63 4700 Keele St., North York, Ontario M3J 1P3
2. Lars Westin Bjï¿½rkvï¿½gen 3 740 12 Knutby SWEDEN
3. D. Hill, 4280 150 6 Ave. S.W., Calgery, AB, Canada T2P 3Y7
4. Mattias W sernanders vï¿½g 1 rum 535 752 61 Uppsala Sweden
5. Jeff Boldrick, RR#2 Tweed, Ontario K0K3J0

STEP 2: Now take the #1 name off the list that you see above, move the other 4 names up (5 becoming 4, 4 becoming 3, etc.) editing what you need to edit.

STEP 3: Post your amended article (with your name at #5) to at least

200 news groups (there are around 10,000 of them!!). All you need is say, at least 200. HOW TO DO THIS: If you have netscape 3.0 do EXACTLY the following:

1) click on any news group like normal, THEN click on 'TO NEWS', which is on the far left when you're in the newsgroups page. This will bring up a box to type a message in.

2) Leave the newsgroup box as it is, but CHANGE the subject box to somehting eye-catching, like, "NEED CASH $$$ READ HERE" $$$ or "FAST CASH" !!!

3) Tab once and you should be ready to type. Now, Copy and paste or retype (only once)

THIS WHOLE ARTICLE, word for word, except to insert your name at #5, and to remove #1 off the list, plus any other small changes you think you need to make. Keep almost all of it the same.

4) When you're done typing(Copy/Paste) the whole article, click on FILE in THIS BOX,

right above send, NOT where it says netscape news on the first box. Click on SAVE AS when you're under FILE. Save your article as a Text file to our c: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTILL YOU HAVE SAVED IT. Once saved, move on to number 5 below.

5) If you still have all of our text. send or post to this newsgroup now by simply clicking send, which is right below AFILE, and right above the Cc: button.

6) Here's where you're going to post all 200. OK, click on any newsgroups then click on 'TO NEWS', again (in the top left hand corner of your netscape navigator. Leave the newsgroups box alone again, put your eye-catching title in the SUBJECT BOX, hit tab once you're in the body of the message, and then click on ATTACHMENT, which is below the subject box. You will get another box to come up. Click on ATTACH FILE, then find YOUR FILE THAT YOU HAVE SAVED; click once on this file, and then click OPEN. NOw click on OK. If you did this right, you

should see our file name in the attachments box, and it will be shaded green.

IF YOU USE I.E EXPLORER, IT'S JUST AS EASY: Holding down the left mouse button, highlight this article. Then press the "CTRL" key and the "C" key at the same, to copy this article. Then print this article for your records to have the names of those you will be sending $1 bills to.

Next, go to the news groups and press "POST AN ARTICLE". A window will open. Type in your headlines in the subject area and then click in the large windows below. If you want to edit the article, do so and then highlight and copy it again. Now everytime you post the article in a newsgroup all you have to reat is "CTRL" and "V" and press POST.

7) That's it! Each time you do this, all you have to do is type in a different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups. You See? Now you just have 100 to go!! (Don't worry, each one takes about 30 seconds, once you get used to it). REMEMBER, 200 IS THE MINIMUM. The more you post, the more money you will make.

You are now in the mail-order business and will start receivng your $1 enveloopes from various people all over the world, within days! HINT: THE MORE NEWSGROUPS YOU POST TOK THE MORE MONEY YOU WILL MAKE.

You may want to rent a PO Box eventualy, because of all the mail. If you wish to stay anonymouse, you can come up with a name, such as "manager" or " investor". Just make sure all the address that you have typed in for the 4 people plus yourself are correct, please.

LET ME TELL YOU WHY THIS SYSTEM WORKS!

Out of every 200 posting, let's say I ONLY receive 5 replies, which is actually VERY LOW. So I made 5 dollars with my name at #5. Now, each person who just sent me $1 makes, say, only 200 posting, now with your name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours too. So people send you $1 now-that's $50 you have just made! Next, your new 50 agens each post 200 newsgroups with your name at number #3, or 10,000 POSTINGS (50x200 = 10,000). The average return is 500 at $1

each, so $500. They make 200 postings, which is 5,000 returns at $1 each, which is $5,000 dollars! and finally, 5,000 people make 200 postings with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000 BEFROE YOUR NAME DROPS OFF THE LIST. AND THAT'S IF EVERYONE ONLY MAKES 200 POSTINGS, AND IF ONLY 5 PEOPLE RESPOND!!!!!!

When your name is no longer on the list, you simply take the latest posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5 TO THE NAMES ON THE LIST. PUTTING YOUR NAME AT #5 AGAIN. And start posting again. The thing to remember is, THOUSANDS OF PEOPLE ALL OVER THE WORLD ARE JOINING THE INTERNET AND READING THESE ARTICLES EVERY DAY- just like you are right now!!!

So can you aford $5 to see if it really works? I think so.....

People have said, "What if the plan is played out and no one sends you the money?"

So what! What are the chances of that happening when there are TONS OF NEW HONEST USERS AND NEW HONEST PEOPLE who are joining the internet and newsgroups every day and are willing to give it a try?

Estimates are at 20,000 to 50,000 new users, every day with THOUSANDS of those actually joining the internet.

Remember, PLAY FAIRLY, AND HONESTLY, and this WILL WORK, I promise you!!!! You just to be honest. Make sure yhou print this article RIGHT NOW.

Also, try to keep a list of everyone that sends you money and always keep an eye on the newsgroups to make sure everyone is playing fairly.

REMEMBER: HONESTY IS THE BEST POLICY! You don't need to cheat the back idea is to make money!

GOOD LUCK TO ALL PLEASE PLAY FAIRLY, AND YOU WILL REAP THE HUGE REWARDS FROM THIS-TONS OF EXTRA CASH!!!!

One last note: If you try to deceive people by posting the messages with your name on the list and not sending the money to the poeple

already on the list you won't get much.

Someone I talked to knew someone who did that and he only made $150 dollars, and that's after seven or eight weeks! Then he sent the 5 $1 bills, people added his to their list, and in 4-5 weeks he had over $10,000!!!

THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE WEALTH OF THE WORLD WITHOUT COSTING US ANYTHING BUT OUR TIME, $5 AND FIVE POSTAGE STAMPS!

4110. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Karateka <vjancare@undergrad.math.uwaterloo.ca>
Message-ID: <329AB666.1E51@undergrad.math.uwaterloo.ca>
Source record: 78473

Paul Cerra wrote:
>
> Keatah <Keatah@worldnet.att.net> wrote:
>
> >The latest version is 0.16, and support IS temporarily (i hope) dropped.
> >As I still need to get sound working on my machine (which runs everything
> >else perfectly!) Help!
>
> >Keatah
>
> Well first a note on XL-IT 0.16. It seems to work pretty good on my machine
> (pentium 100) but it doesn't run everything, even when I mess around with some
> of the command line options. One thing that I can't seem to run is the entire
> Spy vs Spy series. I got PC Xformer 2.5 to run the original, but it was buggy
> and basically unplayable. <sigh> Also I'm still messing around with the
> joystick. The program detects it, but the stick seems unresponsive or even
> confused when I go to use it.
>
> Anyway, regarding sound: have you read the documentation carefully? Sorry,
> not trying to imply that you're an idiot or anything, but I myself didn't
> bother to read it carefully and I was without sound for about a week. My
> problem was that the zip file didn't unarchive itself correctly; it failed to
> make a directory called Samples to put the .wav files into. As a result of
> this, sound failed. As soon as I created the directory and moved the .wav
> files into it, all was well.
>
> -P

I would like to add that even though you have the directory, it doesn't
necessarily mean that you'll have sound. I had to actually install all
the SB16 drivers under DOS for sound to work.
Also, don't expect a high quality sound. International Karate doesn't
give any sound at all, except for the opening melody.
I hope the author will continue working on the emulator, so far it runs
quite good.
His new web page is:

http://myst.slcc.edu/~markus

Vlad

4111. Filecopy-prg. for Mydos wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Stephan Pollok <pollok@urz.uni-wuppertal.de>
Message-ID: <329ABA1C.2781@urz.uni-wuppertal.de>
Source record: 78474

Hi !
I'm looking for a filecopy program that works perfect with Mydos - that
means it should work:
- with all densities
- with subdirctories
And it should be as easy to use as Norton Comander on PC

If you have such a program please e-mail me !
Thanx, Stephan

4112. Re: how to format a IOMEGA ZIP on a XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <329AD1AD.551B@erols.com>
Source record: 78475

Bernard Kok wrote:
>
> Here is a Message of a friend of my : Mathy Van Nisselroy,
>
> Howdy folks
>
> I recently bought an IOMEGA ZIP drive which I want to use with my 8 bit
> ATARI. Problem is, I can not seem to get it configured just the way it
> should be configured (a textfile I found on the IOMEGA BBS says: 64
> Heads, 96 cilinders, 32 sectors, 196608 total blocks.)
>
> I'm using a BlackBox plus FloppyBoard with the required parity pal on my
> 130XE (plus US+ OS and GUMBY STEREO).
>
> After I configured the ZIP drive, HDFMT tells me:
>
> mode sense failed
> 70,24 is error code
> 05 is key
>
> Does anybody know what this means?
>
> I know somebody in the 8 bit ATARI world is using a setup like this (but
> with SPARTA DOS, and I want to use in mainly with MyDOS.). But I don't
> know who. Could this person please share some of his (or her) knowledge
> with me?
>
> Does anybody know how (read: what code do we need) to controle the
> special features of the ZIP drive, like protection, ejecting the disk
> via software, setting it to "non-removable mode", etc.?
>
> Now for something totally different:
>
> I just heard on television that some top modem company (the weenies didn't
> name the company) has just developed a modem that would be so fast (I
> believe they mentioed 512kBaud) that you wouldn't really need ISDN. They
> say so, not me!!! I know that the classic ATARI isn't anywhere near
> fast enough to use those speeds, but I guess I'm not the only one
> interested in these things.
>
> CU Mathy Van Nisselroy
>
> PS Bernard Kok was so kind to let me send and receive messages. So please
> don't fill up his mailbox with useless discussions. As long as I

> don't have my own address, I'm not gonna go into discussions.
>
> Gtx. Bernard Kok (Sysop of BECO TEL bbs)
>
> --
>
> Bernard Kok BECO TEL (XL/XE support)
> beco@worldaccess.nl Online : every day from 17-06 GMT
> Amsterdam Baud : 300 to 14.400
> The Netherlands Phone : +31-(0)20-6326859
> Underconstrucion -> Home Page : http://www.worldaccess.nl/~beco

I have been running a SyQuest EZ135 removable media on my 8-bit with a Black Box for over a year. The only major problem that I encountered was with low level formating. I landed up doing it on my STe or Falcon and then doing the high level format with the Black Box software. It then works just fine! The SyQuest carts do come preformated but prefer to low level reformat it. If you have access to a PC or ST/Falcon with a SCSI connection, try low level formating it on that machine and then doing the high level on the Atari with the Black Box.

I am not sure about the SCSI I.D. with the ZIP drives. I believe they may be limited and not sure if that will cause a problem for you.

Take care, Jon

4113. Re: how to format a IOMEGA ZIP on a XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: BKproductions <blackat@direct.ca>
Message-ID: <01bbdb83$6122f420$22f7aecc@workstation-1>
Source record: 78476

```
> I just heard on television that some top modem company (the weenies
didn't
> name the company) has just developed a modem that would be so fast (I
> believe they mentioed 512kBaud) that you wouldn't really need ISDN. They
> say so, not me!!! I know that the classic ATARI isn't anywhere near
> fast enough to use those speeds, but I guess I'm not the only one
> interested in these things.

That would be USRobotics and their x2 modem technology... it recieves at
54.6kb/s and sends at 28.8/33.6kb/s!
```

Check out http://www.x2.com or http://www.usr.com/x2
--
William Fisher (aka BlacKat)

_____

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

4114. Re: Make money!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Ebrummelen@klm.nl
Message-ID: <57ejml$d0s1@ocsgw2.chipshol.tec.klm.nl>
Source record: 78477
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

lars westin <lars@phosworks.se> wrote:

>THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!

>Hello!!

>Would you like to make thousands of dollars, quickly, legally, with NO

>CATCH? Then keep reading......please take five minutes to read this

>article- it will change your life, just like it did mine. It's true!

>you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I

>SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're

>interested, keep reading; if you're not, I apologize for wasting your

>time.

> Here we go, A little while back, I was browsing through these

>newsgroups, just like you are now, and came across an article similar to

>this that said you could make thousands of dollars in weeks, with only

>an initial investment of $5! So, I thought, "Yeah, right, must be a

>scam".

>but I was curious, like most of us, so I kept reading. Anyway, it said

>that you send $1 to each of the 5 names

Well, I kept reading up to here... The old chain letter. I must have
about 10 years old when I discovered that you would soon use up all
the possible victims, although I had to explain it to my demented
aunt. That leads me to the conclusion that you are either less than 10
years old or a demented old lady. Cheers.

Evert.

>article. You then place your own name and address in the article at

>the bottom of the list at #5, and post the article in at least 200

>newsgroups (there are thousands). No catch, that was it!

> So after thinking it over, talking to a few people first, I tried
>it. I figured what have I got to lose except for 5 stamps and $5,
>right? Well, guess what....within 7 days, I started getting money in
>the
>mail! I was shocked! I still figured it would end soon, and didn't give
>it another thought. But then money kept coming IN, tripling in size and
>multiplying by 10-20 times the amount that I got the first week! In my
>first week I made about 2- to 30 dollars. But by the end of the second
>week, I had made a total of over $1,000!!!!!! In the third week, I had
>over $10,000 dollars, and it's still growing! This is my fourth week
>(Nov 13) and I've made about $42,000 TOTAL, and believe it or not the
>money is still coming in.......
> Let me tell you how this works and most importantly, WHY it
>works...also, make sure you print a copy of this article NOW so you get
>the information from it, and begin making money.
>The Process is very simple, and it consists of 3 EASY steps:
>STEP 1: Get 5 seperate pieces of paper and write the following on each
>sheet of paper..."PLEASE PUT ME ON YOUR MAILING LIST". YOU ARE NUMBER
>4. get five $1 bills, and place ONE inside each piece of paper that you
>have just written on, and fold each piece of paper so the bill will not
>be seen in the envelope (otherwise, nosey people who like to steal
>envelopes with money in it will get yours). Put one paper inside the
>envelope and seal it. Do the same for all 5. You should now have 5
>envelopes sealed, EACH having a piece of paper and the $1 bill inside.
>NOTE: make sure those words that were stated above are written on each
>piece of paper. What you are doing is creating a service by this.
>This is PERFECTLY LEGAL. Now, mail the 5 envelopes with the paper and $1
>in each to the following 5 addresses.
>1. Bruce, P.I. Box 63 4700 Keele St., North York, Ontario M3J 1P3
>2. Lars Westin Bj&#65533;rkv&#65533;gen 3 740 12 Knutby SWEDEN
>3. D. Hill, 4280 150 6 Ave. S.W., Calgery, AB, Canada T2P 3Y7

>4. Mattias W sernanders v&#65533;g 1 rum 535 752 61 Uppsala Sweden

>5. Jeff Boldrick, RR#2 Tweed, Ontario K0K3J0

>STEP 2: Now take the #1 name off the list that you see above, move the

>other 4 names up (5 becoming 4, 4 becoming 3, etc.) editing what you

>need to edit.

>STEP 3: Post your amended article (with your name at #5) to at least

>200 news groups (there are around 10,000 of them!!). All you need is

>say, at least 200. HOW TO DO THIS: If you have netscape 3.0 do EXACTLY

>the following:

>1) click on any news group like normal, THEN click on 'TO NEWS', which

>is on the far left when you're in the newsgroups page. This will bring

>up a box to type a message in.

>2) Leave the newsgroup box as it is, but CHANGE the subject box to

>somehting eye-catching, like, "NEED CASH $$$ READ HERE" $$$ or "FAST

>CASH" !!!

>3) Tab once and you should be ready to type. Now, Copy and paste or

>retype (only once)

>THIS WHOLE ARTICLE, word for word, except to insert your name at #5, and

>to remove #1 off the list, plus any other small changes you think you

>need to make. Keep almost all of it the same.

>4) When you're done typing(Copy/Paste) the whole article, click on FILE
>in THIS BOX,

>right above send, NOT where it says netscape news on the first box.

>Click on SAVE AS when you're under FILE. Save your article as a Text

>file to our c: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTILL YOU

>HAVE SAVED IT. Once saved, move on to number 5 below.

>5) If you still have all of our text. send or post to this newsgroup

>now by simply clicking send, which is right below AFILE, and right above

>the Cc: button.

>6) Here's where you're going to post all 200. OK, click on any

>newsgroups then click on 'TO NEWS', again (in the top left hand corner

>of your netscape navigator. Leave the newsgroups box alone again, put
>your eye-catching title in the SUBJECT BOX, hit tab once you're in the
>body of the message, and then click on ATTACHMENT, which is below the
>subject box. You will get another box to come up. Click on ATTACH
>FILE, then find YOUR FILE THAT YOU HAVE SAVED; click once on this file,
>and then click OPEN. NOw click on OK. If you did this right, you
>should see our file name in the attachments box, and it will be shaded
>green.
>IF YOU USE I.E EXPLORER, IT'S JUST AS EASY: Holding down the left mouse
>button, highlight this article. Then press the "CTRL" key and the "C"
>key at the same, to copy this article. Then print this article for your
>records to have the names of those you will be sending $1 bills to.
>Next, go to the news groups and press "POST AN ARTICLE". A window will
>open. Type in your headlines in the subject area and then click in the
>large windows below. If you want to edit the article, do so and then
>highlight and copy it again. Now everytime you post the article in a
>newsgroup all you have to reat is "CTRL" and "V" and press POST.
>7) That's it! Each time you do this, all you have to do is type in a
>different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups.
>You See? Now you just have 100 to go!! (Don't worry, each one takes
>about 30 seconds, once you get used to it). REMEMBER, 200 IS THE
>MINIMUM. The more you post, the more money you will make.
>You are now in the mail-order business and will start receivng your $1
>enveloopes from various people all over the world, within days! HINT:
>THE MORE NEWSGROUPS YOU POST TOK THE MORE MONEY YOU WILL MAKE.
>You may want to rent a PO Box eventualy, because of all the mail. If
>you wish to stay anonymouse, you can come up with a name, such as
>"manager" or " investor". Just make sure all the address that you have
>typed in for the 4 people plus yourself are correct, please.
>LET ME TELL YOU WHY THIS SYSTEM WORKS!
>Out of every 200 posting, let's say I ONLY receive 5 replies, which is

>actually VERY LOW. So I made 5 dollars with my name at #5. Now, each
>person who just sent me $1 makes, say, only 200 posting, now with your
>name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours
>too. So people send you $1 now-that's $50 you have just made! Next,
>your new 50 agens each post 200 newsgroups with your name at number #3,
>or 10,000 POSTINGS (50x200 = 10,000). The average return is 500 at $1
>each, so $500. They make 200 postings, which is 5,000 returns at $1
>each, which is $5,000 dollars! and finally, 5,000 people make 200
>postings with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000
>BEFROE YOUR NAME DROPS OFF THE LIST. AND THAT'S IF EVERYONE ONLY MAKES
>200 POSTINGS, AND IF ONLY 5 PEOPLE RESPOND!!!!!!
> When your name is no longer on the list, you simply take the latest
>posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5 TO
>THE NAMES ON THE LIST. PUTTING YOUR NAME AT #5 AGAIN. And start
>posting again. The thing to remember is, THOUSANDS OF PEOPLE ALL OVER
>THE WORLD ARE JOINING THE INTERNET AND READING THESE ARTICLES EVERY DAY-
>just like you are right now!!!
>So can you aford $5 to see if it really works? I think
>so...................
>People have said, "What if the plan is played out and no one sends you
>the money?"
>So what! What are the chances of that happening when there are TONS OF
>NEW HONEST USERS AND NEW HONEST PEOPLE who are joining the internet and
>newsgroups every day and are willing to give it a try?
>Estimates are at 20,000 to 50,000 new users, every day with THOUSANDS of
>those actually joining the internet.
>Remember, PLAY FAIRLY, AND HONESTLY, and this WILL WORK, I promise
>you!!!! You just to be honest. Make sure yhou print this article RIGHT
>NOW.
>Also, try to keep a list of everyone that sends you money and always
>keep an eye on the newsgroups to make sure everyone is playing fairly.

>REMEMBER: HONESTY IS THE BEST POLICY! You don't need to cheat the back
>idea is to make money!
>GOOD LUCK TO ALL PLEASE PLAY FAIRLY, AND YOU WILL REAP THE HUGE REWARDS
>FROM THIS-TONS OF EXTRA CASH!!!!
>One last note: If you try to deceive people by posting the messages
>with your name on the list and not sending the money to the poeple
>already on the list you won't get much.
>Someone I talked to knew someone who did that and he only made $150
>dollars, and that's after seven or eight weeks! Then he sent the 5 $1
>bills, people added his to their list, and in 4-5 weeks he had over
>$10,000!!!
>THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>WEALTH OF THE WORLD WITHOUT COSTING US ANYTHING BUT OUR TIME, $5 AND
>FIVE POSTAGE STAMPS!

4115. Please Help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Steffin
Message-ID: <329aec37.69848152@news.inet-direct.com>
Source record: 78478

Thanks for taking the time to read this message! This is about a lady that gave all she could to everyone, including me. Her name is Wendy.

When I was young she became my foster mother after my real mother had abandon me. Never having any kids of her own she became a foster parent. That I got to be in her care was probably the best thing that had ever happened to me. She had other foster children and even ended up taking care of many of the neighborhood kids.

Wendy is a lady that just never gave up and always gave more than anyone could imagine. I no longer think of my real mother as mother but rather Wendy as my only true mother. I know that I�m not the only one that thinks that way either. It wasn�t just kids that she helped it included the elderly, the disabled and the just down and out. What it takes to qualify for a saint is something I never found out, but I know it can�t be more than the things I saw this lady do for anybody. Even people that had wronged her could find themselves looking up at her while she helped them when they were down.

I�m 26 now and many of the things I�m telling you I never really realized until now. Since I was a kid she has helped me with everything from recovering from my mistakes to just being there to say "You can do it... It'll be okay." I've never been able to make a good attempt at trying to repay her for all she's done for me and I'm not alone. Many people just have taken for granted the things she's done for them.

I know by now you're asking yourself why I've posted this letter. Well, to be honest and straight with you it's because I would like your help. If there's one thing that I've learned from Wendy it's that, "We are our neighbors keepers." You know the golden rule, "Do onto others as you would have them do onto you." Anyway now Wendy is an older lady that is disabled and can't do as much as she used to. With the disability sometimes expenses can be too much. I now live in Arkansas and can't be of much help. With no real family I'd like to do something to try to repay all she done for me and many others.

That's were you come in. See if you can think back to someone that helped you no matter how big or small. Maybe it's someone you can't even remember or have lost touch with. For that moment picture Wendy and say, "I'd like to repay that kindness." I wish you would sit down and write a small note saying "Thanks for being the generous person that you have been!" If you could include something to help out. Maybe it's a five dollar bill, a book of stamps, even a dollar. Oh and would you also tell her the Steffin

sends his love. Her birthday is next month on the 27th and I�m hoping
I can make this own a very memorable one.

Thanks for reading and if you choose to help God pless you.
Her address is

Wendy Mcghee
9636 Elm
Taylor, Mi 48180

4116. Re: Filecopy-prg. for Mydos wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <329de678.5342005@news.networx.net.au>
Source record: 78479

Stephan Pollok <pollok@urz.uni-wuppertal.de> wrote:

>Hi !
>I'm looking for a filecopy program that works perfect with Mydos - that
>means it should work:
>- with all densities
>- with subdirctories
>And it should be as easy to use as Norton Comander on PC
>
>If you have such a program please e-mail me !
>Thanx, Stephan

Yeh. I'd love to have one too. Trouble is, there doesn't seem to be
anyone who knows how to do it that has the time to do it. Programming
of this type takes a considerable amount of time to accomplish, and
no-one really wants to spend time programming the OLD :(ATARI. Which
is a real shame. I sure wish that ATARI had spent more time keeping
their 8-BIT section alive, maybe today it would still be in the race.
(HEY, it IS the BEST Computer of it's KIND, isn't IT)
Sorry I couldn't help you with this, but I just had to reply :)

Steve

4117. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <57f29u$au7@ssbunews.ih.lucent.com>
Source record: 78480

....all previous stuff deleted...

There are game coders still around for the 8 bit. I personally know of one who is quite productive - a member of SCAT (Suburban Chicago Atarians - an Atari only club that still holds monthly meetings for the membership (3rd Tuesday of the month at College of DuPage). (Shameless plug: If in the greater Chicagoland area and looking for an Atari club, check us out.)

But back to our coder, maybe some of you also know of him, his name is Joe Chiko. He has been in the club at least as long as I have (since '86) and has written many games over the years. He started writing games to challenge his very young children at the time and as they have grown, so has the design of his games. He now writes for his older children and his wife and his fellow club members and himself. Joe has really learned over the years how to coax all kinds of wonderment out of the Atari and his demos of his games at our club are always well received.

His games are sold on club disks at very nominal prices (around $3-5/disk) but even at that low price there are few if any takers from outside of our club. If interested in his work, contact me and I'll put you in touch with him.

(I guess another shameless plug: Our club also still runs a bbs - Graceland North BBS. The list of club disks from our 8 and 16 bit libraries is available on the BBS among other things. The BBS is at (630) 545-2554. It runs 14.4 V32/v1.2 - is available 24hr/day, 7 days a week.)

Long live our Atari's, even without the mother company. Wayne

4118. Re: [CART] Computer War <-- What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: maury@softarc.com
Message-ID: <maury-2711961643430001@194.125.100.1>
Source record: 78481

In article <3297D548.1586@kennesaw.edu>, sboss@kennesaw.edu wrote:

> My Atari has been in the closet for a while, and when I was at the
> flea market earlier I found an old 800xl for sale with a drive & a few
> cartridges. One of which being a "Computer War" cartridge for the
> 400/800/1200 computers. The only name I can see on it is "Thorn EMI
> Video".
>
> What is this cartridge?

I got a copy off of Yogi's. Basically you move back and forth and shoot cruise missiles as viewed from something like a periscope. Didn't knock my socks off.

Anyone remember War Games? First the movie, then the Atari game? One portion was similar to Computer War, but it had others too, air to air, etc. Another you'll want to try is Final Legacy, one of my fav Atari games.

Maury

4119. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <57f53h$a47@news.xs4all.nl>
Source record: 78482

In article <329A0313.1062@zeus.fh-pforzheim.de>,
nadkar <nadkar@zeus.fh-pforzheim.de> wrote:
>has anybody any "guideline" to make it possible to test a program/demo
>that it is working on both machines (pal/ntsc)?
>
>i think it is not my fault if it doesnt work on non-pals because
>i dont know that! my first attempt was to put my demos on the web
>so everybody can download them... but i didnt recieved any emails
>that they doesnt work on ntsc-machines... some mexican/american
>guys or girls send me email that they work perfectly on ntsc-machines...
>
>[...]
>
>ps. and if some demos doesnt work on emulators... not my problem...
>i will not fix any of my demos to run on any emulator...
>the one and only machines are "real" ones... not emulated... we
>are not in "ms-dos"-land...

Demos should not be fixed for emulators. Emulators should be fixed for Demos.
It is the aim of the emulator writer to make the emulator run anything that
an Atari 8-bit can run.

AE.

PS. It is possible on PCs to change the vertical refresh rate. Do any emulators
take this into account and let you change the refresh rate to 50Hz or 60Hz in
order to get perfect timing? It may not be possible to set it to 50Hz on PCs,
but with some graphics cards, 100Hz can be done. What refresh rates do existing
emulators run at? PC X-Former 2.52 runs at 70Hz on my PC.

4120. Re: Make money!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: egotrip@lesol1.dseg.ti.com
Message-ID: <57fchd$c77@sf18.dseg.ti.com>
Source record: 78483
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

In article <329AB24B.908@phosworks.se>, lars westin said...
>
>THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!
>
>Hello!!
>
>Would you like to make thousands of dollars, quickly, legally, with NO
>
>CATCH? Then keep reading......please take five minutes to read this
>
>article- it will change your life, just like it did mine. It's true!
>
>you can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I
>
>SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're

Ya, right...

<snip>

>In the third week, I had over $10,000 dollars, and it's still growing!
>
>This is my fourth week (Nov 13) and I've made about $42,000 TOTAL, and
>
>believe it or not the money is still coming in.......

Lets see, $32,000 in $1 bills in one week. That amounts to 32,000 letters. Since the post office does not deliver on Sundays, that means you received an average of 5,333 letters per day. If you sleep for eight hours a day, and spend the rest of it opening 5,333 letters, you would have to open one letter approximately every 11 seconds all day long without rest or food. You won't even have time to pay your bills or do other household chores. You'll also need to rent a truck to drive all that money to the bank and pick up your next load of mail because it will weigh about a ton. That means you'll need to cut into your sleep time and/or open the mail faster.

This is beside the fact that the bank, police, FBI, and the IRS will become very inquisitive over your repeated large cash deposits. Your home will probably be raided once or twice if not outright seized for probable cause of drug trafficing, money laundering/counterfitting, etc. The postmaster general will be after you to explain why you're suddenly getting so much mail. Somebody at the post office will go 'postal' because of the sudden manditory overtime to sort mail. The garbage collectors will fine you for

exceeding your weekly garbage limit, and much of it will remain on your lawn since they can't haul it all away. That means the city will be after you as well because of all the trash in your yard (not to mension that it hasn't been mowed in some time since you've been busy opening 5,333 letter a day). BTW, doesn't your finger get a bit sore and don't the papercuts hurt?

It goes without saying though, if you spam your message to 200 newsgroups, and only 15 people are dumb enough to respond and spam out another 200 messages per person, you will have ran out of news groups to continue the chain in. This is because there are only 3-4,000 newsgroups, not 10,000, and only about half of those see a significant amount of activity. Max profit for you is $15 income - $7 (investment + stamps/envelopes) = $8 net. Wow.

Your story is just a weeeeeee bit far fetched.

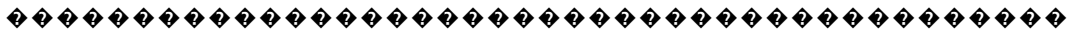
4121. Re: how to format a IOMEGA ZIP on a XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbdbed$de84d540$0bf7aecc@127.0.0.1>
Source record: 78484

```
> I am not sure about the SCSI I.D. with the ZIP drives. I believe they
> may be limited and not sure if that will cause a problem for you.

The SCSI Insider ZIP Drive can only be set to SCSI ID 5 or 6, Lun 0.
```

William Fisher (aka BlacKat)

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca


4122. Atari Copyrights??

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <329B8831.339B@tcd.net>
Source record: 78485

There would not just happen to be a list of all the old Software products Atari put out for the 400, 800, 800XL, 1200's and the 130XE's would there?

If so direct me in that direction. If not then how would you like to see some of that old software avaiable again? Now this is only related to what Atari put out..Not the 3rd party programs like Synapse, VisiCorp, or Borderbund, Datamost ect.

Start shooting Software titles my way need to compile a large list. Then at a future date will tell you what is going on as of this date.

Thanks...Bob

4123. Re: Filecopy-prg. for Mydos wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Marcin Lewandowski <jaskier@mat.uni.torun.pl>
Message-ID: <57evh9$gau@Waldemar.mat.uni.torun.pl>
Source record: 78486

Stephan Pollok <pollok@urz.uni-wuppertal.de> wrote:
> Hi !
> I'm looking for a filecopy program that works perfect with Mydos - that
> means it should work:
> - with all densities
> - with subdirctories
> And it should be as easy to use as Norton Comander on PC
In Poland is available the MyDOS 4.5 with different DUP.SYS. This program
looks like Norton Commander and can copy files with all density and
subdirectories.
Jaskier/Taquart

4124. Still 8bit parts

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <329BB785.1A29@cdsnet.net>
Source record: 78487

All Items have been tested and are in good condtion
unless Stated.

Shipping, mostly by US Priority mail, had excellent
results. $3.00 to $8.00 shipping charges.

Payment, Checks take 8 days to clear, Money orders
are shipped same/next day, COD with $5.00 deposit
only.

1 RamRod board for XL/XE computers, with book. $30.00
1 RamBo XL256K with ram and book. $30.00
1 OmniMOnXL With Doc's $30.00

2 256X1 ram chips for 800/XL/XE (new) $ 4.00 for 8
1 800XL motherboards, fully socketed TESTED!! $15.00
1 810 Atari service manual $15.00 OnHold
1 1050 service manual, Atari's $15.00
1 1050 motherboard TESTED!! $20.00
3 PIA's C014795 NEW $ 4.00
2 Pokey's C012294 NEW $ 4.00
1 5200 OS C019156 NEW $ 5.00
1 850 ROM (Very hard to find!) NEW $15.00

4 Atari Joystick centers (white plastic) NEW $ 2.50
5 Atari 2600/A Switchs, NEW $ 1.50
1 XL Keyboards! TESTED!! $15.00
1 1200XL service manual, Atari's $10.00
1 1025 Atari service manual $10.00
1 800 motherboard NEW $10.00

I have more, and will do another later, If you
need a part not listed, I might have it, ask.

Mike LaRue
830 W 2nd St.
Medford, Or 97501
541-772-7830

4125. Mapping the Atari WWW status?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: royvarg@leland.stanford.edu
Message-ID: <329BE349.AE5@leland.stanford.edu>
Source record: 78488

Does anyone know the latest status on the "Mapping the Atari" Web page?
Ian Chadwick supposedly started working on this several weeks ago, and I
haven't heard any mention of it since then.

4126. Re: Grey/Blue Jag Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <M04myMezGqFM092yn@kenton.com>
Source record: 78489
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

In article <577v2m$jm4@access4.digex.net>,
bond@access4.digex.net (Sean Connery) wrote:
>In article <571181$m5i@nnrp1.news.primenet.com>,
>Robert Worne <rworne@primenet.com> wrote:
>
>>That bites, so when do we see someone who "just came across" a large
>>quantity of Jag controllers sell them on the net for $10-15 apiece?
>
>That is what I think. Some tool just bought them all up hoping to double
>his money over the next 6-12 months. It's great to think that 4Play or
>someone did this as part of a greand scheme that would have meaning...
>But if that was the case I think it would have been done earlier. So I
>suggest that if there comes a time were a person selling pads is a likely
>suspect--boycott them. Even if it means having to pay more for your own
>pad (unlikely really). If they had been ProControllers I would have had
>my order in when I first saw the post...

Isn't this how a business should work? Why boycott someone who found
out about a good deal, and wants to make a little bit of money on it?
The place that had them for $2.50 should've been asking for more!!!

(And no, it isn't me!! :-)

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

4127. youll love this...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Stephen Laisch <yakumo@xnet.com>
Message-ID: <329BA195.1CED@xnet.com>
Source record: 78490

I had Bob Klass username on my PC, then my ISP got screwed up and it got disconnected so now I dont have his user name anymore.

Anyway Bob Klass if you can contact me I would be interested in buying a couple floppy drives along with any blank floppies. I am also looking for Assembler cartridge to use to program some games.

Regards

Stephen

4128. how to format a IOMEGA ZIP on a XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <329b45ca@pianosa.demon.co.uk>
Source record: 78491

Whilst reading the usual rubbish I find here, Bernard Kok wrote something
interesting to All about how to format a IOMEGA ZIP on a XL/XE ?:

Hello Bernard,

BK> I just heard on television that some top modem company (the weenies
BK> didn't name the company) has just developed a modem that would be so

The company is US Robotics. The new speed is called x2, and USR have submitted
details to the relevant standards boards(s) with the hope that they become
adopted.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Now you've found out that it's a habit that sticks.
Orgasm Addict; The Buzzcocks

4129. 800XL Memory Problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-26 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <329b4257@pianosa.demon.co.uk>
Source record: 78492

Whilst reading the usual rubbish I find here, Ronald J. Hall wrote something
interesting to All about 800XL Memory Problem?:

Hello Ronald,

>> If it is a disk-based game, have you pressed the option key before turning
RJH> So I gather I'm supposed to hold down the <Option> key before I
RJH> turn the computer on? (for disk-based games?) Hmm...I'll give it

I think you're getting confused with holding the START key down, for cassette
boot tapes. Holding the OPTION key down (on XL/E's) disables the inbuilt BASIC
cart, thereby giving a larger area of free RAM.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... Why do they try to hide our past, by pulling down houses and building
car parks? - Bricks and Mortar; The Jam

4130. Re: Grey/Blue Jag Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbdc0a$fa600100$7b469ace@marcm>
Source record: 78493
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

Ryan 'Gozar' Collins <gozar@kenton.com> wrote in article
<M04myMezGqFM092yn@kenton.com>...
| In article <577v2m$jm4@access4.digex.net>,
| bond@access4.digex.net (Sean Connery) wrote:
| >In article <571181$m5i@nnrp1.news.primenet.com>,
| >Robert Worne <rworne@primenet.com> wrote:
| >
| >>That bites, so when do we see someone who "just came across" a large
| >>quantity of Jag controllers sell them on the net for $10-15 apiece?
| >
| >That is what I think. Some tool just bought them all up hoping to
double
| >his money over the next 6-12 months. It's great to think that 4Play or
| >someone did this as part of a greand scheme that would have meaning...
| >But if that was the case I think it would have been done earlier. So I
| >suggest that if there comes a time were a person selling pads is a
likely
| >suspect--boycott them. Even if it means having to pay more for your own
| >pad (unlikely really). If they had been ProControllers I would have had
| >my order in when I first saw the post...
|
| Isn't this how a business should work? Why boycott someone who found
| out about a good deal, and wants to make a little bit of money on it?
| The place that had them for $2.50 should've been asking for more!!!
|
| (And no, it isn't me!! :-)
|
| --
|

| Ryan 'Gozar' Collins
gozar@kenton.com
| "You can count on others, but its better to use your own fingers and
toes"
| http://www.kenton.com/users/gozar/index.htm
|

|
This is the most ridiculous thing I've read thus far!!
Get it together.

4131. Atari Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: "host name"@earthlink.net
Message-ID: <57ga29$n8j@kirin.wwa.com>
Source record: 78494

Would you like the following?

1 48k 800 with power supplie,dust cover
1 600xl no power supply
1 800xl with power supply and video cord
1 with power supplies and SIO's
2 810 Di1200xl with power supply
2 850 Interfaces sk Drives with power supplies and SIO's
1 Percom1200 Baud Modem w/ps,box,SIO,manual
1 MPP 300 Baud Modem (joystick port),ps,Term Cart
1 Universal Data Systems Modem(Baud? Dunno,never tried)
1 Magnavox 80 Monochrome monitor w/cord. Green
4 Joysticks
1 Axlon 12 Disk Drive (SD) with SIO,manual,dust cover.
1 Broken 1050 (It turns on, but won't spin), ps
1 Atari SX212
1 Axlon 8k Memory Module
1 Axlon 32k Memory Module
1 Broken (I think) 1010 Program Recorder
1 Set of remote control joysticks and control box.
1 Radal Vadic 2400 baud modem (works great, it the one I've been using
with my 800xl), power cord.

Carts:

1 Atari Basic
1 Pacman
1 Centipede
1 Defender
1 Star Raiders

Manuals:(all original,no copies)

Atari 400/800 Technical Reference Notes,with complete
os Listing
Atari 400/800 Hardware Manual
850 Interface operators Manual
Atari DOS II Reference Guide
Atari Basic Reference Guide
Atari Microsoft Basic Instruction Manual
Atari 1050 Owner's Guide
Atari Home Computers, The Next Generation.
Atari 800xl Owner's Guide
Mapping The Atari
COMPUTE!'s First AND Second Books of Atari(I have two of each)
Computes First AND Second Books of Machine Language

Atari Basic
Roklan Software,TELCOM Users Manual (NO software)
Basic Fun, for kids
Letter Perfect Manuals (2)
Compute!'s First Book of Atari Graphics

Software: Well over 150 disks
Some Highlights
The titles listed below are all original, not copies.

Sublogic Flight Simulator, in box w/manual, everything!
The Home Accountant w/manual
Atari 810/1060 master diskette
Atari Dos 2.5
(I know the dos's are not a big deal,but these are original)
Sublogic Pinball
OS/A+ (Version 2) with manual
Atariwriter with Atari Proofreader (XL Version)
Microprose F-15 Strike Eagle
Microprose Soloflight

Antic Disks (In Antic Sleeve w/Antic Label)
Volume Number
5 5
4 3
6 10
4 10
7 9
6 8
Going Online
4 12
7 8
3 11
5 3
7 9
5 7
APX Classics from Antic:Disk Scanner
4 9
5 6
4 8
4 2
5 1
VT100 Terminal Emulator(PD, VT-10 Squared)
Antic 1030 Communications Disk
Apx Classics, Back talk
3 5
4 4

Analog Disks w/Analog sleeve and Label
Issues: 43,41,42,40,67
Micro Painter.

Lots more, but I'm boring you already, I know (sigh)

I will take $100 for the whole lot. You pay the shipping (which I can probably get away with for $50 at work).

4 Antic magazines
Email any responses to:
eric_cron@addus.com

If you want to play it safe, copy that message to:

ericcron@wwa.com

I am in the Chicago area if anybody else is.

Thanks! Eric

4132. WTD some 8 bit cartridge software

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <57gl9f$s3k@macaw.cyberport.com>
Source record: 78495

here is some things i am looking to buy or trade for if you have them.
email the details..thanks

Airball
Battlezone
Crystal Castles
Star Raiders II
Gyruss
BC's Quest for Tires
Pitfall 1 and 2

Thompson Eprom Programmer

OSS Mac/65 assembler

atari Numeric Keypad

4133. FS/T: Atari 8-bit computer items [11/27/96] {Christmas season special}

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <57gvpd$op2@dfw-ixnews5.ix.netcom.com>
Source record: 78496

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 11/27/96

NOTE: There are currently 1010 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

Christmas season special

From 11/27/96 until 12/21/96, all Computer item orders over $50 will receive a 10% discount.

Computer systems included in this special are Atari 8-bit, Atari ST, Apple][, C64/C128/Vic-20, IBM, Tandy and TI. All of these FS/T lists are available on my web site.

NOTE: I am also running specials for other video game and computer systems. You can find those FS/T lists on my web site.

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply, along with a list of the item(s) that you are interested in. This information is for internal VGA use ONLY, and will NOT be sold! Also, you will only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very

rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.50 Atariwriter
$ 4.50 Basic -- for the 400 and 800
$ 9.50 Delta Drawing (Spinnaker)
$ 4.50 Star Raiders

Cartridges with case and manual:
$14.50 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they
are marked) you will have the option of buying a BRAND NEW RF
switchbox for $5 that is virtually identical to one sold at Radio
Shack for $7, plus tax. It allows for the connection of both 300 OHM
and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$39.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #3

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 5.00

*****

LOT #4

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$14.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$19.00

*****

To reserve any item(s) listed here, please contact me (please read
the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

4134. Re: Make money!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: lvzon@bio.vu.nl
Message-ID: <57h560$3o5@balaena.bio.vu.nl>
Source record: 78497
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

>THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>WEALTH OF THE WORLD

Has this person ever heard of _working_?

>WITHOUT COSTING US ANYTHING BUT OUR TIME

Time is mony. Especially when you're on a 2400 baud link.

>$5 AND FIVE POSTAGE STAMPS!

God, I hate people who leave their Caps-Lock turned on...

Sorry, but one just can't resist replying to such a message :)

-=Levjenno

Levien van Zon (lvzon@bio.vu.nl)
MALEB Homepage: http://huizen.dds.nl/~levjenno/
(Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)

"Wrong, wrong. Absolutely brimming over with wrongability."
--Rimmer

4135. Re: coders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <329C3087.6CB3@kawo2.rwth-aachen.de>
Source record: 78498

Stephen Laisch wrote:
>
> Okay. I have questions:
>
> 1. I have an Atari 800XL, where can I get an assembler for it
> 2. Where can I get graphics / sound books in Assembler for it
> 2A. And will these books show how to access the joystick through
> assembler?
> 3. If the assembler comes on disk where the hell do I get a
> disk drive.
> 4. If I write something really cool is there a way to transfer that to
> the PC so it can be sent over the internet?With a SIO2PC-cable you can emulate a Floppy disk as well as you can put
your files to PC. Assmebler you should get from the umich- archive (?),
the other hardware - look at the postings, sometimes people sell their
equipment here. Have a closer look to the 8-bit F.A.Q. frequently posted
here - It will help you a lot.

> 5. How do I make the software compatible with PAL machines?Thats the most interesting piont to discuss, I think. First of all there
is one REGister in the Graphics-Chips where a programm could find out,
if it runs on a PAL or NTSC-machine.
But where the real diffecences are - I donï¿½t know ...

> I do have some interesting ideas for some games(no demos.) but I
> have no idea how long it will take me to learn the architecture.Structure is not very simple, any experiences with AMIGA-machines will
help a lot 8-), but there are only 4 Custom-Chips you have to deal with
8-)

Good luck, Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

4136. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <329C341A.25A@kawo2.rwth-aachen.de>
Source record: 78499

nadkar wrote:
> it takes a lot of time spending for writing a game or a applikation...
> or even demos (which i prefer...)
>
> but who REALLY cares of using esp. applikations on xl???
> why the hell should we code a "word 7.0" for xl?????
> maybe i will spend month in coding a applikation like "word 7.0" or "excel 5.0" (not really...) but who really
> cares???? all of you are crying for programs... but when someone will write such a thing then anybody
> will look at them and say "oh nice, look it is like word on my pentium..." and then turning back to the real
> one...O.K. - youï¿½re completely right - but application means also such simple tool as an mod-player for XL (f.e. command-line based for Sparta-DOS or compatible, without showing thousends of effects before playing the sound - IMHO such "simple" program doesnï¿½t exist) an picture viewer (with emulating as much colors as you can ...) etc.

But here are some very strong wishes !!!

Please notice, that we arenï¿½t in the early 80ies, that means:
- RESET-Protection is not nessecarary any more
- there exist larger drives than single density
- there exist more DOS than Atari-DOS 2.0

Please code as long and good DEMOS as you like to, but make them run with Sparta-DOS or BW-Dos or Mydos, so that the user can put them on a Harddrive or a 3 1/2 " Floppy or a 16meg SIO2PC image ...
They could contain a lot of files, but please donï¿½t do everything so disk oriented - and Harddrives also have a loading speed with at least 20 or 25 kB/sec.

Thanx, Matt

--
| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

4137. Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: Scott <sboss@kennesaw.edu>
Message-ID: <329C6291.2005@kennesaw.edu>
Source record: 78500

Hello,

I just picked up a "SupraDrive - Atari Hard Disk - 20mb", and was wondering what it would take to hook it up to my 800xl or my 130xe? I think I need a "Black Box" or similar device. Is this true? I never had a harddrive for my Atari's before (last evening).

Thanks
Scott Boss

sboss@randomc.com

4138. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <57hoja$hoc@News.Dal.Ca>
Source record: 78501

```
THIS IS ONLY A TEST
```

4139. Re: Make money!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: jelsterb@pen.k12.va.us
Message-ID: <E1JCJu.2x09@pen.k12.va.us>
Source record: 78502
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

lars westin (lars westin) writes:
> THIS IS THE FAIREST MOST HONEST WAY I KNOW TO SHARE THE WEALTH!
>
> Hello!!
>
> Would you like to make thousands of dollars, quickly, legally, with NO
>
> CATCH? Then keep reading......please take five minutes to read this
>
> article- it will change your life, just like it did mine. It's true!
>

I know of a much more honest way to share the wealth... GET A
JOB!!! Sure you will end up paying some money to the
government, but look at all the wonderful services you get in
return!! And you will feel much better about yourself because
you won't be stuck behind a computer posting to 200 newsgroups!
You may even make a friend or 2!

As for an article changing your life... try giving a read to
the following -
http://www.gospelcom.net/rbc/salvation/index.html

It will take you a lot further and doesn't cost you $5.00

--
Joseph Elster, Senior Programmer/Analyst, County of Albemarle
"All opinions expressed are that of my own and not my employer."
jelsterb@pen.k12.va.us

http://www.geocities.com/CapitolHill/1555

Christians aren't perfect, just forgiven!

4140. Re: how to format a IOMEGA ZIP on a XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: Kaj de Vos <kdevos@worldonline.nl>
Message-ID: <57i0fp$feb@neptune.worldonline.nl>
Source record: 78503

I had similar problems while connecting a floptical drive to a PC. First problem with this drive was that it wasn't detected when no disk was in it. Second, the disks had to be partitioned with MS-DOS FDISK, then FORMATted.

Kaj

4141. Re: Atari book recommendations

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <57i3fc$31l@login.freenet.columbus.oh.us>
Source record: 78504

Richard Forester (forester@blarg.net) wrote:
: Hi. I just recently got an Atari 800 after not having one for ages.
: Anyway, I was wondering if anyone can recommend a good book preferably one
: with all the peeks and pokes listed as well as BASIC error codes.

I have the actual Atari-made OS and hardware manuals!

: Also, I have one question that I hope someone can answer. I wrote a
: program way back when and didn't document it well. I used GRAPHICS 28 in a
: line but when the program gets to that line I get an ERROR - 145. Perhaps
: I wrote this program with an XL or XE.

GR.28 is mode 12 full screen (12+16).
Even though the 800 can PHYSICALY suport that mode,the S: handler doesn't.
Error#145 means "bad screen mode handler".
Yuo'll have to go into text mode and modify the display list.
If 12 is the 40x24 IRG mode,then just switch to GR.0 and replace all the
2's in the display list with 4's.The OS will work properly with this since
ANTIC mode 2 and 4 are pretty much the same except how it interprets the
character set.
--
The Doctor

4142. Re: S: German Compy-Shop-Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: Kaj de Vos <kdevos@worldonline.nl>
Message-ID: <57i2e0$gr0@neptune.worldonline.nl>
Source record: 78505

Matthias Belitz <matz@kawo2.rwth-aachen.de> schrijfbewerkingen: > Hallo !
>
> I�m looking for the German Compy Shop Magazines since they are
> Shareware. Would be very if someone could upload them to UMICH or
> get contact with me.

They are planned for release on the second pooldisk CD from Bo & Ernest Schreurs, which seems to be planned for sometime in 1997.

Kaj

4143. Re: Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <57i3kg$3j1@login.freenet.columbus.oh.us>
Source record: 78506

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In article <571god$3ae@sjx-ixn8.ix.netcom.com>,
: rely@ix.netcom.com(Robert Smith Ely) wrote:

: >In <56ta3c$23l@netnews.mis.net> phantomm@harold.eastky.com writes:
: >>
: >>
: >>
: >>Hi,
: >>
: >>Can someone post or e-mail some directions on installing the Happy
: >1050
: >>Controller Card in a Happy 1050?
: >>
: >>I have a unused controller that I want to install into my Happy drive.
: >But
: >>don't know where everything goes.
: >>
: >>Thanks
: >>
: >>Send E-Mail to phantomm@harold.eastky.com
: >>
: >>Net-Tamer V 1.07X; Beta - Test Drive
: >>
: > I'll scan them in and e-mail you a copy. I have the v7.1 manual.
: >This will take a couple of days to do. I don't get much time for this
: >stuff.
: >
: >rsely@dhs.state.nj.us -or- rely@ix.netcom.com
: >

: Ok, I have the 7.x docs scanned in. I'm in clean-up mode at this point. I'll probably
have
: it finished by the weekend. I'll e-mail you when it's ready.

argh!Put them up on a FTP site!
Everyone needs this knowledge.
(you never know what you'll find at a Thrift Shoppe)
--
The Doctor

4144. Re: APE 1.07-1.09 Lockup Problem?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <57i457$5ln@login.freenet.columbus.oh.us>
Source record: 78507

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: If you have experienced lockups with Ape 1.07-1.09 (hard crashes in
: which the machine will not longer respond, even to Ctrl-Alt-Delete)
: please contact me. (also present in 1.10 shareware)

: I need some people who are having this problem to test a new version
: of APE that hopefully fixes this situation for good.

: Persons waiting for the registered versions of 1.10 will get them as
: soon as I can confirm the problem is fixed (and does not create
: any additional problems).

Well,I don't have a SIO2PC cable,but I was using APE to create ATR files.
I notice that 128-byte sector "disks" work,but 256-byte ones are always
missing their last two sectors.I'm using PC XFormer.
(if you don't believe me,try using VTOCFIX on a defualt double density
disk created with APE.VTOCFIX always reads the last sector first to make
sure that it's reall a 720 (or whatever you tell it) sector disk)

--
The Doctor

4145. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <57i5jo$bq9@login.freenet.columbus.oh.us>
Source record: 78508

nadkar (nadkar@zeus.fh-pforzheim.de) wrote:
: hallo herr petersen...

: its my personal opinion... not from all of the xl-users around the
: globus...

: i have written some little games in the past (around 1990) for the xl...
: but everyone should do the thing with the xl what ever he wants...

: but why not "mobilizing" some guys to code/write some OWN stuff and
: not just consuming.... think about it when you play a old game for
: some seconds and then turning back to your playstation or to your
: new pentium-game... ;-)

: its easier to write a megademo than a game ;-)...believe me (or not)...
: i have spent some thoughts in coding a "bomberman"-clone on the xl and
: for 4 players simultan...but

: 1. who would play such a game???
: 2. i will finish my new "shit" mega-demo "hyperion"
: 3. i have no creativity for such a game...

: so:

: Please send me your suggestions for such a multiplayer-game!!!!

: bye HeAvEn/Member of Taquart

: ps. there are demo-coders who made it possible to play modfiles on xl
: or the new HIP-Grafic-mode!!!

ah,where can I get these HIP and CIP demos?!
I have a un-modified 64k 800XL and 48k 800.Both NTSC (not PAL).

--
The Doctor

4146. new to group and games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: Mike Barden <mikebarden@mistral.co.uk>
Message-ID: <01bbdca6$92e3b8e0$71d449c2@henry>
Source record: 78509

I am new to group and so pleased to see that there is a newsgroup where I may find the information I am looking for.

Can anyone help me with some simple questions.

I have just found in my bother-in-laws attic an old ATARI 800xl...no games

(1) Where can I buy old software...such as Archon , MULE, Bouty Bob and Miner 249er.

(2) Can I run this ATARI 800xl from PC...It looks like I maybe able to.

Please can anyone advise ?

Thankyou

4147. 1200xl problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: jeffery mcguire <dpjgm@utxdp.dp.utexas.edu>
Message-ID: <329C8595.4A0B@utxdp.dp.utexas.edu>
Source record: 78510

i need some technical advice.

i just aquirred a 1200xl.

it had been sitting in a shed.

i cleaned it up, looks pretty good.

it will power up, and the tv is receiving signal, but the screen
remains a dark blue.

any ideas, any 1200xl motherboards for sale??

thanks,

robert erickson
dperw@mail.utexas.edu

4148. Sheepshead (Schafkopf) for 800XL???

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: dzander@solaria.sol.net
Message-ID: <57j8bq$7ab@solaria.sol.net>
Source record: 78511
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hello Atarians,

I am wondering if a certain card game is available for the Atari 800 computer. The game is Sheepshead (a.k.a. Schafkopf). Sheepshead is popular in Germany and south-eastern Wisconsin (Milwaukee). I am looking for my brother, he plays Sheepshead. Also, if anyone knows of an Atari ST version please let me know also. Thanks in advance.

p.s. Does anyone outside of Germany or Wisconsin know what Sheepshead is or how it is played, or have ever even heard of it? <grin>

--
Douglas Zander | many things interest me, too many to list
dzander@solaria.sol.net | here. if you want a profile :-) why not
Milwaukee, Wisconsin, USA | send me a letter? tell me about yourself,
"Over-looking Lake Michigan." | I'll tell you about myself.

4149. Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <8d2_9611280105@flight.org>
Source record: 78512

The one ribbon connector should hook directly to your Parallel Buss Connector on your 800XL. For the 130XE you need the adapter card sold by Bob Klass of K Products.

---------- -//- ----------

Internet: Michael.Fitzpatrick@flight.org

4150. Re: Coders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: rasantel@ing.puc.cl
Message-ID: <57hrtt$5if@huequi.puc.cl>
Source record: 78513

Matthias Belitz (matz@kawo2.rwth-aachen.de) wrote:
> Hallo !

Hello. I am interested now in making games for the 8-bit. I have experience in GameBoy, so the only thing I need is a good assembler. I've got the Dis6502 but I don't know if I can program with it also. I am interested in Macroassembler or something like this, with documentation. Who can send it to me?
I have already got the Atari Reference Manual, and I hope it is sufficient to develop software for the 8-bit.
As a last idea, it would be good that the persons who are interested in making new games could be in contact, to interchange hints and help of all kinds.

Thanks.

--
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/ \
/ rasantel@ing.puc.cl \
/ rsanteli@ws.crisol.puc.cl \

4151. Hard-Interlacing Picture

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-27 00:00:00 UTC
From: Jeff Potter <74030.2020@CompuServe.COM>
Message-ID: <57i8dvpsl1@mhafn.production.compuserve.com>
Source record: 78514

for Heaven of Taquart:
From descriptions I have found about "HIP", I have managed to modify a version of my JVIEW program to allow it to decode GIF pictures to HIP format. It's almost working. Can you please send me information about the .HIP format, so I can save the output correctly.

Nice algorithm!

Jeff Potter
--
Jeff Potter
74030.2020@compuserve.com
potter@escmail.orl.mmc.com
jdpotter@genie.geis.com

4152. Pictures of VAPORWARE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: walgen@udo.informatik.uni-dortmund.de
Message-ID: <57jlai$naa@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 78369

Hi there,

just found this WEB-Page in germany:

http://wwwcip.rus.uni-stuttgart.de/~inf11492/pics.html

has some pictures of VAPORWARE (eg. 1450XLD 1090 ...)

The pictures are no simple scans from magazines but scans from photos.
Does anyone know where these pictures come from?

PS: Anyone interesed in trading some 8Bit-Computer-Stuff
(esp. Atari and Apple)? I have lots of MSX and european computer ...

4153. Re: new to group and games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <329f79ee.6780820@news.networx.net.au>
Source record: 78370

"Mike Barden" <mikebarden@mistral.co.uk> wrote:

>I am new to group and so pleased to see that there is a newsgroup where I
>may find the information I am looking for.
>
>Can anyone help me with some simple questions.
>
>
>I have just found in my bother-in-laws attic an old ATARI 800xl...no games
>
>(1) Where can I buy old software...such as Archon , MULE, Bouty Bob and
>Miner 249er.
>
>(2) Can I run this ATARI 800xl from PC...It looks like I maybe able to.
>
>Please can anyone advise ?
>
>Thankyou
>

OK, it looks like you need some links here....

http://mars.superlink.net/scharles/

http://www.hackerz.com/ and follow the links there to the ATARI
RETRO SITE

or check out my own home page (not much but still a help)

http://www.geocities.com/SiliconValley/Heights/9364/index.html

need any more help just email me ok?

Steve

4154. Re: Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: davepat@total.net
Message-ID: <57k3uv$b0a@newsfeeder.total.net>
Source record: 78371

In article <329C6291.2005@kennesaw.edu>, sboss@kennesaw.edu says...
>
>Hello,
>
> I just picked up a "SupraDrive - Atari Hard Disk - 20mb", and was
>wondering what it would take to hook it up to my 800xl or my 130xe? I
>think I need a "Black Box" or similar device. Is this true? I never
>had a harddrive for my Atari's before (last evening).
>
Supra sold systems for the xl/xe and for the ST. The xl/xe models came with
a PBI interface; Bob Klaas has the rights to the interface and still sells
them. He posts fairly regularly to the newsgroup; he's usually happy to
help.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
DICTIONARY: Opinion presented as truth in alphabetical order.
- John Ralston Saul, The Doubter's Companion

4155. Re: coders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <57kk1p$su6@ssbunews.ih.lucent.com>
Source record: 78372

In article <329C3087.6CB3@kawo2.rwth-aachen.de>,
Matthias Belitz <matz@kawo2.rwth-aachen.de> wrote:
>Stephen Laisch wrote:
>>
>> Okay. I have questions:

Q 1-4 deleted - I couldn't help with them.

>> 5. How do I make the software compatible with PAL machines?

The differences with PAL and NTSC have to do with the number of lines
displayed on the screen and whether they are using 50 or 60 Hertz.

If I remember correctly, I believe PAL has 625 lines/screen and they
refresh the screen 50 times a second doing 1/2 the lines each refresh
so they effectively repaint the screen 25 times a second. NTSC is
525 lines/screen with a 60 times a second refresh - again only half
the lines each refresh so a 30 times a second frame rate. This
would change the amount of time available during vertical sync pulse,
and the number of lines that need to be redrawn each time.

Hope that's helpful to those of you trying to deal with the NTSC
and PAL standards. Wayne Booth

4156. Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: eightbit@magg.net
Message-ID: <329dbad8.4294574@news.magg.net>
Source record: 78373

To All -

Hello! I am using an Atari 800XL with P:R: Connection with a P133 PC I
am trying to transfer Atari files from the PC to my eight-bit Atari.
Can I get some help/tips on how this is done?

Thanks,

eightbit@magg.net

4157. Please Help!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: trythis@money.com
Message-ID: <329dfe60.89532396@news.inet-direct.com>
Source record: 78374

Thanks for taking the time to read this message! This is about a lady that gave all she could to everyone, including me. Her name is Wendy.

When I was young she became my foster mother after my real mother had abandon me. Never having any kids of her own she became a foster parent. That I got to be in her care was probably the best thing that had ever happened to me. She had other foster children and even ended up taking care of many of the neighborhood kids.

Wendy is a lady that just never gave up and always gave more than anyone could imagine. I no longer think of my real mother as mother but rather Wendy as my only true mother. I know that I'm not the only one that thinks that way either. It wasn't just kids that she helped it included the elderly, the disabled and the just down and out. What it takes to qualify for a saint is something I never found out, but I know it can't be more than the things I saw this lady do for anybody. Even people that had wronged her could find themselves looking up at her while she helped them when they were down.

I'm 26 now and many of the things I'm telling you I never really realized until now. Since I was a kid she has helped me with everything from recovering from my mistakes to just being there to say "You can do it... It'll be okay." I've never been able to make a good attempt at trying to repay her for all she's done for me and I'm not alone. Many people just have taken for granted the things she's done for them.

I know by now you're asking yourself why I've posted this letter. Well, to be honest and straight with you it's because I would like your help. If there's one thing that I've learned from Wendy it's that, "We are our neighbors keepers." You know the golden rule, "Do onto others as you would have them do onto you." Anyway now Wendy is an older lady that is disabled and can't do as much as she used to. With the disability sometimes expenses can be too much. I now live in Arkansas and can't be of much help. With no real family I'd like to do something to try to repay all she done for me and many others.

That's were you come in. See if you can think back to someone that helped you no matter how big or small. Maybe it's someone you can't even remember or have lost touch with. For that moment picture Wendy and say, "I'd like to repay that kindness." I wish you would sit down and write a small note saying "Thanks for being the generous person that you have been!" If you could include something to help out. Maybe it's a five dollar bill, a book of stamps, even a dollar. Oh and would you also tell her the Steffin sends his love. Her birthday is next month on the 27th and I'm hoping

I can make this own a very memorable one.

Thanks for reading and if you choose to help God pless you.
Her address is

Wendy Mcghee
9636 Elm
Taylor, Mi 48180

4158. FS Atari 7800 & SOftware

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: akhui@uclink4.berkeley.edu
Message-ID: <akhui-2811961419200001@sandbull.hip.berkeley.edu>
Source record: 78375

Hello all,

I have an Atari 7800 ProSystem for sale. It comes w/ 2 controllers, AC adapter, TV adapter, 8 great games including Fight Night, Joust, Mario Bros., Galaxian, Asteroids, Karateka, Pole Position II, and other games. Make me an offer please, will sell! Just make it worth my time to mail it to ya!

Alex

4159. Re: Grey/Blue Jag Controller

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961127193641.21520D-100000@ns1.ptd.net>
Source record: 78515
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

On Tue, 26 Nov 1996, Ryan 'Gozar' Collins wrote:

> >>That bites, so when do we see someone who "just came across" a large
> >>quantity of Jag controllers sell them on the net for $10-15 apiece?
> >
> >That is what I think. Some tool just bought them all up hoping to double
> >his money over the next 6-12 months. It's great to think that 4Play or
> >someone did this as part of a greand scheme that would have meaning...
> >But if that was the case I think it would have been done earlier. So I
> >suggest that if there comes a time were a person selling pads is a likely
> >suspect--boycott them. Even if it means having to pay more for your own
> >pad (unlikely really). If they had been ProControllers I would have had
> >my order in when I first saw the post...
>
> Isn't this how a business should work? Why boycott someone who found
> out about a good deal, and wants to make a little bit of money on it?
> The place that had them for $2.50 should've been asking for more!!!
>
> (And no, it isn't me!! :-)

Had the place that sells the controlers for $2.50 only sells in bulk for other businesses to sell to customers, then that's ok.

But this is a retailer that sells to the public, meaning it was ment for the public buyer. But if dealers will buy out stock from another dealer and sell for a higher price, then what's the consumer to do? If the price were barely higher then that wouldn't bother me, $5 would be fine. But for a ridiculous price that's way out of line, forget it! Then it'll be the same as ticket scalping.

BTW, I'm wondering if anyone with a ST computer still would buy a Jag controler with a good reason. I had an idea for a driver to use Jag pads in games that look for a joystick, but with the way the Atari scene is...looks awful bleak :P

Eric Noss
a.k.a
Mr. Maddog

4160. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_849161666@rtfm.mit.edu>
Source record: 78516
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 23, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
---
Especially useful for hardware hackers, and interesting for the rest of us!
Posted to comp.sys.atari.8bit irregularly.
Request from davepat@total.net

4161. Really tough questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: bkolodzi@sgva-xs2.ucsd.edu
Message-ID: <57jio9$5en@sdcc12.ucsd.edu>
Source record: 78517

Ok, if you can answer these questions, you're a stud.

First off, can SOMEONE hook me up with a copy of Floyd of the Jungle?
I desperately need to play that game.

And second, the really hard question... if you can answer this, I admire
you...

What is an "action wedge?"

I know the answer, do you

Bryan

Bryan Kolodziej University of California, San Diego
Visual Arts/Computer Media http://sgva-serv1.ucsd.edu/~bkolodzi

4162. Re: new to group and games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-28 00:00:00 UTC
From: Solucoes e Informatica Ltda <seigraph@netville.com.br>
Message-ID: <329D5967.339B@netville.com.br>
Source record: 78518

Mike Barden wrote:
>
> I am new to group and so pleased to see that there is a newsgroup where I
> may find the information I am looking for.
>
> Can anyone help me with some simple questions.
>
> I have just found in my bother-in-laws attic an old ATARI 800xl...no games
>
> (1) Where can I buy old software...such as Archon , MULE, Bouty Bob and
> Miner 249er.
>
> (2) Can I run this ATARI 800xl from PC...It looks like I maybe able to.
>
> Please can anyone advise ?
>
> Thankyou

1. Look at http://mars.superlink.net/scharles/ (Jellystone park). It has
disk images and binary files from almost everything that was written for
the Atari. For use them, you'll need to connect the Atari to a PC (see
item 2).

2. Look at http://seka.nacs.net/~classics/ . There you'll find the APE
filesystem that manages the disk images (a file that mimic a real Atari
disk), and the instructions to build the needed hardware too (a SIO2PC
cable).

I'm using it for about three months, and it works fine ;^)

Werner
Brazilians have Ataris too!!

4163. Re: Coders

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <57lesv$nuh@news.asu.edu>
Source record: 78376

Unless Tom Hunt, the Sparta-Wiz, does it. He only needs to know
that someone would like to see it and he tries to tackle it.
Not everyone is looking for compensation, some do it as a hobby.
--
John Collins N.W.P.A.C.
irata@aztec.asu.edu P.O. Box 67511
Nybbles & Bytes Editor Phoenix AZ 85082

4164. Looking for other Atari "VAPORWARE" Owners

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961129035200.WAA00609@ladder01.news.aol.com>
Source record: 78377

Hi,

I am an Atari Vaporware collector and I'm looking to contact other
Atari Vaporware collectors to exchange data and information, possibly sell
and trade extra equipment, looking primarily for 8bit vaporware, but I
also collect certain ST vaporware as well.

My (under heavy construction) web site is:

http://members.aol.com/Cvendel/vaporware.html

My email address is:

cvendel@aol.com

Curt

4165. Hello?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: Greg Brown <gbrown@turningpoint.com>
Message-ID: <01bbddba$72851340$6411b7c7@Bog>
Source record: 78378

Hello, is there anybody here? I just wanted to share some fond memories of my trusty Atari 800 following its demise at the hands of my unscrupulous kitty. :(

4166. Re: how to format a IOMEGA ZIP on a XL/XE ?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: Karateka <vjancare@undergrad.math.uwaterloo.ca>
Message-ID: <329EC357.5857@undergrad.math.uwaterloo.ca>
Source record: 78379

Richard Dell wrote:
>
> In article <2092.6902T1027T2900@worldaccess.nl>,
> Bernard Kok <beco@worldaccess.nl> wrote:
> >
> >Here is a Message of a friend of my : Mathy Van Nisselroy,
> >
> >
> >Now for something totally different:
> >
> >I just heard on television that some top modem company (the weenies didn't
> >name the company) has just developed a modem that would be so fast (I
> >believe they mentioed 512kBaud) that you wouldn't really need ISDN. They
> >say so, not me!!! I know that the classic ATARI isn't anywhere near
> >fast enough to use those speeds, but I guess I'm not the only one
> >interested in these things.
> >
> >CU Mathy Van Nisselroy
> >
>
> Probably the new 56K baud modems (56K provider to you, 33.3K the other way)

Sorry but you're wrong.

They were talking about ASDL. It will use existing phone lines but at
much higher frequencies. At those speeds, you'll be able to watch cable
TV through your phone line.

VLad

4167. Re: xl-it

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: Karateka <vjancare@undergrad.math.uwaterloo.ca>
Message-ID: <329EC442.562D@undergrad.math.uwaterloo.ca>
Source record: 78380

InfoMan wrote:
>
> Greg Miller <uglmiller@cc.memphis.edu> wrote:
> : "Street Fighter" <akuma@vividnet.com> wrote:
>
> : >Hi All,
>
> : >Does anyone know, what had happend to the xl-it website
> : >at http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html ?
>
> : >Their webserver seemed to be downed for the pass month!
>
> : >I have the xl-it 1.4 version, but would very much like to get the 1.6
> : >version,
> : >anyone out there knows another site where I can get the 1.6 version ?
>
> : >Thanks!
>
> : There are no 1.4 and 1.6 versions. You can get the last version
> : from http://www.people.memphis.edu/~uglmiller/home.htm, in the
> : downloads area. The author has dropped support for it.
>
> The latest version is 0.16. It is available at my site:
> http://infoman.simplenet.com/atari
>
> _/InfoMan_

Also available on author's page at

http://www.cityscape.co.uk/users/jx91/emulators.html

4168. Looking for particular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: Karateka <vjancare@undergrad.math.uwaterloo.ca>
Message-ID: <329EC5BA.50B0@undergrad.math.uwaterloo.ca>
Source record: 78381

I would like to know if anyone has disk images of these:

Draconus (released 1988, one of the best 8bit games ever)
(used to have it for my 8 bit)

Star Fighter (well, this is a classic, right?) :)

Thanks a bunch

Vlad

4169. Atari 400 + bits and pieces for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: Stephen Kitt <stephenk@dai.ed.ac.uk>
Message-ID: <gzog21tyowz.fsf@snoopy.dai.ed.ac.uk>
Source record: 78382

I have the following for sale in France (preferably, the kit's in Le Havre) or Britain:
- Atari 400 with 16KB, GTIA, original power supply, no manuals
- two BASIC books (can't remember titles off-hand, one of them by Paul Bunn with lots of games) in English, one in French
- BASIC cartridge
- I/O issues 2-4

Any offers considered, please include enough for postage. Also I can provide a Philips TX70 black-and-white TV (the aerial socket is for UK TVs, not French). Everything works fine.

Replies by email...

Stephen

--
Stephen Kitt, the University of Edinburgh, Scotland
My views are not necessarily the University's
Email: s.kitt at ed.ac.uk
Web: http://omni.bus.ed.ac.uk/skk
"It's kind of fun to do the impossible" -- Walt Disney

4170. Re: Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: Scott <sboss@kennesaw.edu>
Message-ID: <329EF18C.28B0@kennesaw.edu>
Source record: 78383

>Supra sold systems for the xl/xe and for the ST. The xl/xe models
>came with a PBI interface; Bob Klaas has the rights to the interface
>and still sells them. He posts fairly regularly to the newsgroup;
>he's usually happy to help.

I am not sure what teh PBI interface looks like. The back of the HD
has 2 ports and one cable. The one port looks like a 25 pin parrallel
or serial port, the other port and the cable are same basic shape but
a few pins shy of 25 (I think). I am not totally sure about the
number of pins, since the harddrive is at home and I am at work.

Thanks for all the help,
Scott Boss

sboss@randomc.com

4171. Re: Pictures of VAPORWARE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <57mtfi$f0d@News.Dal.Ca>
Source record: 78384

In article <57jlai$naa@fbi-news.Informatik.Uni-Dortmund.DE>,
walgen@udo.informatik.uni-dortmund.de (Stefan Walgenbach) writes:
>Hi there,
>
>just found this WEB-Page in germany:
>
>http://wwwcip.rus.uni-stuttgart.de/~inf11492/pics.html
>
>has some pictures of VAPORWARE (eg. 1450XLD 1090 ...)
>
>The pictures are no simple scans from magazines but scans from photos.
>Does anyone know where these pictures come from?
>
>PS: Anyone interesed in trading some 8Bit-Computer-Stuff
> (esp. Atari and Apple)? I have lots of MSX and european computer ...

I have right here a flyer picked up at an Atari dealer around 1982-83. It has
full color pictures of various games and the Atari 600xl,800xl,1400xl,and the
1450xld,plus descriptions.
The specs on the xld: all the features of the 600xl AND...
64k RAM
TV & monitor outputs
4 programmable function keys
300 baud built-in modem
speech systhesizer
built-in double-sided dual-density drive.

wow, 300 baud.
randy

4172. Re: Hello?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <57n14l$4@news.asu.edu>
Source record: 78385

Your kitty oops on your Atari and it stopped working??? Hell,
mine went thru lots worse and they still work (sort of). Wait,
you said an 800 not an XL. That's very different. Oh well, get
yourself another one. They are REAL cheap nowadays!

--
John Collins N.W.P.A.C.
irata@aztec.asu.edu P.O. Box 67511
Nybbles & Bytes Editor Phoenix AZ 85082

4173. NWPAC Web Page

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <57n1ed$6b@news.asu.edu>
Source record: 78386

If anyone visiting the NWPAC web page tried to respond to the address coolzip@host.yab.com and isn't getting any responses, well, you won't for the time being. The pages are being revamped completely and may reappear at a different address. Mail sent to the aforementioned address may never be replied to. For now, any mail being sent for me or NWPAC should be directed to:

irata@aztec.asu.edu

P.S. - The new pages will be on a faster server. No long waits.

--
John Collins N.W.P.A.C.
irata@aztec.asu.edu P.O. Box 67511
Nybbles & Bytes Editor Phoenix AZ 85082

4174. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32a30bbb.8571320@news.networx.net.au>
Source record: 78387

eightbit@magg.net (eight) wrote:

>To All -
>
>Hello! I am using an Atari 800XL with P:R: Connection with a P133 PC I
>am trying to transfer Atari files from the PC to my eight-bit Atari.
>Can I get some help/tips on how this is done?
>
>Thanks,
>
>eightbit@magg.net
>
>

You'll have to have COMM's programs running on both the PC and your ATARI. Get a null modem adapter (or a cable which is null modem), and then connect the computers with the COMM's proggies. If you don't have a COMMS program on your ATARI, like BOBTERM or any other TERM, then you'll have to get one for it. If you have a US doubled 1050 disk drive, and a 5.25 disk drive on your PC, then get the file MYUTIL.ZIP from my homepage. This allows you to write directly to an ATARI D/D disk on the PC. I also have BOBTERM there if needed.

Steve.

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4175. Re: Looking for particular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32a40d5f.8990892@news.networx.net.au>
Source record: 78388

Karateka <vjancare@undergrad.math.uwaterloo.ca> wrote:

>I would like to know if anyone has disk images of these:
>
>Draconus (released 1988, one of the best 8bit games ever)
> (used to have it for my 8 bit)
>
>Star Fighter (well, this is a classic, right?) :)
>
>Thanks a bunch
>
>Vlad

I guess that "Star Fighter" is "The Last Star Fighter".
Did you know that ATARI released Star Raiders II, and this was almost
identical to "Last Starfighter"- had a few more things added tho.
Anyway, I have both these games if you want me to send them.
But you'd probably find them at Jellystone Park.

http://mars.superlink.net/scharles/

go to his FTP site, and look in the EXE directory. You should find
Draconus under EXEA-J (I think thats right- but you will see when you
get there). Ummm, Last Starfighter- not sure, have a look around.
good luck ATARIan......
"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4176. Crappy 7800 Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <57n95r$o4r@nw101.infi.net>
Source record: 78389

In the spirit of the normal minutiae about obsolete systems that is the heart and sould of this group I would like to note that the atari 7800's joysticks were crap.

They were clumsy, non-intuitive, and hard for little kids to use. And they broke easily. The two we had went bad and we barely used the system.

To me the original 2600 joysticks were the very best ever.

Daniel Clinton

4177. Re: Make money!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: Jean Robinson <rnbwridr@sierra.net>
Message-ID: <329F3340.6626@sierra.net>
Source record: 78390
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

I don't know. I have always heard that it is best to ignore stupidity.
Just my 2 cents.

Jean

Levien van Zon wrote:
>
> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
> >WEALTH OF THE WORLD
>
> Has this person ever heard of _working_?
>
> >WITHOUT COSTING US ANYTHING BUT OUR TIME
>
> Time is mony. Especially when you're on a 2400 baud link.
>
> >$5 AND FIVE POSTAGE STAMPS!
>
> God, I hate people who leave their Caps-Lock turned on...
>
> Sorry, but one just can't resist replying to such a message :)
>
> -=Levjenno
>
> ------
> Levien van Zon (lvzon@bio.vu.nl)
> MALEB Homepage: http://huizen.dds.nl/~levjenno/
> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
> ------
>
> "Wrong, wrong. Absolutely brimming over with wrongability."
> --Rimmer

4178. Invitation To Join The QWK Net

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: tomhunt@bright.net
Message-ID: <329eb56f.7801547@news.bright.net>
Source record: 78391

-----BEGIN PGP SIGNED MESSAGE-----

Closer To Home Enterprises is happy to announce the grand
opening of the IA8N's QWKNET. IA8N = Independent Atari 8bit Network.
This network is ran by a group of volunteers that are dedicated, hard
core 8bit owners.

I am seeking more individuals to join the network.
Individuals who join this network will receive weekly, or biweekly QWK
packets through internet email. These packets contain messages from
member 8bit bulletin boards and from individual members of the
network. These packets are ARCed and UU enocoded. Both ARC and UU
encoders are readily available for almost every type of computer
system, including the Atari 8bit.

Highlights from recent message threads include:

A member's recent pilgrimage to Poland to meet with
various developers. He reports about a new IDE interface
and Sparta Dos X clone for the 8bit.

Discussions about the new HIP graphic format. Announcment
of the release of the new HIP slideshow program, and
where to download it.

Discussion about David Hunt's (no relation) release of
Carina 2.7 into shareware, and where to download it.

Discussions about how to use the 8bit to access the internet,
including hot 8bit places to visit. There are tips about
which lynx servers are the best to use, how to do dns lookups,
and free telnet bbses.

Discussions about Larry Black's soon to be released ZSEND
program.

Message bases that are currently available are:

General
Internet
Programming
Hardware
User's Groups
Whine Base
Recipe
Pets

When an individual sends back a REPly packet to the network,
ARC must be used for compressing the packet. But UU, HEX, and MIME
encoding of REPlies is allowed.

The message bases have thousands of messages, many of which
contain information and references to programs that cannot be found
anywhere, even on the internet. So join the QWK Net today. This is
a FREE service to the 8bit community. Ask about a sample QWK packet,
so that you can see for yourself.

Send inquiries to: tomhunt@bright.net

"QWK Net, an Atari 8bit network, 100% managed, maintained, and
published via internet email on an Atari 8bit computer."

==========

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMp63V5E8W2AK/tGNAQEr1QP/cmdYFKO6PhhwzPj6TGp0Crkvd3GbPhjs
Nn6BWAgsAxecnxd7xg6jfdm/XVBjkCyac6Xq84vzVYUELD3gsBDvY/YjPPywXMv3
r6UvoiFEO47AivM9JFqpyVoQ/MwXncwHi4QEOH+ZNKP8VKGYbzOE6am6iE1kei+X
CEIAGxuORhA=
=9/BT
-----END PGP SIGNATURE-----

Tom Hunt, Closer To Home Enterprises. | PGP key available on keyservers, or
Developer of CTH Shareware. | Finger tomhunt@bright.net
Sysop of The Closer To Home BBS, 419-368-4413, 3-14.4, USR.
Key Fingerprint = 98 43 51 AD AA 85 69 07 42 51 A9 A0 65 4F 21 44

4179. Re: VAPORWARE POWER SUPPLY

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <57nm5k$6av@sjx-ixn5.ix.netcom.com>
Source record: 78392

My company, American Techna-Vision has a number of power supplies
available for the Atari 1450 computer (never released). These are
available for $14.50 plus shipping. Atari part number DV1450. Sorry
we no more prototype 1450's available.

For those with a more standard Atari 8-bit, we have the following
power supplies available:

Power supply for 800XL/600XL/130XE/65XE/XEGS . . . $9.95 ea.
Power supply for 1050/810/800/400/1200XL/XF551/850 $4.50 ea.

Shipping . . $6.00

Contact: American Techna-Vision
15338 Inverness St.
San Leandro, Ca. 94579 Est. 1973

4180. Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: brobin@freenet.columbus.oh.us
Message-ID: <57nqbq$ju3@login.freenet.columbus.oh.us>
Source record: 78393

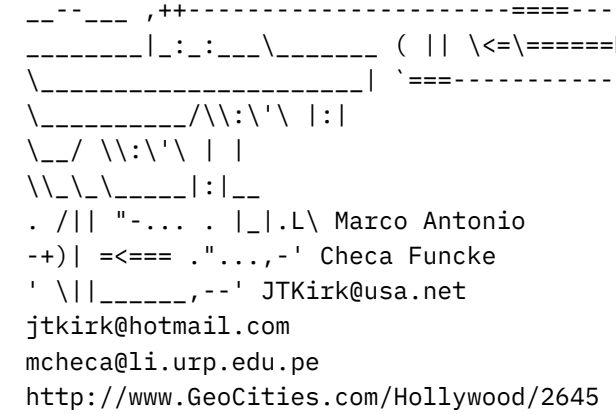
Im curious to which Atari system has the best graphics (NOT INCLUDING
JAGUAR). I may be looking to buy one depending on whether or not I already
own it. Currently the only thing I have is an Atari 2600, and am
collecting games and playing them purely for nostolgia value.
--
__ /_/
/ / __ ___ _______ __
/ /__ / // _ \/ // /\ \/ / . . . t h e c h o i c e o f a
/____//_//_//_/___/ /_/_\ G N U g e n e r a t i o n . . .

4181. Re: Filecopy-prg. for Mydos wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: JTKirk <mcheca@li.urp.edu.pe>
Message-ID: <329F74F2.1AF9@li.urp.edu.pe>
Source record: 78394

Stephan Pollok wrote:
>
> Hi !
> I'm looking for a filecopy program that works perfect with Mydos - that
> means it should work:
> - with all densities
> - with subdirctories
> And it should be as easy to use as Norton Comander on PC
>
> If you have such a program please e-mail me !
> Thanx, Stephan
Hey, I wrote such a program - I adapted it from another one. You can
find it on the UMich archives, under the name FCOPY551.ARC. It works
with one-drive systems (if you have more drives, you don't need it)
Take a try!

--



jtkirk@hotmail.com
mcheca@li.urp.edu.pe
http://www.GeoCities.com/Hollywood/2645

4182. Atari 800 Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CD252A.10C1000F55.uuout@compudata.com>
Source record: 78395

```
Atari Items for Sale plus shipping

Atari XMM801 printer.............................. $39
Atari 1020 Printer................................ $25
Atari XM301 Modem................................. $19
Atari 410 Program Recorder (tape deck) (2)......... $24
Atari 400 Program Recorder (tape deck)............. $19
Double Atari Cable - two joysticks to one port etc.. $10
Cables for Atari etc from Chelco (6) ............... $ 8 each
Paddles (4)....................................... $ 8 each
Atari Controllers (4)............................. $ 8 each
DVE Printer Power Supply Model DV-2412A............. $10
.................................................................
Wishbringer from Infocom on Diskette w/box & docs.... $20
.................................................................

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
```

Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX

Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Jungle Hunt Missile Command

Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com (soon) gene.ehrich@compudata.com

4183. 8-bit Computers for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-29 00:00:00 UTC
From: Paul Mora <pmora@ibm.net>
Message-ID: <329FB2C3.65AC7AF8@ibm.net>
Source record: 78396
Cross-posted to: tor.forsale.computers,comp.sys.cbm,comp.sys.atari.8bit

Hello!

I've got some various 8-bit computer stuff for sale:

ATARI SYSTEM 1

- Atari 800XL
- ATARI 410 cassette tape drive
- power pack & T.V. RCA cable
- 8 cassettes with various games/programs
- standard Atari joystick
- no manuals, AS IS
- $10 (negotiable)

ATARI SYSTEM 2

- Atari 800XL computer
- Atari 1010 cassette tape drive
- Atari 1050 floppy diskette drive
- power pack & T.V. RCA cable
- standard Atari joystick
- various programs on diskette
- no manuals, AS IS
- $25 (negotiable)

COMMODORE SYSTEM 1

- Commodore 64
- 1541 diskette drive
- power pack & T.V. RCA cable
- Commodore 64 User's Guide
- dust cover for C64
- AS IS
- $30 (firm)

I've also got a VIC-20, just the unit without power supply, for
FREE.

These items are for sale to people in the Toronto area ONLY. If you're
interested, please contact me via email.

Thanks,

pm

--
Paul Mora
email: pmora@ibm.net

4184. Re: Looking for particular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: scharles@blast.net
Message-ID: <329fb04a.782449@165.254.2.53>
Source record: 78397

On Fri, 29 Nov 1996 16:28:02 GMT, stev@networx.net.au (Steve) wrote:

-Karateka <vjancare@undergrad.math.uwaterloo.ca> wrote:
-
->I would like to know if anyone has disk images of these:
->
->Draconus (released 1988, one of the best 8bit games ever)
-> (used to have it for my 8 bit)
->
->Star Fighter (well, this is a classic, right?) :)
->
->Thanks a bunch
->
->Vlad
-
-I guess that "Star Fighter" is "The Last Star Fighter".
-Did you know that ATARI released Star Raiders II, and this was almost
-identical to "Last Starfighter"- had a few more things added tho.
-Anyway, I have both these games if you want me to send them.
-But you'd probably find them at Jellystone Park.
-
-http://mars.superlink.net/scharles/
-
-go to his FTP site, and look in the EXE directory. You should find
-Draconus under EXEA-J (I think thats right- but you will see when you
-get there). Ummm, Last Starfighter- not sure, have a look around.
-good luck ATARIan......
-"ATARI.......==>> Where you should have gone yesterday! <<=="

- http://www.geocities.com/SiliconValley/Heights/9364/

I think he means Star Fighter by EPYX (Which is also there)

4185. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <57orr3$c8l@login.freenet.columbus.oh.us>
Source record: 78398

What's BW-DOS?
--
The Doctor

4186. CTIA based playfield graphics

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <57otq3$cvt@login.freenet.columbus.oh.us>
Source record: 78399

Now I've read the actual hardware manual that Atari put out.
(I have pages made to go into a notebook)
I see how ANTIC reads player/missle graphic data and sends it to the
CTIA/GTIA chip registers.I now know how P/M graphics can be done with out
ANTIC.

But how does ANTIC tell CTIa what PLAYFIELD graphics to display.I saw no
registers for the CTIA to display playfield graphics without ANTIC.
(this would be like how the CX2600 does it,since it has no ANTIC,only a TIA)

--
The Doctor

4187. Re: 1200xl problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: Anders.Skelander@uab.ericsson.se
Message-ID: <57p9j1$pvt@euas20.eua.ericsson.se>
Source record: 78400

jeffery mcguire <dpjgm@utxdp.dp.utexas.edu> writes:

> ...
>it will power up, and the tv is receiving signal, but the screen
>remains a dark blue.
>
>any ideas, any 1200xl motherboards for sale??

I am not sure if the chips are soldered to the motherboard or
if they are in sockets. If they are in socket, try to take them
out one at a time, put them back and check if the computer
works. I remember doing this to a TTL circuit on a 600XL computer
once, and voila, the fault was fixed.

Anders

4188. Fooblitzky?!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <57psbr$j51@nnrp1.news.primenet.com>
Source record: 78401

How do I play Fooblitzky? I've gathered that it's some kind of board game
that two to four players can play but thats it.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
~ / \
Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v

4189. Re: Fooblitzky?!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: Brian Sturk <bsturk@nh.ultranet.com>
Message-ID: <32A08A61.64B3@nh.ultranet.com>
Source record: 78402

```
Nick S Bensema wrote:
>
> How do I play Fooblitzky? I've gathered that it's some kind of board game
> that two to four players can play but thats it.
>
> --
> N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m > ,-._|\
> ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ / \
> Phoenix-->*_,--._/
> 98-KUPD Red Card Holder #710563 WedSpc License #71.0563 v
Isn't that an Infocom game?
```

4190. Re: Make money!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: Toon Moene <toon@moene.indiv.nluug.nl>
Message-ID: <57q1qo$p8i@news.utrecht.NL.net>
Source record: 78403
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

```
>Levien van Zon wrote:
>>
>> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE
>> >WEALTH OF THE WORLD
>> Levien van Zon (lvzon@bio.vu.nl)
^^

And then those stupid French think that coffee shops are the worst problem in
my country :-( :-(

--
Toon Moene (toon@moene.indiv.nluug.nl)
Saturnushof 14, 3738 XG Maartensdijk, The Netherlands
Phone: +31 346 214290; Fax: +31 346 214286
URL: http://www.knmi.nl/hirlam
```

4191. WTB: Atari hardware boxes

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <57q9nc$q0j@dfw-ixnews5.ix.netcom.com>
Source record: 78404

If anybody has any Atari 8bit (or 26/52/78) hardware boxes that are in an okay to mint condition, I am looking to purchase them. I am particularly looking for XL boxes with the styrofoam inserts. I have so many XL systems that I'd like to store them they way god intended to. =)

Also looking for the 1200XL owners manual in mint condition.

Please email me.

Karl
==========
heller@cdnow.com

4192. Re: Atari Hard Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A0F991.2646@tcd.net>
Source record: 78405

If you have the drive with 25pin coming out the back you have a drive that was made for the St not the 8-bit..

An Supra Atari 8-Bit drive..for the 800XL or 130XE would have a 50 pin ribbon cable coming out of it along with a small 2 wire power cord that goes to the Interface.

Reguardless it should have a Scsi board inside, either and Adaptec or an Omti Scsi controler along with the hard drive.

bob

4193. Re: youll love this...

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A0FA73.150D@tcd.net>
Source record: 78406

I am easy to find, on here all the time..bobkla19@tcd.net

Bob

4194. WTB: 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <32A128C9.7CE4@mail.utexas.edu>
Source record: 78407

looking for a 1200xl, or 1200xl motherboard.

robert erickson
dperw@mail.utexas.edu

4195. Re: 1200xl problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <32A12A17.705B@mail.utexas.edu>
Source record: 78408

thanks Anders,

i gave it a try. the motherboard appears to be in bad shape. at some
point the machine was exposed to a lot of moisture. the chips are
socketed, which i replaced, still nothing...
apparently my only recourse is a new board...in seach of one

cheers,
robert

4196. Re: Jag Controller ??

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: wiseguy@webzone.net
Message-ID: <57p8p6$b3c@news2.cais.com>
Source record: 78409
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

"Mr. Maddog" <mrmaddog@ptdprolog.net> wrote:

>On Tue, 26 Nov 1996, Ryan 'Gozar' Collins wrote:

>> >>That bites, so when do we see someone who "just came across" a large
>> >>quantity of Jag controllers sell them on the net for $10-15 apiece?
>> >
>> >That is what I think. Some tool just bought them all up hoping to double
>> >his money over the next 6-12 months. It's great to think that 4Play or
>> >someone did this as part of a greand scheme that would have meaning...
>> >But if that was the case I think it would have been done earlier. So I
>> >suggest that if there comes a time were a person selling pads is a likely
>> >suspect--boycott them. Even if it means having to pay more for your own
>> >pad (unlikely really). If they had been ProControllers I would have had
>> >my order in when I first saw the post...
>>
>> Isn't this how a business should work? Why boycott someone who found
>> out about a good deal, and wants to make a little bit of money on it?
>> The place that had them for $2.50 should've been asking for more!!!
>>
>> (And no, it isn't me!! :-)

>Had the place that sells the controlers for $2.50 only sells in bulk for
>other businesses to sell to customers, then that's ok.

>But this is a retailer that sells to the public, meaning it was ment for
>the public buyer. But if dealers will buy out stock from another dealer
>and sell for a higher price, then what's the consumer to do? If the price
>were barely higher then that wouldn't bother me, $5 would be fine. But
>for a ridiculous price that's way out of line, forget it! Then it'll be
>the same as ticket scalping.

>BTW, I'm wondering if anyone with a ST computer still would buy a Jag
>controler with a good reason. I had an idea for a driver to use Jag pads
>in games that look for a joystick, but with the way the Atari scene
>is...looks awful bleak :P

>Eric Noss
>a.k.a
>Mr. Maddog

Does the Jag controller really work for the 5200????
The \/\/iseguy
wiseguy@webzone.net

Black Kettle Recordings

4197. 8-bit stuff FS, best offer

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: "Prof.Falken" <falken@tstonramp.com>
Message-ID: <01bbdf10$304f6140$368137ce@quantex-200>
Source record: 78410
Body handling: Inline uuencoded payload not displayed: Atari 8 bit

See the attached listing for items for sale. NO reasonable offer refused.

[Inline uuencoded payload not displayed: Atari 8 bit]

4198. Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: Ron Pothier <falken@tstonramp.com>
Message-ID: <32A0BB13.482B@tstonramp.com>
Source record: 78411

```
Atari 8-Bit Software
--------------------

Disks:
------
Home-Pak (Word proc., term and database) 3 programs
Mastertype Filer
Math Blaster
O'Reilly's Mine (both disk and cart)
Alternate Reality the City
Pinball Construction Set
Timewise
Carts:
------
Alf
Qix
Mountain King
Donkey Kong
" " Jr.
Dig Dug
Caverns of Mars
Alpha Shield
Kids on Keys
Galaxian
Defender
Pac-Man
Star Raiders
Cassettes:
----------
Invitation to Programming 1
" " " 2
" " " 3
Pacific Coast Highway
Zaxxon

Hardware:
---------
Atari 800 computer (2)
Atari 130XE
1050 Happy drive
850 Interface
2-2400bps modems
14" color monitor
12" amber monitor
Epson FX-80 printer
```

Everything has power supplies and cables and is in good working order.
If interested, make an offer via E-mail. No reasonable offer refused.

4199. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-11-30 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <57papl$bf8@nadine.teleport.com>
Source record: 78412
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for
Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST
HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may
find something you've been looking. At BSC's Web Page you'll View, and
DownLoad Catalogs or Contact BSC by Web Page! Or Request Catalogs by
E-Mail. Have problems connecting with BSC's web page? Why not DownLoad
FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to
Request catalogs through E-Mail. Really, it's no inconvenience. All I
ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send
them to you by E-Mail Only. I'll get back to you after the weekend.
Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please
Direct any and all Replies Through E-Mail to bensmith@teleport.com.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4200. Atari stuff for sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: nedskee@isp.net
Message-ID: <32a6c6f7.5546026@news.isp.net>
Source record: 78319

>I have a few things I want to sell or trade for PC equipment. mail me
>if interested or you want more information.

>Falcon030 4 Meg
>with Cubase Audio $1000.00 OBO

>Mega STe 4 Meg
>with 1435 monitor and SLM 605 Laser Printer $1000.00 OBO

>Stacy 4 $500.00 OBO

>I am looking for Pentuim grade PC in working order, Scanners, Hard Drives 1 gig or larger,

>Thanks!!
>nedskee@isp.net

4201. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <57shll$iks@ccshst05.cs.uoguelph.ca>
Source record: 78320
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
: I have the following Atari XE Game System for sale:

: - Good physical and working condition
: - XG-1 Light Gun
: - Keyboard
: - Joystick (same as an Atari 2600 CX-40 joystick, but Grey in color)
: - XEGS unit with built-in Missile Command..
: - RF switchbox
: - RCA cable
: - AC adaptor

: ** $125.00 which includes shipping ANYWHERE in the continental U.S.A. **

Whew! That's more than the $99 Atari was selling them for new at
one point. Saw one of these setups in my local value village for about
$20 a few weeks ago. Similarly, saw an ST system with a disk drive for
under $100. Gotta love the net for price gouging!

--
-------------------------------------------------------------------------
Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel
```

4202. Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <57skvt$5fq@freenet-news.carleton.ca>
Source record: 78321

I need an Atari 1010 tape drive, the one with the detachable power
supply and xl/xe style case. You all have one laying around somewhere :)

Steve

4203. UMICH FTP Site updates...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <57sves$i4j@nuke.csu.net>
Source record: 78322

Hi! I've added a bunch of new software to the Atari Archive at UMich.
Most notably, SIO2PC v.4.10 and a LOT of the Atari 8-bit emulators!

I've also created an "Education" subdirectory. If anyone has any good
educational software, please upload it! (In the "New" directory at the
FTP site, or simply e-mail it to me!)

Thanks!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4204. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <57t08e$i4j@nuke.csu.net>
Source record: 78323

Brian Robinson (brobin@freenet.columbus.oh.us) wrote:

: Im curious to which Atari system has the best graphics (NOT INCLUDING
: JAGUAR). I may be looking to buy one depending on whether or not I already
: own it. Currently the only thing I have is an Atari 2600, and am
: collecting games and playing them purely for nostolgia value.

Well, I would imagine it was one of the later ST's....

Atari 2600 graphics was 128 colors, 160 wide by up to 192 high (or so).

Atari 8-bit graphics is 256 colors, 320 wide by 192 high (number of colors
reduce with resolution, and it's paletted - 320x192 is 2 colors, 80x192 is
16 colors, all out of the 256 color palette - for more info., read my
FAQ: http://zippy.sonoma.edu/kendrick/nbs/new_and_emu.html)

I'm sure the ST had some ~1000x~1000 or so graphics, with up to 16.7m colors?

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4205. Re: CD-ROM for Atari 8-BIT??

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <57t0b7$i4j@nuke.csu.net>
Source record: 78324

BobKlaas (bobkla19@tcd.net) wrote:

: Instead of one person saying what goes on the CD, users send files, be
: it text (ascii, atascii) if available reguarding upgrades, trouble
: shooting ect..

Bob - why not put these types of text files up on archives, such as UMich?
There is an info. section with one of its subsections being on hardware...

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4206. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <57t14o$i4j@nuke.csu.net>
Source record: 78325

phantomm@harold.eastky.com wrote:

: Sometime ago I heard that there was a fix for the PAL incompatibility.

Actually, all you need to do is replace your ANTIC with a PAL ANTIC.
The output from your video port will be wacky, but all you need to do is
adjust your Vertical-Hold on your monitor/TV (if you're lucky enought to
have one.)

One problem, though, is some PAL demo coders test your NTSC/PAL status
by checking a bit in the OS. SO, you need a PAL OS (which contains this
bit, and also had a slightly faster key repeat value since the VBI's are
occuring less frequently) to run THOSE. >:^/

I wouldn't trust a software OS patch to get demos to run. Demos are
pretty much software TANKS. :) They usually ditch the OS anyway. :)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4207. Re: Atari 8-Bit Software..New?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <57svpv$i4j@nuke.csu.net>
Source record: 78326

BobKlaas (bobkla19@tcd.net) wrote:
: Thre has not been anything written for the Atari 8-bit game wise for a
: long time..Reason? Well to be honest, there just isn't anyting in it
: for the programer.. No money why should they waste their time writting
: projects for something that will not return revenue.???

Actually, my excuse is lack of reasonable ideas and a lack of time.
I started a new game called "Bombi," but dropped it (I've still got some
cool 3D rendered 'posters' up on my walls, though. :))

My problem with ideas is blamable on my PlayStation. :) "Wow, wouldn't
a game like Twisted Metal RULE on the Atari!?" Well.. actually, Bill.
Since you kinda suck at programming the Atari, it WOULDN'T rule. :)

I'm actually interested in 'hiring' talent. Albeit, I would never make
commercial software, for exactly the reasons you describe above (no buyers),
so I don't know what type of compensation I would give the 'employees.' :)

Anyone interested in doing a game?

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4208. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <57t1df$i4j@nuke.csu.net>
Source record: 78327

Marcin Lewandowski (jaskier@mat.uni.torun.pl) wrote:

: P.S. Tell me what kinds of fx don't work. Maybe I wont use they in my next
: programs. It is only I can do.

Just be sure your VBI routines end within 1/60th of a second. :) On your
PAL machines, you have a whole 1/50th of a second for code, but on NTSC
machines, the VBI ends before your code is done, so bad things happen:

Routines don't even work
Music gets messed up
The screen jumps (often in sync with the music :))
The computer crashes completely

If you REALLY can't afford that tiny slice of time in your VBIs, at LEAST
make your demos more menu-driven. If there are 8 parts to your demo,
and part 2 doesn't work (but parts 1, 3, 4, 5, 6, 7 and 8 DO), then I'm
missing not just part 2, but also parts 3 through 8! :(HARD SOFT did
this in some of their demos.

Hold SHIFT-CONTROL-OPTION-3, for example, to get to part three of the
demo. (Do this while booting.)

Very cool of them. :)

Good luck!

ALSO, I can't emphasize this enough (see my last post :))... DO NOT CHECK
THE O.S. TO SEE IF YOU ARE RUNNING ON AN NTSC MACHINE! I have a PAL 800XL
but it has an NTSC O.S.! :(PAL programs run fine!!! But if your program
sees the "NTSC" bit in my O.S. and says "Too bad!", I get pissed off! ;)

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4209. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <57t1nc$i4j@nuke.csu.net>
Source record: 78328

nadkar (nadkar@zeus.fh-pforzheim.de) wrote:

: but dont cry for wing commander
: or tekken... ;-)

: bye HeAvEn/Taquart

DAMN! DAMN DAMN DAMN! I love Tekken! :) I'd love to see a Tekken game on the XL, even if it weren't really 3D. Tekken is the best fight game ever. (If all you've ever seen was Street Fighter or Mortal Kombat or any of those other 2D games, they all suck in comparison).

Also, speaking of 3D, what ever happened to those "Doom" clones? The best I've seen is a relatively fast 3D maze DEMO <ARGH!!> with NICE Texture-mapped walls... BUT, complaints:

(1) No enemies
(2) Low res. (probably hard fix to ask for :))
(3) Maze - no real open areas (like in Alternate Reality)
(4) TURNING was smooth, but you could only WALK on 90-degree lines! :(
(5) No up/down (DOOM has up/down. This demo was more like Wolfenstein)

It's been a while since I loaded this demo, so.. sorry, I forget exactly which one it was. :(A very new (1996) one though!

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4210. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <57t20h$i4j@nuke.csu.net>
Source record: 78329

nadkar (nadkar@zeus.fh-pforzheim.de) wrote:

: i have written some little games in the past (around 1990) for the xl...
: but everyone should do the thing with the xl what ever he wants...

Where are these games? Please upload them to UMich or e-mail them to me! :)

: its easier to write a megademo than a game ;-)...believe me (or not)...
: i have spent some thoughts in coding a "bomberman"-clone on the xl and
: for 4 players simultan...but

: 1. who would play such a game???

From what I've seen in my recent skimmings of c.s.a.8, MANY PEOPLE have
shown interest in a Bomberman clone! MAKE IT! :)

: 2. i will finish my new "shit" mega-demo "hyperion"

Cool! I can't wait to see it. :)

: 3. i have no creativity for such a game...
: so:
: Please send me your suggestions for such a multiplayer-game!!!!

Something like "Spectre" was for PC/Mac. If you can't handle network,
don't. If you CAN, I say go with "GameLink II." You can get two players
with 2 Ataris, 2 SIO cables, 2 monitors and one paperclip. :) :)
(See the "Maze of AGDAGON" for an example.)

Or perhaps a game like "Twisted Metal (II)"??? :)

: ps. there are demo-coders who made it possible to play modfiles on xl
: or the new HIP-Grafic-mode!!!

YES! And these are AWESOME! :) BUT.. Is there a HIP converter?
Can I load GIFs into HIP mode!? Can I use HIP mode graphics in Action!?

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4211. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <57t257$i4j@nuke.csu.net>
Source record: 78330

-Booth,W.A. (trek@ihgp15.ih.att.com) wrote:

: But back to our coder, maybe some of you also know of him, his name
: is Joe Chiko. He has been in the club at least as long as I have
: (since '86) and has written many games over the years. He started

Are any of his games PD/Shareware? Can they be put up on the Archive?
How about demo versions (if he doesn't want to "give away" the real ones)?
Or at least screen-shots!?

I think the best way to get incentive-to-buy is to distribute demos and/or
screen-shots.

I mean, you talked about Joe, but you didn't describe ONE GAME!? :)
I have NO interest! :) FOR GOD'S SAKE MAN, >MAKE< >ME< >INTERESTED!<

-bill!
Bill Kendrick
/|\ Software Engineer
kendrick@zippy.sonoma.edu
http://zippy.sonoma.edu/kendrick/

4212. Re: Looking for particular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: Paul Allton <pallton@proweb.co.uk>
Message-ID: <01bbdfd2$0040e600$368eb0c2@pallton.proweb>
Source record: 78331

Yogi,

This is all very well, but I am finding it absolutely impossible getting
connecting to your ftp site.

Yogi <scharles@blast.net> wrote in article
<329fb04a.782449@165.254.2.53>...
> On Fri, 29 Nov 1996 16:28:02 GMT, stev@networx.net.au (Steve) wrote:
>
> -Karateka <vjancare@undergrad.math.uwaterloo.ca> wrote:
> -
> ->I would like to know if anyone has disk images of these:
> ->
> ->Draconus (released 1988, one of the best 8bit games ever)
> -> (used to have it for my 8 bit)
> ->
> ->Star Fighter (well, this is a classic, right?) :)
> ->
> ->Thanks a bunch
> ->
> ->Vlad
> -
> -I guess that "Star Fighter" is "The Last Star Fighter".
> -Did you know that ATARI released Star Raiders II, and this was almost
> -identical to "Last Starfighter"- had a few more things added tho.
> -Anyway, I have both these games if you want me to send them.
> -But you'd probably find them at Jellystone Park.
> -
> -http://mars.superlink.net/scharles/
> -
> -go to his FTP site, and look in the EXE directory. You should find
> -Draconus under EXEA-J (I think thats right- but you will see when you
> -get there). Ummm, Last Starfighter- not sure, have a look around.
> -good luck ATARIan......
> -"ATARI.......==>> Where you should have gone yesterday! <<=="
> --
> - http://www.geocities.com/SiliconValley/Heights/9364/
>
>
> I think he means Star Fighter by EPYX (Which is also there)
>
>

4213. Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: Paul Allton <pallton@proweb.co.uk>
Message-ID: <01bbdfd2$fdd8f140$368eb0c2@pallton.proweb>
Source record: 78332

It has been about six years since I last used my Atari, but after stumbling across some emulators recently I long for the good old 8-bit days.

A few years ago I remember talk of the existence of some Atari games that were never released, but were rumoured to have been written. For example, "Elite" and "The Last Ninja" (and surely manny more). Does anyone know if these games actually exist anywhere?

Paul

--
+--+
| Paul Allton |
+--+
| E-Mail: pallton@proweb.co.uk |
| WWW: http://www.proweb.co.uk/~pallton |
+--+

4214. Atari CDROM

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: Paul Allton <pallton@proweb.co.uk>
Message-ID: <01bbdfd3$4e8bd120$368eb0c2@pallton.proweb>
Source record: 78333

Are there any CD-ROM's available in UK containing images of Atari Games and emulators?

Also, what is the copyright situation with regard to Atari Software?

Paul

--
+---+
| Paul Allton |
+---+
| E-Mail: pallton@proweb.co.uk |
| WWW: http://www.proweb.co.uk/~pallton |
+---+

4215. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: johnh@newberry.microserve.com
Message-ID: <MPG.d0c2397232eb34b989691@news.microserve.net>
Source record: 78334
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <57shll$iks@ccshst05.cs.uoguelph.ca>, mrathwel@uoguelph.ca
says...
>
> : I have the following Atari XE Game System for sale:
>
> : - Good physical and working condition
> : - XG-1 Light Gun
> : - Keyboard
> : - Joystick (same as an Atari 2600 CX-40 joystick, but Grey in color)
> : - XEGS unit with built-in Missile Command..
> : - RF switchbox
> : - RCA cable
> : - AC adaptor
>
> : ** $125.00 which includes shipping ANYWHERE in the continental U.S.A. **
>
> Whew! That's more than the $99 Atari was selling them for new at
> one point. Saw one of these setups in my local value village for about
> $20 a few weeks ago. Similarly, saw an ST system with a disk drive for
> under $100. Gotta love the net for price gouging!
>
>
> --
> ---
> Mark Rathwell
> E_Mail: mrathwel@uoguelph.ca
> Web Page: http://www.uoguelph.ca/~mrathwel
>
>
Hmmm, Value Village? $20? Would you have a phone number for them? I
will order at that price!

--
John Hileman johnh@newberry.microserve.com

That's Newberry Township in York County, PA
My homepage is at http://www.microserve.net/~johnh

"You don't like your job, you don't strike...you just go in every day,
and do it really half-assed. That's the American way!"
-Homer J. Simpson

4216. FS: Print shop and others

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: jayski@net2.intserv.com
Message-ID: <32a1e22c.18166892@netnews.netaxs.com>
Source record: 78335

I have the following Atari Hardware and Software available as of
12-1-96

Antic Magazine Software Disks

BOOKS:
Advanced Programming Techniques for Atari by Linda Scheriber(orig
price $19.95)

Atari Programming with 55 programs by Linda Scheriber(orig price
$21.95)

32 Visicalc Worksheets by Ted Lewis (orig price $26.95)

Take any of the above books for $5 & SH or
Take all three books for $10 & SH

SOFTWARE:

Most include manual/instructions

1. THE NEWSROOM (5 disks with lots of clipart)
this is an excellent publisher $20 & SH

2. THE PRINT SHOP - a excellent bundle including:
The Print Shop
The Print Shop Companion
Three Graphic Disks
Holiday & Special Events Graphics Disk
No Frills Software Fonts & Borders 1

7 Total disks $20 + SH

3. TYPESETTER by Xlent Software $5 & SH

4. MAGNIPRINT by Alpha Systems $4 & SH

5. a 3 disk bundle by HI-TECH EXPRESSIONS include:
CardWare
AwardWare

AwardWare Graphics $8 & SH

EXCELLENT GAMES AVAILABLE:

1. KARATEKA by Broderbund
excellent Karate game $5

2. MICROLEAGUE BASEBALL(1984) $5

3. LEADER BOARD - Dual Pack
Excellent Golf Game includes
Double sided disk with the LEADERBOARD
on one side & Tournament on other $5

4. HACKER
a simulation games that forces a player to
hack their way into a system. This
game purposly comes with no instructions $4

Take ALL the above software in a disk case for $50 & SH

---

40 Blank 5 1/4 Disks $10 & SH
with disk case $13 & SH

Money order or personal check (with stuff being sent out when check
clears).

Buyer pays shipping.

Make offers including shipping.

Jay

Jay
****
Go ERNIE #28
http://www.intserv.com/~jayski
http://www.intserv.com/~jayski/ernie/irvan.html
http://www.intserv.com/~jayski/silly.html
http://www.intserv.com/~jayski/links/links.html

4217. Be a Beta Tester!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: btr@trenet.com
Message-ID: <32a0c118.15371635@nntp.cts.com>
Source record: 78413

```
Be a Beta Tester!

http://www.trenet.com/btr
```

4218. Re: Fooblitzky?!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: scharles@blast.net
Message-ID: <32a0f7a3.2099569@165.254.2.53>
Source record: 78414

On Sat, 30 Nov 1996 14:26:25 -0500, Brian Sturk
<bsturk@nh.ultranet.com> wrote:

-Nick S Bensema wrote:
->
-> How do I play Fooblitzky? I've gathered that it's some kind of
board game
-> that two to four players can play but thats it.
->
-> --
-> N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
,-._|\
v
-Isn't that an Infocom game?

Who plays software? I just collate it

4219. ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: aquarius@aracnet.com
Message-ID: <aquarius-0112960506420001@news.aracnet.com>
Source record: 78415
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Hi,

I have the following Atari XE Game System for sale:

- Good physical and working condition
- XG-1 Light Gun
- Keyboard
- Joystick (same as an Atari 2600 CX-40 joystick, but Grey in color)
- XEGS unit with built-in Missile Command..
- RF switchbox
- RCA cable
- AC adaptor

** $125.00 which includes shipping ANYWHERE in the continental U.S.A. **

Thanks,

Chris..

4220. Atari Vaporware Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961201152800.KAA18101@ladder01.news.aol.com>
Source record: 78416

Check out the temporary Atari Vaporware and Rarities Musuem at:

http://members.aol.com/Cvendel/vaporware.html

Curt

4221. V: 1050 Floppy

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: QNTAL@ZEDAT.fu-berlin.de
Message-ID: <57sdeo$b29@fu-berlin.de>
Source record: 78417
Cross-posted to: z-netz.rechner.atari.8-bit,bln.markt,comp.sys.atari.8bit,z-netz.alt.rechner.atari.8bit

Hi Leute !

Ich verkaufe eine 1050 Floppy in Originalverpackung mit SIO Kabel und
amerikanischem Netzteil gegen Gebot. Selbstabholer (Berlin) bevorzugt.

CU !

Freddy.

No use to turn out the light
You feel so depressed inside
When you think of your wasted
Years at night
(Horn/Veljanov)

PGP-Key per EB !

4222. WTB: All issues of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-01 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <57sde3$l7@dfw-ixnews2.ix.netcom.com>
Source record: 78418

If the back issues are still available from some "official" person/place, could someone give me the name and price for the issues. If not, would someone be willing to photo-copy me all the old issues? (I have several issues myself, except most of them are damaged.)

Thanks,

Karl

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

4223. GOE

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: "Konrad M.Kokoszkiewicz" <draco@mi.com.pl>
Message-ID: <32A33F46.33CE@mi.com.pl>
Source record: 78269

I've recently downloaded a thing called GOE. It is supposed to be
a demo version of a graphical operating system for 8-bit Atari.
Unfortunately, the main file GOE.COM has a CRC error.

Does anybody know, where I can get the working version?

Many thanks

Draco

4224. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: "Konrad M.Kokoszkiewicz" <draco@mi.com.pl>
Message-ID: <32A33EA4.7153@mi.com.pl>
Source record: 78270

William Kendrick wrote:

>
> ALSO, I can't emphasize this enough (see my last post :))... DO NOT CHECK
> THE O.S. TO SEE IF YOU ARE RUNNING ON AN NTSC MACHINE! I have a PAL 800XL
> but it has an NTSC O.S.! :(PAL programs run fine!!! But if your program
> sees the "NTSC" bit in my O.S. and says "Too bad!", I get pissed off! ;)
>
Bill,

don't be so nervous :)) As far as I know, there's no such flag inside
the XL
OS ROM. There aren't PAL or NTSC versions of the XL OS - the XL OS is
the
same for both machines. The only difference is the PAL register at the
$D014. It is definitely not in the OS ROM. It is a GTIA hardware
register.

Bye

Draco

4225. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: arton <arton@servtech.com>
Message-ID: <32A3758A.32D8@servtech.com>
Source record: 78271
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
Charles E. Rick Taylor, IV wrote:
>
> magnus@x-net.net (Magnus) wrote (in rec.games.video.classic):
>
> :Keep in mind that the $125.00 includes shipping.. so really you're
> :getting the XEGS for only.. oh.. say.. $115 bucks.
>
> Darn it! And I paid $5 for mine (with 10 carts).
>

you were ripped off, man.. :|

--
--arton...

http://www.spectra.net/~cancam/zzimot.html (good)
or
http://www.servtech.com/public/arton (evil)
```

4226. Re: Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080000212961646060001@nntp.netgate.net>
Source record: 78272

In article <57tuvc$9n@news.campus.mci.net>, shannon@som-uky.campus.mci.net
(shannon wagoner) wrote:

[re: 1010]

> i have one some where, do you still need it, what do you want to pay
> for it?

Don't hold your breath. These things are worth no more than $5...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

4227. Re: Looking for particular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: infoman@xmission.xmission.com
Message-ID: <57ve2c$b8f@xmission.xmission.com>
Source record: 78273

Paul Allton <pallton@proweb.co.uk> wrote:
: Yogi,

: This is all very well, but I am finding it absolutely impossible getting
: connecting to your ftp site.

I have a lot of the stuff from the Yogi archive at my web site:
http://infoman.simplenet.com/atari
I guess it's about time to check for new stuff and get it up.

/InfoMan

4228. Looking for 8Bit War Simulation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: jackee@unix.dsoe.com
Message-ID: <849561043.32215@dejanews.com>
Source record: 78274

I'm looking for a 8bit computer wargame that is similar to Eastern Front but takes place in Western Europe and Britain. It was made by Avalon Hill I think and was called something like"Third Reich". It came out after Eastern Front. I read a review for the game years ago and have been searching ever since. Can anyone tell me the name of the game and where I can get it?

----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4229. Re: Pictures of VAPORWARE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: Brian Wiklem <Brian_wiklem@interactive.sony.com>
Message-ID: <32A38E97.68@interactive.sony.com>
Source record: 78275

Okay, now what in the $#@! is the Atari 1029 Printer....?

I've seen and heard of all prototype stuff, but never the 1029....This
I am very curious about...

Brian

4230. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <32A2FFC9.33C5@mail.utexas.edu>
Source record: 78276
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Mark Rathwell wrote:
>
> : Hmmm, Value Village? $20? Would you have a phone number for them? I
> : will order at that price!
>
> The setup is gone but these things come in from time to time.
> E_Mail me in a couple of weeks when I'm done finals and I'll check for
> you again.
>
> --
> ---
> Mark Rathwell
> E_Mail: mrathwel@uoguelph.ca
> Web Page: http://www.uoguelph.ca/~mrathwel
++++++++++++++++++++++++++++++++

ben smith at bravo sierra computers has
one with the same 'extras' for $50.00, if anybody wants one right now.

he's at:

www.teleport.com/~bensmith/bscomputers.shtml

i bought stuff from him recently, very good service
(no i don't work for him, this isn't a paid plug :))

cheers
robert

4231. Re: 8-bit Computers for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: bodyslam@idirect.com
Message-ID: <Pine.BSI.3.94.961201220521.20135A-100000@hometown.idirect.com>
Source record: 78277
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,tor.forsale.computers

```
> COMMODORE SYSTEM 1
> ------------------
> - Commodore 64
> - 1541 diskette drive
> - power pack & T.V. RCA cable
> - Commodore 64 User's Guide
> - dust cover for C64
> - AS IS
> - $30 (firm)
How is this system running? I'm interested in the 64.
```

4232. Re: Make money!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: gmiller@inca.co.nz
Message-ID: <c27cc$d182.ab@HERMES>
Source record: 78336
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

In article <329AB24B.908@phosworks.se>, lars westin said...
>Would you like to make thousands of dollars, quickly, legally, with NO
[snip - "Make Money Fast"]

No thanks.

I _like_ being a pauper.

--

Quote For The Month:

"Come back here with my fish, you horse thief"

4233. Tape Drive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: "Donald E. Greco" <d-greco1@uiuc.edu>
Message-ID: <01bbdff7$19b180c0$886bae80@dialup.cso.uiuc.edu>
Source record: 78337

My Atari 410 Tape Drive has started to malfunction (and ate my Moonbase IO tape!). It does not transport the tape evenly and sometimes the take up reel stops (thus my Moonbase tape) or stutters. Does anyone know how to fix this?
Your help will be much appreciated!

Donald Greco

4234. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbdfff$b185a180$97469ace@marcm>
Source record: 78338
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
Mark Rathwell <mrathwel@uoguelph.ca> wrote in article
<57shll$iks@ccshst05.cs.uoguelph.ca>...
|
| : I have the following Atari XE Game System for sale:
|
| : - Good physical and working condition
| : - XG-1 Light Gun
| : - Keyboard
| : - Joystick (same as an Atari 2600 CX-40 joystick, but Grey in color)
| : - XEGS unit with built-in Missile Command..
| : - RF switchbox
| : - RCA cable
| : - AC adaptor
|
| : ** $125.00 which includes shipping ANYWHERE in the continental U.S.A.
**
|
| Whew! That's more than the $99 Atari was selling them for new at
| one point. Saw one of these setups in my local value village for about
| $20 a few weeks ago. Similarly, saw an ST system with a disk drive for
| under $100. Gotta love the net for price gouging!
|
|

> I Don't think (hope?) anyone would be stupid enough to pay $125!!!
> -Marc
```

4235. Adding 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbe000$4efdd360$97469ace@marcm>
Source record: 78339

I saw a site up a while ago that had instructions for adding a second 6520
PIA. Everytime I accessed it though it would throw me
somewhere else. Can someone send me the plans.

Thanks

-Marc

tbmarc@webspan.net

4236. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <57tplv$a0a@ccshst05.cs.uoguelph.ca>
Source record: 78340
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

```
: Hmmm, Value Village? $20? Would you have a phone number for them? I
: will order at that price!

The setup is gone but these things come in from time to time.
E_Mail me in a couple of weeks when I'm done finals and I'll check for
you again.

--
-------------------------------------------------------------------------
Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel
```

4237. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: mrathwel@uoguelph.ca
Message-ID: <57tpsm$a0a@ccshst05.cs.uoguelph.ca>
Source record: 78341

: Im curious to which Atari system has the best graphics (NOT INCLUDING
: JAGUAR).

Well ... the answer is Jaguar, but seriously:

I may be looking to buy one depending on whether or not I already
: own it. Currently the only thing I have is an Atari 2600, and am
: collecting games and playing them purely for nostolgia value.

Are you talking about consoles or computers? With regards to
consoles, it goes 1) Jaguar, 2) Lynx, 3) 7800, 4) 5200, 5) 2600

Computers:

1) Falcon/TT, 2) STe, 3) ST, 4) XL/XE with GTIA chip, 5) 400/800
without GTIA chip.

>> Mark <<

--

Mark Rathwell
E_Mail: mrathwel@uoguelph.ca
Web Page: http://www.uoguelph.ca/~mrathwel

4238. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuv2$9n@news.campus.mci.net>
Source record: 78342

do you want to sell it? how much?

I have something to say to "Marc M" <tbmarc@webspan.net> On 25 Nov
1996 03:01:47 GMT because they wrote:

>I picked up an ATARI XE System today. It is a tan colored (like a 130xe
>and ST) two piece box one is the CPU with
>pastel colored buttons and the other is a detachable keyboard. It has
>basic and Missle Command built in. I've never
>seen one of these before are they plentiful or just an anomoly?

>- Marc
>
>tbmarc@webspan.net

4239. Re: 8-bit Computers for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuv4$9n@news.campus.mci.net>
Source record: 78343
Cross-posted to: tor.forsale.computers,comp.sys.cbm,comp.sys.atari.8bit

do you still have teh atari systems availiable?

I have something to say to Paul Mora <pmora@ibm.net> On Fri, 29 Nov
1996 23:06:27 -0500 because they wrote:

>Hello!

>I've got some various 8-bit computer stuff for sale:

>ATARI SYSTEM 1
>--------------
>- Atari 800XL
>- ATARI 410 cassette tape drive
>- power pack & T.V. RCA cable
>- 8 cassettes with various games/programs
>- standard Atari joystick
>- no manuals, AS IS
>- $10 (negotiable)

>ATARI SYSTEM 2
>--------------
>- Atari 800XL computer
>- Atari 1010 cassette tape drive
>- Atari 1050 floppy diskette drive
>- power pack & T.V. RCA cable
>- standard Atari joystick
>- various programs on diskette
>- no manuals, AS IS
>- $25 (negotiable)

>COMMODORE SYSTEM 1
>------------------
>- Commodore 64
>- 1541 diskette drive
>- power pack & T.V. RCA cable
>- Commodore 64 User's Guide
>- dust cover for C64
>- AS IS
>- $30 (firm)

>I've also got a VIC-20, just the unit without power supply, for
>FREE.

>These items are for sale to people in the Toronto area ONLY. If you're
>interested, please contact me via email.

>Thanks,

>pm

>--
>Paul Mora
>email: pmora@ibm.net

4240. Re: 8-bit stuff FS, best offer

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuv6$9n@news.campus.mci.net>
Source record: 78344

do you still have the following availiable? and how much

Atari 800 computer (2)
Atari 130XE
1050 Happy drive
850 Interface
2-2400bps modems
14" color monitor

I have something to say to On because they wrote:

>[Saved as file: C:\AGENT\Atari]

4241. Re: FS: Atari computer equipment

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tutj$9n@news.campus.mci.net>
Source record: 78345

I have something to say to jlong5@csc.com (Jonathan Long) On 14 Nov
1996 23:48:21 -0500 because they wrote:
>(2) Atari 130 XE computers.............$10 a piece

do you still have these?

4242. Re: Atari Systems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tutp$9n@news.campus.mci.net>
Source record: 78346

I have something to say to EZYU67A@prodigy.com (Mr. Harland E. Roades)
On 20 Nov 1996 03:58:01 GMT because they wrote:

>Have the following Atari System equipment for sale, 3-800 XL computers
>3 1050 drives, 1 Astra 1620 double drive, 2- 1020 serial printers, 1
>850 interface, Atariwriter software. Asking $75 for the whole lot

do you still have these for sale?

4243. Re: Atari Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuu3$9n@news.campus.mci.net>
Source record: 78347

i was also interested in the schematics and was wondering if you had
any responces. thanks

I have something to say to lvt-cfc@cyber1.servtech.com (christopher f.
chiesa) On 22 Nov 1996 08:15:54 -0500 because they wrote:

>I'd be interested in 800XL, 1200XL, 130XE and XEGS schematics/docs.

>Any suggestions as to WHERE to obtain these materials? I assume it is
>impossible to obtain anything from Atari itself at this late date, and
>I have NO IDEA whether Sams still sells THEIR Atari-8-bit stuff. Any-
>body here willing to sell these items USED?

>As a last-ditch measure, anybody willing to photocopy-and-mail? I'd pay
>photocopying costs and postage...

>Chris
> lvt-cfc@servtech.com

4244. Re: Interfacing 800XL to ST, revisited

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuue$9n@news.campus.mci.net>
Source record: 78348
Body handling: HTML body converted to readable text

do you have a scematic of the XL cartridge port, what voltages and
information is on what pin?

I have something to say to lvt-cfc@cyber1.servtech.com (christopher f.
chiesa) On 22 Nov 1996 08:07:39 -0500 because they wrote:

>Hello, All.

> Sometime last week, we were discussing schemes for interfacing the
>Atari 8-bit to the ST or to other computers, through the cartridge port.
>I posted to say that I remembered talking with a fellow, here on this
>newgroup and then in e-mail, "a few years back," who was building some
>sort of interface between the Xl cartridge port and the ST. He had even
>sent me a PostScript copy of his then-current circuit-diagram. Unfortu-
>nately, at the time I posted, I hadn't seen printouts of our conversation
>OR the circuit in years, and didn't even remember precisely WHEN it all
>took place.

> Well, wonder of wonders and much to my surprise, while cleaning my
>computer room a few days later/ago, I found a several-page printout of
>that very conversation! It turns out that the conversation took place
>in September-through-November, 1990, between me and David Clear. The
>gadget he was building MAY have connected to either the XL's cartridge
>port OR its expansion (parallel?) port, I'm not sure. I still haven't
>found any remains of the PostScript file or any form of printout of
>that circuit diagram...

> At the time of our conversation, David Clear's Internet address was
>dac@ukc.ac.uk. That host still exists, but I can find no David Clear there.
>Likewise I see no mention of him anywhere on Usenet or the Web (according to
>the AltaVista search-engine). So I'm unable to get "official" permission to
>reproduce our conversation, but I'm reasonably sure David wouldn't mind my
>retyping some of the relevant portions and sharing them with you.

> Judging from what I see here, David must have posted to comp.sys.atari.8bit
>looking for technical information about the Atari 850 interface module, while
>first contemplating HOW to interface the XL and the ST, in September 1990. I
>wrote him -- probably to say that "I have the Atari 850 Interface Module Tech-
>nical Manual; what do you need?" -- and seem to have received my first e-mail
>directly from David on 5 Sep 90:
>
><
><[...]
><
><800XL memory whist an object program was running. It would let me see

><
><
><
><[...]

>David and I then got to talking about all kinds of off-topic stuff,
>including his throwing out a lot of subtle Computer-Science theoretical
>concepts that I didn't understand, my asking for clarification, his pro-
>viding same, etc. Through it all, though, we managed to discuss the
>Atari-specific original subject now and then...

>More details on some of David's design: goals, philosophy, choices:

><
><[...]
><
><<>> But I decided I didn't want the memory used up - and anyway,
><<>> when the XL does a bad crash the memory gets shot which would mean a
><<>> reload. I'd rather do it all remotely (which would mean I wouldn't have to
><<>> save my source code every time I wanted to test my program).
><<>
><<> I'm not sure I understand what you just said here... you didn't want to
><<> put the ASSEMBLER ITSELF on the XL, because then you'd be unable to use the
><<> memory occupied by the assembler, for your own programs, hence your
><<> decision to cross-assemble on the ST. Is that what you said? :-)
><
>< 1. An in-RAM assembler would eat valuable space.
>< 2. When the XL crashes it could erase the assembler from memory and
>< I would have to re-load it. This would also mean having to
>< save the source code every time I wanted to run a program just
>< in case the XL crashed and wiped out my source.
>< 3. If I do all the assembly and source code editing remotely, ie on
>< the ST, then the XL could crash badly and not touch my source
>< code.
><
><[...]

>Hmm. Sounds interesting. :-)

>By November, David appears to have nailed down a lot of the particulars of
>his design; I'm SURE we MUST have chatted more, between September and Novem-
>ber, than I have evidence of here, but I don't have copies of any of that.

>
><
><[...] I did some tests which makew me believe that I can get something like
><70K/s max data transfer between the ST and the XL (with all interrupts disabled
><
>< 1. You run the program
>< 2. If it crashes you guess where it's going wrong (programmer's
>< intuition)
>< 3. You look at that code and maybe change the border colour if an

>< unexpected condition arises.
>< etc.
><
><
><
><
><
><
><
><$D600 Read/Write data
><$D601 Status
><
><$D600 is what it says. If you want to read a byte from the host, you read it.
><
><$D601 is, as it says(!), the status. This gives the full/empty status of the
><
>< $D601 xx......
>< |L Write buffer empty
>< L_ Read buffer empty
><
><
>< WAIT LDA $D601 ; Read buffer empty?
>< BMI WAIT ; Yes
>< LDA $D600 ; Read data from buffer
><
><
>All in all, it sounded, and STILL sounds, like an interesting device and an
>interesting project. I have NO IDEA how it turned out, but I was mightily
>impressed by David Clear's ability to "get in there," design and -- as far
>as I ever knew -- build Actual Hardware like this. :-)

>Dave, if you're out there -- how did it turn out?

>Chris Chiesa
> lvt-cfc@servtech.com (Chris_F_Chiesa@cup.portal.com, at the time I
> conversed with David Clear)

4245. Re: Atari Computers for sale...cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuvm$9n@news.campus.mci.net>
Source record: 78349
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st.tech,comp.sys.atari.advocacy,comp.sys.atari.8bit,alt.atari-jaguar.discussion

do you still have the following availiable?

I have something to say to kmiller@mines.edu On Fri, 15 Nov 96
07:37:20 PDT because they wrote:

>Hi,

>I have several accumulated Atari items that I'd like to sell.
>The reason is not only growing disenchantment with the
>support of Atari products by not only the 3rd party developers,
>but also a seemingly loyal secondary and primary retail market.
>I just can't make the things do what I need them to do anymore.
>But, I guess my lose is your gain. I have 8-bits, Jaguar stuff,
>ST stuff, and just some other stuff and remember: THE PRICES ARE
>NOT CUT IN STONE...if you have an ideal price (not free!) then we can talk.
>All items work as of Friday at 8:00 in the morning!
>Shipping is extra.

>ST stuff:
>Whoever buys these will get half of my software collection
>including a ram disky thing from ANTIC, ST Word, etc. Quite a deal
>at no cost to you.

>1040STf works perfect and is a cosmetic 9.0! Disk drive perfect, etc.
>Includes working mouse and some docs $50

>520 ST upgraded to 1 meg...you know the story! Includes mouse and
>some docs $40

>SF314 (2) disk drives with cables and docs and connection cords $25 each

>SC1224 (?) the colour monitor with box. No burn-in works well.
>I've never had a problem with it. Docs included. $45

>SC124 (?) Mono high res monitor. No docs or box but still works
>like a gem. $35

>SF204 HDD 20 meg (can you dig it?) hard disk drive. Works well
>comes with all software preloaded to make it go once attached to
>your Atari computer. $50 (I paid $90 :-()

>8-bit computers. As above, all work well and are cosmetically
>near mint...at any rate they have been well maintained. All
>items come with cords and power supplies, and some come with the
>original docs and boxes.

>400 you know the story. Includes docs for 400/800. Can I
>pay you to tow it away. Cosmetically, this is about as perfect as they come.
>$ 20

>800XL works nice, just not my cup of tea. Even comes with original box...
>hey, it's America! $40

>65xe works well. comes with original box. I;'ll include the docs
>if I can find them in my closet. $40

>130xe How can Toad charge $100 for these things? No box but looks
>and works like day 1. $50

>1050 disk drives. Nothing fancy, but power supply included. One of
>them come with a box, the other...does not! $45 each

>835 modem...viva 300 baud! perfect condition! $15

>I also have some carts for the 8-bit like Assembly Editor,
>BASIC, and some games. Will include with first purchase for
>$2 each.

>2600 works well but no power supply or docs. Several games.
>$15

>Jaguar game console plus 3 controllers. All cables, cords, etc.
>two controllers are the regular black ones and the other is
>a rare prototype grey one with blue buttons (available separately
>for $25). I'll includew with the purchase of the Jag several carts like
>Alien Vs. Predator, Checkered Flag, Power Drvie Rally, and...CYBERMORPH!
>Jag comes with box and most game come with boxes...not all mind you.
>whole package...minue proto controller $60

>That's all...thanks for looking!

>karl.

4246. Re: 8-bits for $25 shipped!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuu5$9n@news.campus.mci.net>
Source record: 78350

do you still have this availiable, and exatly what is for sale?

I have something to say to kmiller@mines.edu On Wed, 20 Nov 96
15:13:55 PDT because they wrote:

>O.k., you've driven me to it...THIS IS IT!

>All the 8-bit stuff I offered before is all now $25 shipped!
>THERE...FINE! 1050 disk drives: $15 shipped. Everything is priced to move...
>make me an offer....

>thanks.

>karl.

4247. Re: Atari Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tutu$9n@news.campus.mci.net>
Source record: 78351

i was wanting to check to see if you had gotten the infor you had
asked for and to see if i could get a copy of the info you did have, i
have 2 800xl and a 130xe and would like to tinker with them. thanks.

I have something to say to Barry Gordon <bgordon@ecst.csuchico.edu> On
Tue, 19 Nov 1996 22:02:14 -0800 because they wrote:

>This is a shot in the dark, but does anybody have any REAL schematics for
>the Atari XL or XE computers?

>I am NOT talking about aftermarket drawings like in the SAMS manuals (I
>already have those). I'm looking for some REAL schematics, possibly with
>more circuit information than is available on an aftermarket drawing.

>Any good, informative hardware documentation would also be helpful. I
>already have the Technical Reference on the 800. I'm looking for XL/XE
>specific information. Wasn't there a Technical Reference on the XL? Was
>one ever published (or even unpublished) for the XE?

>I'm considering taking on a large hardware project.

4248. Re: Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuvc$9n@news.campus.mci.net>
Source record: 78352

i have one some where, do you still need it, what do you want to pay
for it?

I have something to say to ai123@FreeNet.Carleton.CA (Steven J.
Tucker) On 1 Dec 1996 19:06:37 GMT because they wrote:

>I need an Atari 1010 tape drive, the one with the detachable power
> supply and xl/xe style case. You all have one laying around somewhere :)

>Steve

4249. Re: FS: Old atari 800 computer

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: shannon@som-uky.campus.mci.net
Message-ID: <57tuuu$9n@news.campus.mci.net>
Source record: 78353

do you still have the stuff for sale? what is the lowest you'd take
for it?

I have something to say to John <ffpm@exis.net> On Sat, 23 Nov 1996
09:09:01 -0500 because they wrote:

>Have complete Atari 800 setup, Rana systems 5.25 drive, 410 tape drive,
>Modem, Printer, Light pen, with hundreds of games on floppys. Make
>offer.

4250. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32A331C6.129A@zeus.fh-pforzheim.de>
Source record: 78354

ref. hip...

yes... you can use hip in action... please read my hip-faq
at the following sites:

http://www.uni-karlsruhe.de/~Marek.Tomczyk/
in the demo-playground

and http://ajax.umcs.lublin.pl/~mfranczak

the homepage of gumi/tight where the ms-dos-converter is
avaible and the hip-faq...

bye HeAvEn/Member of Taquart

4251. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: magnus@x-net.net
Message-ID: <32a28f58.118722178@206.74.59.105>
Source record: 78355
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Keep in mind that the $125.00 includes shipping.. so really you're
getting the XEGS for only.. oh.. say.. $115 bucks.

On 2 Dec 1996 03:20:26 GMT, "Marc M" <tbmarc@webspan.net> wrote:

>
>
>Mark Rathwell <mrathwel@uoguelph.ca> wrote in article
><57shll$iks@ccshst05.cs.uoguelph.ca>...
>|
>| : I have the following Atari XE Game System for sale:
>|
>| : - Good physical and working condition
>| : - XG-1 Light Gun
>| : - Keyboard
>| : - Joystick (same as an Atari 2600 CX-40 joystick, but Grey in color)
>| : - XEGS unit with built-in Missile Command..
>| : - RF switchbox
>| : - RCA cable
>| : - AC adaptor
>|
>| : ** $125.00 which includes shipping ANYWHERE in the continental U.S.A.
>**
>|
>| Whew! That's more than the $99 Atari was selling them for new at
>| one point. Saw one of these setups in my local value village for about
>| $20 a few weeks ago. Similarly, saw an ST system with a disk drive for
>| under $100. Gotta love the net for price gouging!
>|
>|
>
>> I Don't think (hope?) anyone would be stupid enough to pay $125!!!
>> -Marc
>

4252. Re: Atari 8-Bit Software..New?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A2D007.1F74@tcd.net>
Source record: 78356

Knew I would get a response from you, now..to another area do you happen to know where I can come up with a list of what was Copyrighted by Atari Corp other than going to the Copyright Office? For our old 16k, 48k, 64k, 128k computers..8-Bit persay take in a lot...St included and that is not my intention to what I have going with Atari now..

Is there anything they had one would like to see avaialble again..Legaly?

thanks..bob

4253. XF 551 Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A2D15F.2F6A@tcd.net>
Source record: 78357

I have 2 in excellant mechanical condition..the case may have a School Name etched in it but does not affect the operation..guranteed to work for 30days or more..$41.00 shipped..

All items that I gurantee..requires you pay shipping both ways..just to clear up any missunderstandings..not that much to ask..If you get a used item from me and it goes out within a month or so after I send it to you then I will fix it!..You pay shipping only..Keeps me out of mischief and your costs down.

bob

4254. Re: Really tough questions...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <57ukc5$pf5@dfw-ixnews6.ix.netcom.com>
Source record: 78358

In <57jio9$5en@sdcc12.ucsd.edu> bkolodzi@sgva-xs2.ucsd.edu (The Hurdy Gurdy Man) writes:
>
>Ok, if you can answer these questions, you're a stud.
>
>First off, can SOMEONE hook me up with a copy of Floyd of the Jungle?
>I desperately need to play that game.
>
>And second, the really hard question... if you can answer this, I admire
>you...
>
>What is an "action wedge?"
>
>I know the answer, do you
>
> Bryan
>
>
>---
>Bryan Kolodziej University of California, San Diego
>Visual Arts/Computer Media http://sgva-serv1.ucsd.edu/~bkolodzi

The wedge for Action is a set of auxilliary programs (macros) to help you program. SpartaDOS also had a wedge set for adding additional commands.

As for the game, I don't know.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4255. Re: Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <57uk6m$e5c@dfw-ixnews2.ix.netcom.com>
Source record: 78359

```
In <57i3kg$3j1@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>Robert Smith Ely (rely@ix.netcom.com) wrote:
>: In article <571god$3ae@sjx-ixn8.ix.netcom.com>,
>: rely@ix.netcom.com(Robert Smith Ely) wrote:
>
>: >In <56ta3c$23l@netnews.mis.net> phantomm@harold.eastky.com writes:
>: >>
>: >>
>: >>
>: >>Hi,
>: >>
>: >>Can someone post or e-mail some directions on installing the Happy
>: >1050
>: >>Controller Card in a Happy 1050?
>: >>
>: >>I have a unused controller that I want to install into my Happy
drive.
>: >But
>: >>don't know where everything goes.
>: >>
>: >>Thanks
>: >>
>: >>Send E-Mail to phantomm@harold.eastky.com
>: >>
>: >>Net-Tamer V 1.07X; Beta - Test Drive
>: >>
>: > I'll scan them in and e-mail you a copy. I have the v7.1
manual.
>: >This will take a couple of days to do. I don't get much time for
this
>: >stuff.
>: >
>: >rsely@dhs.state.nj.us -or- rely@ix.netcom.com
>: >
>
>: Ok, I have the 7.x docs scanned in. I'm in clean-up mode at this
point. I'll probably have
>: it finished by the weekend. I'll e-mail you when it's ready.
>
>argh!Put them up on a FTP site!
>Everyone needs this knowledge.
>(you never know what you'll find at a Thrift Shoppe)
```

>--
> The Doctor

Doc,
I'm still cleaning up the OCR garbage. It's not the best OCR
package. It does a fair job, but could be better, Maybe Santa will be
good to me this year. Heh...
I will e-mail a few to those that have e-mailed me with requests,
but once I'm completely finished and satisfied, I will be posting the
file(s) to the Umich Archive via Bill kendrick.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4256. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <57uklc$h79@dfw-ixnews12.ix.netcom.com>
Source record: 78360

In <329dbad8.4294574@news.magg.net> eightbit@magg.net (eight) writes:
>
>To All -
>
>Hello! I am using an Atari 800XL with P:R: Connection with a P133 PC I
>am trying to transfer Atari files from the PC to my eight-bit Atari.
>Can I get some help/tips on how this is done?
>
>Thanks,
>
>eightbit@magg.net
>
>
This is one way, but the SIO2PC/APE would probably be better. For the
null modem, all you have to have is a comm program on both machines
have one in originate (probably on the Atari side) and the other in
answer (PC side). If you have Bobterm, originate is dome with G from
the main menu. Be sure to have both systems set for 19200bps and ascii.
(actually the PC side could be on ANSI BBS.) Then upload the files on
one machine (y-modem batch is probably the best you'll have for x-fer
protocol) and download on the other. No big deal. I do this all the
time.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4257. Re: PC Xformer '96 upgrade?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: rosans00@marvin.informatik.uni-dortmund.de
Message-ID: <57uilm$j0d@fbi-news.Informatik.Uni-Dortmund.DE>
Source record: 78361

Francis Byrne (cmj235@aran.ulst.ac.uk) wrote:
: Hi,

: I emailed my disk to them also (I live in Northern Ireland) but I haven't
: heard a word from them either. At least I know I wasn't the only one
: with this problem - I thought it might have gotten lost in the post!

: ..Francis

I asked ABBUC (german ATARI club) about the new version of PC-XFORMER. They
told me (October 96), that the announcment of the new version has been send
out to early. That means, the win95-version has not been released. So maybe,
your disc is waiting for the new version to become released. I cannot promise
you this, as I have nothing to do with Emulators Inc. (formaly BRAsoft).
Try Emulator's homepage http://www.emulators.com/ or use email and ask them.

--> Thomas Rosanski + toro@poboxes.com + http://home.pages.de/~toro/ <--

4258. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <57uiq6$jqq@ns.mcs.kent.edu>
Source record: 78362

Paul Allton (pallton@proweb.co.uk) wrote:
: A few years ago I remember talk of the existence of some Atari games that
: were never released, but were rumoured to have been written. For example,
: "Elite" and "The Last Ninja" (and surely manny more). Does anyone know if
: these games actually exist anywhere?

The Last Ninja was definitely released. I remember playing it many
years ago. Gameplay was decent. I'm not sure if TLN is on JellyStone,
Yogi's web site. If you cant connect to his site, then you can try
browsing mine, as I run a mirror of his site, with the exception that
I gzip the files to save space.
The url is http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

Enjoy,
--Craig

4259. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5a5okl.7mb.asmolar@nscs.fast.net>
Source record: 78363

> Computers:
>
> 1) Falcon/TT, 2) STe, 3) ST, 4) XL/XE with GTIA chip, 5) 400/800
>without GTIA chip.

Actually, the Falcon has better graphic capabilities than the TT, so
I wouldn't lump them together like that.

4260. Re: FS: All my 8-bit HW/SW

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: Michael Wellman <micha122@ix.netcom.com>
Message-ID: <32A2E047.100F667A@ix.netcom.com>
Source record: 78364

> I'm not looking to get rich off of this. I'd like$50 for the lot, and for that I'll deliver it to anywhere within a 150 mile radius of Fort Wayne, Indiana. If I have to ship it, then I'd need to add the cost of shipping.

Okay, I live in California though. I'll take it for $50 + shipping.

4261. Re: Looking for particular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0212960841480001@port28.bitstream.net>
Source record: 78365

In article <01bbdfd2$0040e600$368eb0c2@pallton.proweb>, "Paul Allton"
<pallton@proweb.co.uk> wrote:

> Yogi,
>
> This is all very well, but I am finding it absolutely impossible getting
> connecting to your ftp site.

If you're trying to get in using a Web browser, try using an FTP client
instead. It worked for me the other night.

Mark
marksim@bitstream.net

4262. Re: Looking for particular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <57v943$99a@ns.mcs.kent.edu>
Source record: 78366

Mark L. Simonson (marksim@bitstream.net) wrote:
: If you're trying to get in using a Web browser, try using an FTP client
: instead. It worked for me the other night.

It seems to me that the site is up and down. I've managed to
connect to it using a Web Browser whenever ive been able to connect with
a normal FTP client. It appears to be sporadic at best. There is a
mirror site off of my 8bit homepage, located at
http://intrepid.mcs.kent.edu/~clisowsk/8bit.html.
The files are GNU gziped to save space.

--Craig

4263. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: pancake@mail.utexas.edu
Message-ID: <57va5c$kcr@geraldo.cc.utexas.edu>
Source record: 78367
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

In article <MPG.d0c2397232eb34b989691@news.microserve.net>,
johnh@newberry.microserve.com says...
>Hmmm, Value Village? $20? Would you have a phone number for them? I
>will order at that price!

I doubt any thrift stores take phone orders, and it's probably gone by now.
Value Village is probably my favorite thrift store, the one by my parent's
house only charges $.30 for cartridges, where all the other thrift stores seem
to be stickering them over a dollar these days. $3 for 2600 Pac-Man? Just say
no!

4264. Re: FS: Atari computer equipment

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-02 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <57vejn$2sp@kensie.dorsai.org>
Source record: 78368

shannon@som-uky.campus.mci.net (shannon wagoner) wrote:

>>(2) Atari 130 XE computers.....$10 a piece

>do you still have these?

You'd probably have to buy all the pieces to get the entire 130XE, but
at least it would cost less compared to getting an XE Game System.

4265. Re: Adding 2nd PIA

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <57vvtk$3ul@charm.magnus.acs.ohio-state.edu>
Source record: 78278

In article <01bbe000$4efdd360$97469ace@marcm>,
Marc M <tbmarc@webspan.net> wrote:
>I saw a site up a while ago that had instructions for adding a second 6520
>PIA. Everytime I accessed it though it would throw me
>somewhere else. Can someone send me the plans.

http://er4www.eng.ohio-state.edu/~funkr/Atari/piamod.txt

--
========== R o b F u n k ==========|==========> funk+@osu.edu <==========
"Why are you here? Snap out of it. |rfunk@magnus.acs.ohio-state.edu
Wake up. It's all illusions." |rfunk@peri.acs.ohio-state.edu
"I LIKE THE MOVIE" -- Richard Bach |http://er4www.eng.ohio-state.edu/~funkr

4266. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <57vv82$nko@nexp.crl.com>
Source record: 78279

In article <slrn5a5okl.7mb.asmolar@nscs.fast.net>, Tony Smolar wrote:
: > Computers:
: >
: > 1) Falcon/TT, 2) STe, 3) ST, 4) XL/XE with GTIA chip, 5) 400/800
: >without GTIA chip.

: Actually, the Falcon has better graphic capabilities than the TT, so
: I wouldn't lump them together like that.

And the 400s and 800s can have GTIAs, so #5 should be moved to #6, and
a new #5, "400/800 with GTIA" should be inserted.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

4267. Re: Pictures of VAPORWARE!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <5809bh$l9h@camel1.mindspring.com>
Source record: 78280

Brian Wiklem <Brian_wiklem@interactive.sony.com> wrote:

>Okay, now what in the $#@! is the Atari 1029 Printer....?

>I've seen and heard of all prototype stuff, but never the 1029....This
>I am very curious about...

>Brian

The 1029 printer was only available overseas. Much like the 800XE and
XC-11, XC-12 tape recorders.

John

4268. WTB: Dragonriders of Pern (Epyx) with box and docs

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: marcgfrank@aol.com
Message-ID: <19961203042900.XAA00919@ladder01.news.aol.com>
Source record: 78281

I'm looking for a copy of Dragonriders of Pern by Epyx with box and docs, preferably shrinkwrapped. If anyone has one for sale or knows a vendor that does, please let me know. Originals only please.

Thanks!

--
Marc G. Frank
MarcGFrank@aol.com

4269. Re: Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: bede0005@gold.tc.umn.edu
Message-ID: <bede0005-0312960021390001@pub-15-a-144.dialup.umn.edu>
Source record: 78282

In article <57skvt$5fq@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:

> I need an Atari 1010 tape drive, the one with the detachable power
> supply and xl/xe style case. You all have one laying around somewhere :)
>
> Steve

Hi steve

I have one available. Its all yours
email me if still interested

thanks

rob
bede0005@gold.tc.umn.edu

4270. Re: Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bbe0f5$c97ad3e0$34201fce@mcmahon>
Source record: 78283

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote in article
<57skvt$5fq@freenet-news.carleton.ca>...
>
> I need an Atari 1010 tape drive, the one with the detachable power
> supply and xl/xe style case. You all have one laying around somewhere
:)
>
> Steve
>

Steve,

But why?! :)

Rory

4271. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312960302390001@metricom50.ucsc.edu>
Source record: 78284

In article <57t08e$i4j@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>I'm sure the ST had some ~1000x~1000 or so graphics, with up to 16.7m colors?

Depends. The ST, as in 520/1040/Mega, had 320x200x16, 640x200x4, and 640x400 B&W. The TT had 640x480x16, 320x480x256, and the ST resolutions. The Falcon had 16-bit modes at limited resolution (I think the highest was 640x400 interlaced), and 8-bit at higher resolutions.

If you want a mode like ~1000x~1000 with 24-bit color on any ST, you have to get some form of add-on graphics card. As far as I recall, these were only available in the form of a VMEbus card; the TT030 and Mega STe accept such cards. (There may well have been cards for other models, but if there were I don't remember them.) The main problem with such cards is that a lot of software doesn't work with them. Only GEM programs will. Most games (especially those from the glory years of the ST) require the original ST modes.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

4272. Re: no more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0312960326280001@metricom50.ucsc.edu>
Source record: 78285

In article <57t20h$i4j@nuke.csu.net>, kendrick@zippy.sonoma.edu (William Kendrick) wrote:

>: 3. i have no creativity for such a game...
>: so:
>: Please send me your suggestions for such a multiplayer-game!!!!
>
>Something like "Spectre" was for PC/Mac. If you can't handle network,
>don't. If you CAN, I say go with "GameLink II." You can get two players
>with 2 Ataris, 2 SIO cables, 2 monitors and one paperclip. :) :)
>(See the "Maze of AGDAGON" for an example.)
>
>Or perhaps a game like "Twisted Metal (II)"??? :)

Erm, we are talking about the same 8-bit Atari, right? The one that has a ~1.8 MHz 6502? That sort of puts 3D graphics on the level of Spectre or Twisted Metal right out of the picture.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

4273. Atari 800 Items for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CD7171.10C1000F65.uuout@compudata.com>
Source record: 78286

```
Atari Items for Sale plus shipping

Atari XMM801 printer.............................. $39
Atari 1020 Printer................................ $25
Atari XM301 Modem................................. $19
Atari 410 Program Recorder (tape deck) (2)......... $24
Atari 400 Program Recorder (tape deck)............. $19
Double Atari Cable - two joysticks to one port etc.. $10
Cables for Atari etc from Chelco (6) ............... $ 8 each
Paddles (4)....................................... $ 8 each
Atari Controllers (4)............................. $ 8 each
DVE Printer Power Supply Model DV-2412A............. $10
.................................................................
Wishbringer from Infocom on Diskette w/box & docs.... $20
.................................................................

Diskette Software for Atari Computers $7 each (4 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
Sesame Street Print Kit for Atari & Commodore
```

Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $10 each (4 for $33)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $4.25 each (4 for $15)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3
Printer Driver Construction Set from APX

Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $4 each (6 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Jungle Hunt Missile Command

Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $4.50 each (4 for $15)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $7.50 each (4 for $27)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com (soon) gene.ehrich@compudata.com

4274. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: peat@bga.com
Message-ID: <58189i$1s1c@news3.realtime.net>
Source record: 78287
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Chris Stafford (aquarius@aracnet.com) wrote:
: Hi,

: I have the following Atari XE Game System for sale:

: - Good physical and working condition
: - XG-1 Light Gun
: - Keyboard
: - Joystick (same as an Atari 2600 CX-40 joystick, but Grey in color)
: - XEGS unit with built-in Missile Command..
: - RF switchbox
: - RCA cable
: - AC adaptor

: ** $125.00 which includes shipping ANYWHERE in the continental U.S.A. **

:
:
: Thanks,

:
: Chris..

chris,

does this price include some of the crack you've been smoking?

pete

4275. Atari 8-Bit Software..New?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <581aa7$soc@usenetp1.news.prodigy.com>
Source record: 78288

Some things never get to old to be fun. Microsoft's release of Arcade Classics and Arcade II show that there's still life in Pacman and Missle Command.

4276. Copy of Fooblitzky for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.96Dec3090802@slackey-sun.lightstream.com>
Source record: 78289

>How do I play Fooblitzky? I've gathered that it's some kind of board game
>that two to four players can play but thats it.

You're right on both counts. I have a copy for sale... in box with
manuals and all original materials. It has been played maybe 3 or 4
times. You really need the materials, unless you have a REALLY good
memory.

I forgot to include it in the list I posted a few weeks ago.

-Stan

4277. ATARI XEGS + others if interested??

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: uanrbza@grove.iup.edu
Message-ID: <1996Dec3.093102.9394@news.iup.edu>
Source record: 78290

ATARI XEGS

- Good physical and working condition
- XG-1 Light Gun
- Keyboard
- Joystick
- XEGS unit with built-in Missile Command..
- RF switchbox
- AC adaptor

Our used store up the road does have one I believe for $60.00 or so,
and I'd be willing to throw in an extra Atari 1050 Disk Drive with
cables and as many game disks as I can find blank 5.25" disks around to
put them on for an extra $60.00, add in an ATARI SX-212 1200 baud modem
for an extra 20.00 and I'd cover price of shipping in the U.S.

```
-=-=-=
```

4278. F O R S A L E: Atari 8 and 16 bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: jonvance@unix.asb.com
Message-ID: <E1uHGD.I1s@nonexistent.com>
Source record: 78291

ATARI 1040ST 2.5mb/ 16 bit computer built in MIDI, Supra 30 mb HD,
additional external drive, mouse, Hybrid Arts grey box, 2400
baud Supra modem, color monitor and extras. . . . $425

ATARI 130XE 128K-8 BIT COMPUTER
Great starter computer....Happy 1050 Disk Drive,
P:R Connection Interface, + 1010 Data Drive, 1030-300 baud
modem, Koala Pad, Cart Clone, plus many extras! . . $100

Both ATARI systems include:
Software:{tons} GAMES, UTILITIES, WORD PROC.,
APPLICATIONS, DB, EDUCATIONAL AND CHILDREN PROGS.
also MUSIC /MIDI (ST only) software..

Epson RX 80 9 pin printer ....$ 30

All prices are US$ and do not include shipping
jonvance@unix.asb.com

4279. Atari SX212 Modem FS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: smtrimbl@kuhub.cc.ukans.edu
Message-ID: <1996Dec3.111238@kuhub.cc.ukans.edu>
Source record: 78292

```
Atari SX212 modem with power connector in working condition for only $25.
Email: smtrimbl@kuhub.cc.ukans.edu
```

4280. Happy-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbe144$46702140$010a0a35@mnemo.home.informatik.uni-bremen.de>
Source record: 78293

Is anyone interested in a DOS called "Happy-DOS II+/D"? I haven't seen this on any archive site for the 8 bit yet. It was published in the 3/86 issue of "Happy Computer" magazine in Germany (I got that one right here ;) and was declared "Listing of the Month" back then. According to the info accompanying the program, the concept is based on OS/A+ DOS, but developed from scratch.

If there is interest, I can translate some of the documentation and upload it to an FTP site "near you".

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

4281. HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: Brian Burns <b_burns@ix.netcom.com>
Message-ID: <32A4787B.756@ix.netcom.com>
Source record: 78294

I just purchased a 2nd hand Atari 800 computer and 1050 floppy drive. I connected everything as soon as I received it. The Atari works fine, but when I turned on the 1050, the power light came on, but I could not boot from a diskette. I know the cable is OK, because I am able to boot from my Rana Systems floppy drive. I have tried every drive select, and still nothing. When I try to boot up, the drive does not spin and the busy light does not light up. When I received the drive, there were no screws to the cover. Should I assume the PCB is dead and try to order another, or is there a way to troubleshoot it? Can anyone help? Thanks

Brian Burns

4282. Best Catalog?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <581lgv$gi4@netaxs.com>
Source record: 78295

Has Best Electronics released their new catalog yet?

4283. New MIO Owner looking for tips and tricks

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: davepat@total.net
Message-ID: <581sii$6ik@newsfeeder.total.net>
Source record: 78296

Just got a MIO (used). Version 1.1 ROM, 256k. I've heard of a hard disk cache program that's available; are there any other neat little tricks etc available for this? I'm running a 256k 800xl with SDX 4.21 and RTime8; no hard disk (yet).

Are there any prototype 80 column cards out there? Any docs on what the three sets of jumpers inside are for? Inquiring minds want to know!
--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
It takes a rare kind of wisdom to accept change and redemption in another. Many would refuse, seeing only what was, not what is.
- Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"

4284. Robert Gale: I lost your email address

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: davepat@total.net
Message-ID: <581se4$6ik@newsfeeder.total.net>
Source record: 78297

Title says it, pretty much. The MIO arrived and works great. Thanks.
--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
It takes a rare kind of wisdom to accept change and redemption in
another. Many would refuse, seeing only what was, not what is.
- Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"

4285. Re: Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: Ron Fries <rfries@tcmail.frco.com>
Message-ID: <32A49415.42F5@tcmail.frco.com>
Source record: 78298

Daniel Klugh wrote:
>
> Robert Smith Ely (rely@ix.netcom.com) wrote:
> : In article <571god$3ae@sjx-ixn8.ix.netcom.com>,
> : rely@ix.netcom.com(Robert Smith Ely) wrote:
> :
> : Ok, I have the 7.x docs scanned in. I'm in clean-up mode at this point. I'll probably have
> : it finished by the weekend. I'll e-mail you when it's ready.
>
> argh!Put them up on a FTP site!
> Everyone needs this knowledge.
> (you never know what you'll find at a Thrift Shoppe)
> --
> The Doctor

As the DOC said, everyone needs this knowledge. Myself, though, I'm looking for detailed info on Happy commands that are available. So far I've been trying to reverse engineer the Happy Backup software, but if anyone already has the answers, it would make my job a whole lot easier. Any help would be greatly appreciated.

Is any of this included in the 7.x docs?

Ron Fries
rfries@tcmail.frco.com

P.S. Please e-mail me the 7.x docs either way. Thanks!

4286. Re: Atari 8-Bit Software..New?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32A4CE2D.776C@cris.com>
Source record: 78299

Robert Stone wrote:
>
> Some things never get to old to be fun. Microsoft's release of Arcade
> Classics and Arcade II show that there's still life in Pacman and Missle
> Command.

And if you get a chance, check out Missile Command on the Jaguar.

Jim

4287. OmniView XE

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbe16a$2ba2e7a0$83469ace@marcm>
Source record: 78300

Just acquired a 130XE with a Dave Young OmniMon XE chip inside with (sigh)
no documentation. Can someone shed
some light on how this thing works.

-Marc

4288. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <849709758_OASIS_@pcc-uky.campus.mci.net>
Source record: 78301

In article <bwanga-0312960302390001@metricom50.ucsc.edu>
bwanga@cats.ucsc.edu (Timothy A. Seufert) said:-

>Depends. The ST, as in 520/1040/Mega, had 320x200x16, 640x200x4, and
>640x400 B&W. The TT had 640x480x16, 320x480x256, and the ST resolutions.
>The Falcon had 16-bit modes at limited resolution (I think the highest was
>640x400 interlaced), and 8-bit at higher resolutions.

Actually, the Falcon will go slightly higher in 16-bit mode using
overscan...

>If you want a mode like ~1000x~1000 with 24-bit color on any ST, you have
>to get some form of add-on graphics card. As far as I recall, these were
>only available in the form of a VMEbus card; the TT030 and Mega STe accept
>such cards. (There may well have been cards for other models, but if
>there were I don't remember them.) The main problem with such cards is
>that a lot of software doesn't work with them. Only GEM programs will.
>Most games (especially those from the glory years of the ST) require the
>original ST modes.

There is a new video card for virtually all Atari's--its the Panther and
it allows an Atari to use stock PC video cards...

--

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_/_/_/
```

4289. Scram

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: "Brien K. Meehan" <brien@msn.com>
Message-ID: <01bbe1a7$c3bc34a0$2c632499@brien-s-machine>
Source record: 78302

I'm looking for a copy of SCRAM, a nuclear power plant sim game for the 400/800. It was either on disk or cassette, I'm not sure. Directions to a simulator-friendly image would be cool too.

Can anyone help? Thanks!

Brien K. Meehan
brien@msn.com

4290. Re: Looking for 8Bit War Simulation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <582v6h$orq@james.freenet.hamilton.on.ca>
Source record: 78303

In <849561043.32215@dejanews.com>, jackee@unix.dsoe.com wrote:
: I'm looking for a 8bit computer wargame that is similar to Eastern
: Front but takes place in Western Europe and Britain. It was made by
: Avalon Hill I think and was called something like"Third Reich". It
: came out after Eastern Front. I read a review for the game years ago
: and have been searching ever since. Can anyone tell me the name of
: the game and where I can get it?

Third Reich came out for the ST, but NOT the 8 bit. It was a computer
version of their very popular board game, developed in 1974.

The ST version is no longer supported, and they have just released the
PC version about two months ago.

Eastern Front for the 8 bit was the first War game simulation which
I saw on any computer. It caused me to buy the Atari 400 in 1982. I
don't think any better wargames came out for the 8 bit Atari.

Willy

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

4291. Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: justin@imperium.net
Message-ID: <32A501BE.4A8C@imperium.net>
Source record: 78304

I just got a new Atari assembler/editor cartridge (not installed in a case). It boots up fine, and gives me the "EDIT" prompt. I have no documentation for this cart, and I have never programmed in assembly before. After I enter the program, how do I compile it and run it?

Stephen Anderson
justin@imperium.net

4292. Atari 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A52591.371C@tcd.net>
Source record: 78305

I have a couple left..Atari 850 interfaces, No Power supply take the same as the 800, 1050, 400, ect...no cables...

Grungdie..has black lettering ect on it from school..works fine..Guranteed 30days..you furnish cables..$15.00 shipped..

Bob

4293. Atari 130XE 320K

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A5228A.3490@tcd.net>
Source record: 78306

Have an excellant working unit Atari 130XE, 320k upgrade, with Power
Supply, Video cable to TV, you furnish RF/Box..Make Reasonable offer..

bob

4294. Atari XF551 Disk Drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A52307.59@tcd.net>
Source record: 78307

Have a couple in excellant WORKING condition..price shipped $41.00

bob

4295. Re: Copyrighted Software??

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A51FE3.64E6@tcd.net>
Source record: 78308

I have been negocating with Atari for some of their software rights.
How can you have their Copyrighted software up on your sight for down
load Legaly?

Inquisitive minds would like to know.

Bob

4296. Atari 800XL...Grundgie

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A52464.67D5@tcd.net>
Source record: 78309

Have 6-8, Atari 800XL,s came from a school, grundgie...you clean them up will gurantee working componets for 30 days or more..price shipped..$20.00..

The cases may have indelable ink along with a school name carved in the case..but the innerds and keyboard work fine..comes with power supply and video cable to TV..send copy of this along with order so I know what to send..

You can clean them up with cleanser and 409, cleaner..

bob

4297. Atari Complete System?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A529C7.43BA@tcd.net>
Source record: 78310

Someone suggested I go for a Complete Atari 8-Bit system rather than the pieces I have been putting together?

Want a 400, 800, 800XL, 1200XL, 130XE, along with a Disk Drive, 850 interface ect..modem ect...

Come up with a compatable price shipped and I will put together a system for you..

Disk drives availabel..810, 1050, RANA (DOUBLE DENSITY), IDUS(DOULBLE DENSITY). Tell me what you would like for a complet system and what you are willing to pay including shipping and if compable, will do my best to put it together for you and Gurantee it..all componets..

bob

4298. Re: Fooblitzky?!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A525F2.92E@tcd.net>
Source record: 78311

Just how far are you from being prosicuted for Copyright infridgment?

bob

4299. Copyrighted Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A52213.7349@tcd.net>
Source record: 78312

I for the past few months have seen postings as to see my Sight with all the directions to receiveing Copyrighted Software.

I personally own the Copyrights to about 400 items..and would honestly like to know how different individuals can put up software that they and we all know is Copyrighted by someone?

I have been negocating legaly with different owners of Software to obtain those right to copy, re-produce ect..and many say they are not interested yet the same titles appear on different sights.

Does this mean that it is not necessary to obtain the right to the software and anything goes, or are these sights letting themselves open to Copyright infrindment and Suit?

While the Internet is relativly open to all, I am also aware of an Individuals rights to a Copyright for thier efforts..Does anyone in fact realise what they are leaving themselves open for in the event of a complaint?

Inquiring minds would like to know.

bob

4300. Atari Indus Double Density Drives

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A524EB.38A7@tcd.net>
Source record: 78313

I have 3 of these in excellant conditon..Make reasonable offer shipped.

Comes with Power Supply and SIO cable..and 30day gurantee..

bob

4301. Copyrights? Maybe So Maybe Not?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A527FC.A15@tcd.net>
Source record: 78314

I have been on the Internet for over a year now and have seen many requests for Copyright infrindgments, any where from send me a scanned manual to actual files.

Those of you that partisipate in this practice make it damn hard for those of us that contact original Owners of the Copyrght to negociate terms for making these items avalable legaly. Sooner or later Congress is going to get into the act and restrict all of our efforts in this area and where the hell will we end up?

I sincerely hope none of you I have been associated with in the past year will be on the list of those being sued for Copyright infrindgments, I personaly cannot afford this nor do I believe you can either.

I know I want you want ect..perhaps a collective want will achieve the same effort without the ramificatons if persued in the right directon?

bob

4302. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <581mvv$2um@yahozna.psych.uw.edu.pl>
Source record: 78315

Craig Lisowski (clisowsk@aegis.mcs.kent.edu) wrote:
: The Last Ninja was definitely released. I remember playing it many

i had the last ninja for sure. mine copy was tape version, and was a pirate copy unfortunatelly...

--
= KrAp = = krap@freud.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://www.psych.uw.edu.pl/~krap = home phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

4303. Re: 130XL/1200XL PBI Interface Card

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <581p8r$2um@yahozna.psych.uw.edu.pl>
Source record: 78316

BobKlaas (bobkla19@tcd.net) wrote:
: I bought the rights to the 130XE interface card from Supra Corp several

what's that? could you give a short description?

4304. Re: Atari Vaporware Web Site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <581mqd$2um@yahozna.psych.uw.edu.pl>
Source record: 78317

cvendel@aol.com wrote:
: http://members.aol.com/Cvendel/vaporware.html

add some information about more of vaporware atari's...

--
= KrAp = = krap@freud.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://www.psych.uw.edu.pl/~krap = home phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

4305. Re: REQUEST: Could someone give me some good samples from an 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-03 00:00:00 UTC
From: krap@freud.psych.uw.edu.pl
Message-ID: <581r6c$2um@yahozna.psych.uw.edu.pl>
Source record: 78318

BKproductions (blackat@direct.ca) wrote:
: Could someome please sample the following noises from a REAL Atari 8bit and
: e-mail them to me? It would be greatly appriciated:

and for me too, if you would be so kind...

--
= KrAp = = krap@freud.psych.uw.edu.pl = = krap@lech7.pse.pl =
= http://www.psych.uw.edu.pl/~krap = home phone: +48-22-6594364 =
= PGP 50D98803B12327E7 216A787AB7EFD5FA = key available at finger =
= nic-hdls: MKG5, KRAP1-RIPE = FidoNet: 2:480/70 = * in arp we trust *

4306. WTB: Atari 1020 printer plotter

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: getxo@ix.netcom.com
Message-ID: <582ic7$4js@dfw-ixnews4.ix.netcom.com>
Source record: 78219

E-mail me wit price.
Thanks!

4307. WTB: 1902 Commodore monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: getxo@ix.netcom.com
Message-ID: <582i92$i47@dfw-ixnews9.ix.netcom.com>
Source record: 78220

E-mail me wit offer.
Thanks!

4308. Rocket Rush! in Donkey Kong Country 3 (Caverns of Mars)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-3010962334570001@ts18-3.homenet.ohio-state.edu>
Source record: 78221

Has anyone played Donkey Kong Country 3?

I find the Rocket Rush! level strikingly similar to Caverns of Mars, with some graphics enhancements (15 years makes quite a difference).

First the player's barrel-ship drops, collecting fuel. Left and right thrusters are used to avoid the walls. If the player runs out of fuel, the barrel-ship drops and a life is lost. There is no provision for firing at enemies.

At the bottom of the pit, your ship contacts a barrel (bomb?), and then you begin to ascend the chamber. Unlike Caverns of Mars, you ascend the caverns along a different path than what you came up.

Of course, Caverns itself was very similar to the arcade game Scramble, as was Air Strike from English Software.

--
Frank Seipel
fseipel@freenet.columbus.oh.us

4309. Pokey LPT port update

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: mhill@one.net
Message-ID: <32a50cd9.333070@news.one.net>
Source record: 78222

All,

Thanks to James Brooks for noticing a problem in my Pokey printer port schematic.

The resistor tied to the output of the pokey chip was not properly wired up.

A new an corrected schematic is up on my web page. Sorry to any problems this might of caused for anyone.

Mike Hill Author of Pokey
mhill@one.net The Atari 800/XL/5200
http://w3.one.net/~mhill Emulator for MSDOS systems

4310. Re: Happy-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E1vnwF.6I7@nonexistent.com>
Source record: 78223

On 3 Dec 1996 18:05:06 GMT, "Thomas Meyer" <i03a@zfn.uni-bremen.de>
wrote:

-
-Is anyone interested in a DOS called "Happy-DOS II+/D"? I haven't
seen this
-on any archive site for the 8 bit yet. It was published in the 3/86
issue
-of "Happy Computer" magazine in Germany (I got that one right here ;)
and
-was declared "Listing of the Month" back then. According to the info
-accompanying the program, the concept is based on OS/A+ DOS, but
developed
-from scratch.
-
-If there is interest, I can translate some of the documentation and
upload
-it to an FTP site "near you".
-

As archivers, we want EVERYTHING! so yes, please u/l somewhere!

4311. Re: New MIO Owner looking for tips and tricks

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <583qkm$j7@sjx-ixn9.ix.netcom.com>
Source record: 78224

In <581sii$6ik@newsfeeder.total.net> davepat@total.net (David A. Paterson) writes:
>
>Just got a MIO (used). Version 1.1 ROM, 256k. I've heard of a hard disk
>cache program that's available; are there any other neat little tricks etc
>available for this? I'm running a 256k 800xl with SDX 4.21 and RTime8; no
>hard disk (yet).
>
>Are there any prototype 80 column cards out there? Any docs on what the
>three sets of jumpers inside are for? Inquiring minds want to know!
>--
>David A. Paterson
>http://www.geocities.com/SunsetStrip/Alley/1878
>--
>It takes a rare kind of wisdom to accept change and redemption in another.
>Many would refuse, seeing only what was, not what is.
> - Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"
>
The 80 column card was never released! MI/O docs are available at gopher://gopher.archive.umich.edu:7055/11/atari.8bit. They are in WinWord 6 and ascii formats. Hope this helps.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4312. Re: Happy-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <583qcv$5ju@sjx-ixn8.ix.netcom.com>
Source record: 78225

In <01bbe144$46702140$010a0a35@mnemo.home.informatik.uni-bremen.de>
"Thomas Meyer" <i03a@zfn.uni-bremen.de> writes:
>
>
>Is anyone interested in a DOS called "Happy-DOS II+/D"? I haven't seen
this
>on any archive site for the 8 bit yet. It was published in the 3/86
issue
>of "Happy Computer" magazine in Germany (I got that one right here ;)
and
>was declared "Listing of the Month" back then. According to the info
>accompanying the program, the concept is based on OS/A+ DOS, but
developed
>from scratch.
>
>If there is interest, I can translate some of the documentation and
upload
>it to an FTP site "near you".
>
>Bye,
>Thomas
>--
>Thomas Meyer Student of Computer Science
>Bremen E-Mail: i03a@zfn.uni-bremen.de
>Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

Is this any relation to Happy Computers Warp DOS? Somehow I don't
think so.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4313. Re: Scram

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <583qpu$nj3@sjx-ixn5.ix.netcom.com>
Source record: 78226

In <01bbe1a7$c3bc34a0$2c632499@brien-s-machine> "Brien K. Meehan"
<brien@msn.com> writes:
>
>I'm looking for a copy of SCRAM, a nuclear power plant sim game for
the
>400/800. It was either on disk or cassette, I'm not sure. Directions
to a
>simulator-friendly image would be cool too.
>
>Can anyone help? Thanks!
>
>Brien K. Meehan
>brien@msn.com
>
I have a copy I can post, but I have to find it and get it to the
PC first. It is a BASIC program. Interestingly enough. Looks and works
like a .EXE program though.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4314. Searching for Twilight World

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Ian Roberts <IR@WPO.NERC.AC.UK>
Message-ID: <32A575C3.3931@WPO.NERC.AC.UK>
Source record: 78227

Hi folks,

I've been looking for a while now for an old game I used to have on my Atari called Twilight World. I found an .exe copy of it on Yogi's site and got it into atr format but I think the original exe must be at least slightly corrupt because there are major problems with it - namely, that after you finish level 1 it simply goes back to the start of level 1 with a corrupt palette. This happens in both XLit and Pokey.

So if any has a working copy of this game in atr format I would be extremely gratefull.

Cheers

Ian

4315. Re: Happy-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E1w74n.7vt@iglou.com>
Source record: 78228

In article <583qcv$5ju@sjx-ixn8.ix.netcom.com>, Robert Smith Ely wrote:
> Is this any relation to Happy Computers Warp DOS? Somehow I don't
>think so.
>
No, but I think it's the same "Happy Computers" that produced Turbo Basic
for the Atari (no relation Borland's "Turbo" languages for
MSDOS/Windows/etc.)

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

4316. Re: Happy-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbe1f4$ca58aee0$010a0a35@mnemo.home.informatik.uni-bremen.de>
Source record: 78229

> > Is this any relation to Happy Computers Warp DOS? Somehow I don't
> >think so.

> No, but I think it's the same "Happy Computers" that produced Turbo Basic
> for the Atari (no relation Borland's "Turbo" languages for
> MSDOS/Windows/etc.)

You're absolutely right. "Turbo Basic XL" also was "Listing of the Month"
in Happy Computer (no S!) magazine. The compiler was published in an Atari
XL magazine special in '86.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

4317. Re: F O R S A L E: Atari 8 and 16 bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <32A593D3.7B88@anest4.anest.ufl.edu>
Source record: 78230

jonvance@unix.asb.com wrote:
>
> ATARI 1040ST 2.5mb/ 16 bit computer built in MIDI, Supra 30 mb HD,
> additional external drive, mouse, Hybrid Arts grey box, 2400
> baud Supra modem, color monitor and extras. . . . $425
>
> ATARI 130XE 128K-8 BIT COMPUTER
> Great starter computer....Happy 1050 Disk Drive,
> P:R Connection Interface, + 1010 Data Drive, 1030-300 baud
> modem, Koala Pad, Cart Clone, plus many extras! . . $100
>
> Both ATARI systems include:
> Software:{tons} GAMES, UTILITIES, WORD PROC.,
> APPLICATIONS, DB, EDUCATIONAL AND CHILDREN PROGS.
> also MUSIC /MIDI (ST only) software..
>
> Epson RX 80 9 pin printer ....$ 30
>
> All prices are US$ and do not include shipping
> jonvance@unix.asb.com

I think your prices are one order of magnitude high. I'm certain you
meant $42.50 for the ST and $10 for the 8-bit, right?

Geeez.

-Michael Ellis

4318. Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5844le$ts0@usenetp1.news.prodigy.com>
Source record: 78231

You can get the manual for the Atari Assembler Editor cartridge as well as other books on assembly language at B&C Computervisions at 408-986-9960 here in California. My favorite assembly language book for the Atari 8 bits is "Atari Roots". By the way, if you really get into assembler programming, I'd suggest a macro assembler like Mac 65 from Fine Tooned Engineering, also available at B&C as well as other Atari 8 bit dealers.

4319. Re: Copyrights? Maybe So Maybe Not?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <58458h$1eta@usenetp1.news.prodigy.com>
Source record: 78232

You're right that ignoring copyrights is a bad idea, but in fairness to many Atari fans, many of them are simply concerned that in the near future, the precious software will be gone. They don't realize that there are still Atari dealers open for business depending on our support. This newsgroup is a great place to keep putting the word out to those who didn't know.
Gotta go...

4320. Happy-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5845fu$1fsu@usenetp1.news.prodigy.com>
Source record: 78233

So Happy Computers (which really isn't) produced Turbo Basic (which really isn't)? Oh.... I get it now.....

4321. Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <584632$pbg@usenetp1.news.prodigy.com>
Source record: 78234

I'm curious too. Hey Steven, is this going to be related to A.P.E.?
You're not mounting a tape into a PC case are you???

4322. Scram

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5845tm$p7s@usenetp1.news.prodigy.com>
Source record: 78235

Scram is a nice example of what can be done with Atari Basic. I don't think the programmer even used any machine language subroutines. Atari 8 bit hardware allows color cycling which provides the flow animation. It's a good listing to look at if you're interested in Atari Basic graphics. Even if you get a copy of the game, you might want to spend 5 bucks + whatever they charge for shipping and get the cassette and manual from B&C Computervisions at 408-986-9960.

4323. Re: Copyrighted Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Bingham <bbingham@haven.ios.com>
Message-ID: <58476m$p7u@nnrp1.farm.idt.net>
Source record: 78236

BobKlaas <bobkla19@tcd.net> wrote:
: I for the past few months have seen postings as to see my Sight with all
: the directions to receiveing Copyrighted Software.
: ... and many more messages of the same reguard ...

Bob, all these messages you are writing are starting new threads. I doubt the people whom you were replying (following up in rtin) to even realize you are talking to them.

Just because PRO! doesn't support threading of messages doesn't mean you should force the entire internet to bulge with 10 new threads on the same topic! Please consider the followup reply, or email reply, as apposed to the compose new message.

Thanks,

A loyal supporter of KP
Bill Bingham

4324. Nir Dary PAL/NTSC mod

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5847rf$hqq@alexander.INS.CWRU.Edu>
Source record: 78237

Nobody said where to find the Nir Dary mod, so I searched my
FAQs. Not in upgrade faq, nor the newbie or regular FAQ.
But IS in the vendor list where to contact him.

4325. Using S.A.M. in programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.961204104031.566235816A-100000@conrad.appstate.edu>
Source record: 78238

I recently downloaded a copy of S.A.M. (Software Automated Mouth) speech synthesizer. I would like to program some simple games which use the speech synthesizer and distribute them freely. Is there a copyright problem here? What is the policy of the author of S.A.M. regarding distributing games that use his software? I would appreciate any comments regarding this idea. Also, if anyone has contact information for the author of S.A.M. I would appreciate you dropping me a line.

Sincerely,

Thomas Main

Thomas Main
main@appstate.edu

4326. Re: Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0412961210210001@port20.bitstream.net>
Source record: 78239

In article <32A501BE.4A8C@imperium.net>, justin@imperium.net wrote:

> I just got a new Atari assembler/editor cartridge (not installed in a
> case). It boots up fine, and gives me the "EDIT" prompt. I have no
> documentation for this cart, and I have never programmed in assembly
> before. After I enter the program, how do I compile it and run it?
>
> Stephen Anderson
> justin@imperium.net

I'm reminded of an old Monty Python bit about a children's program that
went something like...

Host: Well, kids, today we're going to learn how to play the flute. Sandy?
Sandy: You just move your fingers over these little holes, blow in this
end and the sound comes out over here!
Host: Fantastic! And now here's Michael to explain how to rid the world of
disease and hunger and acheive world peace! Michael?

...I would suggest getting one of the books on the Atari Assembler/Editor
Cartridge (there was one by Kurt Inman that seems to pop up for sale here
a lot). A reference book on 6502 machine language would also be helpful.
Finally, a copy of Mapping the Atari is essential. A lot of the old 8-bit
mags (Antic and A.N.A.L.O.G.) had articles on assembly language as well.
All of this stuff is out of print, but you can find it for sale here
frequently, or from one of the vendors in the vendors FAQ (try
http://www.cis.ohio-state.edu/hypertext/faq/usenet-faqs/html/atari-8-bit/vendev/faq.html).

This is not a trivial subject you are asking about, but this should get
you started.

Mark
marksim@bitstream.net

4327. ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <584glu$b6c@ns.mcs.kent.edu>
Source record: 78240

Bob,
Just who exactly are you talking to? All those messages you posted
had no parent message -- you started at least 10 new threads. Please
specify in your messages who you are talking to, or fix your software to
fit into usenet properly.

--Craig

4328. Re: Copyrights? Maybe So Maybe Not?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32A5F14F.34D@cris.com>
Source record: 78241

BobKlaas wrote:
>
> I have been on the Internet for over a year now and have seen many
> requests for Copyright infrindgments, any where from send me a scanned
> manual to actual files.
>
> Those of you that partisipate in this practice make it damn hard for
> those of us that contact original Owners of the Copyrght to negociate
> terms for making these items avalable legaly. Sooner or later Congress
> is going to get into the act and restrict all of our efforts in this
> area and where the hell will we end up?
>
> I sincerely hope none of you I have been associated with in the past
> year will be on the list of those being sued for Copyright
> infrindgments, I personaly cannot afford this nor do I believe you can
> either.
>
> I know I want you want ect..perhaps a collective want will achieve the
> same effort without the ramificatons if persued in the right directon?
>
> bob

Bob, is it true that many of the original software were never legaly
registered and copyrighted?

Jim

4329. Re: Scram

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32A5F2C1.7711@cris.com>
Source record: 78242

Brien K. Meehan wrote:
>
> I'm looking for a copy of SCRAM, a nuclear power plant sim game for the
> 400/800. It was either on disk or cassette, I'm not sure. Directions to a
> simulator-friendly image would be cool too.
>
> Can anyone help? Thanks!
>
> Brien K. Meehan
> brien@msn.com

I lost the software but have the docs in glossy print book. Available
to someone who need it.

Jim

4330. replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32A5F515.57C0@cris.com>
Source record: 78243

Am I the only one here getting tired of the smart-alec replies to posts that their prices are too high. What is the matter with these people? Are they worried that someone else might make a buck, so they have to jump in and attempt to spoil a sale maybe to someone in dire need of an item and willing to pay the price? This trend seems to have become a game here. Granted, there have been problems in the past of a high priced marketer failing to deliver, but I've dealt with many 8 bitters in the past and found them to be the most trustworthy around.

Jim

4331. Re: No more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: "Bruner, Glenn S., SSgt" <BRUNERGS@fafb.af.mil>
Message-ID: <32A5D1D2@2sops.fafb.af.mil>
Source record: 78244

phantomm@harold.eastky.com wrote:

>>: Sometime ago I heard that there was a fix for the PAL incompatibility.

>Actually, all you need to do is replace your ANTIC with a PAL ANTIC.
>The output from your video port will be wacky, but all you need to do is
>adjust your Vertical-Hold on your monitor/TV (if you're lucky enought to
>have one.)

What you will notice is a slight flicker to the screen. That is because growing up here in America our minds have been use to 60Hz, so we see a flicker. But when people from the US travel to Europe, their minds are able to notice the difference in the frequency (PAL is 50Hz). I've done the mod to my 130XE and it works great. The person who came up with this mod is named Nir Dary. His address is:

nirdary@pacificnet.net

It is suprising that someone didn't think of this mod long before. All the mod consists of is changing the ANTIC chip from a NTSC version to a PAL version and changing two bytes within the OS. You still use a NTSC version of the GTIA, the NTSC GTIA will generate the proper TV signal with the data it receives from the new ANTIC chip. The first byte that is change in the OS corrects the checksum of the OS so that the built in diagnostics won't fail. The second byte changes a value that the 6502 accumlator is compared to. I have the information written down at home in my copy of Mapping the Atari, I can email you the exact memory locations that need to be changed.

>One problem, though, is some PAL demo coders test your NTSC/PAL status
>by checking a bit in the OS. SO, you need a PAL OS (which contains this
>bit, and also had a slightly faster key repeat value since the VBI's are
>occuring less frequently) to run THOSE. >:^/

The changing of the bytes in the OS just corrects the setting of bits in memory for identity of a PAL or NTSC machine. If a program reads the low memory bit that is set, it would see the machine is NTSC. But if a program goes and reads the ANTIC chip hardware register directly, it would see you have a PAL ANTIC installed.

Glenn Bruner
brunergs@pcisys.net

4332. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <32A5F1F4.71DD@anest4.anest.ufl.edu>
Source record: 78245

Jim Treber wrote:
>
> Am I the only one here getting tired of the smart-alec replies to posts
> that their prices are too high. What is the matter with these people?
> Are they worried that someone else might make a buck, so they have to
> jump in and attempt to spoil a sale maybe to someone in dire need of an
> item and willing to pay the price? This trend seems to have become a
> game here. Granted, there have been problems in the past of a high
> priced marketer failing to deliver, but I've dealt with many 8 bitters
> in the past and found them to be the most trustworthy around.
>
> Jim

So does this mean you'll give me $500 for my 1200XL? It's got 256K and
it originally sold for $800!

I think we all agree that for-sale posts asking ridiculous prices are a
complete waste of bandwidth and an insult to one's intelligence.

-Michael Ellis

4333. My big software sale continues. Some price reductions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.96Dec4143219@slackey-sun.lightstream.com>
Source record: 78246

```
Here's what's left - some price reductions

New policies -

I pay shipping on all orders $15 and up.
You may examine for free for a week, keep what you want, and return
the rest (return shipping at your expense, however!)
Personal check accepted.

Prices are negotiable. If you take a lot, they're even more negotiable.
--------------------------------------------------------------------------

Infocom Text adventures. All in the bookshelf-style packaging (the
gray box with manual glued to opening cover, plastic cover holding
materials in.) "Hint" means I have the hint book and map. To my
knowledge, all the original items are present.

Asking price is $10 for each with hint book, $8 without. Hint book
and map alone are $3.

Leather Goddesses of Phobos Hint

Wishbringer Hint

Enchanter

Seastalker Hint

Infidel Hint

Cutthroats Hint

Deadline Hint

--------------------------------------------------------------------------

Other Graphics adventures
-------------------------

$15 The Pawn Firebird
Boxed with all original materials.

$6 Hacker Activision
In the phonongraph record-style packaging.

$6 Silicon Dreams Firebird
In the black plastic box.

$6 Jewels of the Darkness Firebird
In the black plastic box.
```

$3 NeverEnding Story Datasoft
No box, but the manual is included.

$4 Gunslinger Datasoft
3 disks. No box or manual. A hint sheet I downloaded is included.

$2 The Quest Dallas Snell ...
No box or manual.

$2 Transylvania Penguin SW
No box, but the manual is included.

$2 Spider-man Questprobe
No box or manual. I think this version has a bug - we couldn't
get the web-shooter to work. Cute game though.

$1 The Hulk - Never got it to run at all. Included with Spider-man
for free.

$1 Fantastic Four - I think this one has a bug, too - never was
able to save that rock creature or the fire dude, right at the
start. I even forgot their names. Included with Spider-man for
free.

Publishing, Printing

$8 Print Shop & Print Shop Companion, and some graphics disks Broderbund
(Just the Companion box)

$3 Cut & Paste Electronic Arts
Word processor. In the phonongraph record-style packaging.

$10 Newsroom + Clip Art Springboard
No box, but the full set of manuals is included.

$2 Partyware Hi Tech Expressions
No box. Manual is included.

Utilities

$10 Atari Macro Assembler & Text Editor Atari
Includes manuals for the assembler and the editor, and the cheat sheet.
No box.

$20 Visicalc
Includes high quality documentation, in the looseleaf notebook with
plastic looseleaf disk holder.

Arcade-style games - boxed with manual. Some "boxes" are cardboard or
vinyl albums.

$1 Caverns of Mars Atari
$1 Agent USA Scholastic
$1 Last V8 Mastertronic
$5 Golden Oldies - Adventure, Eliza, Life, Pong
Includes the book, with interesting articles about the early evolution
of home computers and home computer companies.
$3 Master of the Lamps Activision
$1 Run For It Weekly Reader Family Software
$3 Movie Maker Interactive Picture Systems
$2 Murder on the Zinderneuf Electronic Arts
$2 Astro-Grover Sesame Street
$1 Superman featuring Darkseid Main Street
$1 Dunjonquest: Temple of Apshai Epyx

Other disk, no box. Manual included where indicated.

$1 Grandma's House, Story Machine, Kidwriter, Kindercomp Spinnaker
(manual for Grandma's House only)

$1 Aztec Challenge Cosmos Manual
$1 Bandits Sirius
$1 Caverns of Khafka Cosmi Manual
$1 Crypts of Plumbous Cosmi Manual
$1 Dimension X Synapse Manual
$1 Dr Suess fixup the mixup CBS SW Manual
$1 Forbidden Forest Cosmi Manual
$3 Ghostbusters Activision Manual
$1 Kareteka Broderbund Manual
$1 Meltdown Cosmi Manual
$3 Mr. Do! Datasoft Manual
$1 Nautilus Synapse
$2 Pole Position Datasoft Manual
$1 Protector Synapse
$1 Rasterblaster Bill Budge
$1 Sea Bandit Gentry
$1 Shamus Synapse
$1 Sky Blazer Broderbund
$2 Tapper Sega Manual
$1 Tutti Frutti Adventure International

Tape, boxed with manuals

$2 Conversational Spanish (5 tapes)
$1 Frogger!

Cartridge, boxed w/ manual

$3 Computer Chess

Plus lots of carts. If I get motivated I'll type in the titles.
Otherwise, just ask.

4334. Re: Need Happy 1050 Controller Docs.

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbe1f7$44489600$010a0a35@mnemo.home.informatik.uni-bremen.de>
Source record: 78247

> As the DOC said, everyone needs this knowledge. Myself, though, I'm
> looking for detailed info on Happy commands that are available. So far
> I've been trying to reverse engineer the Happy Backup software, but if
> anyone already has the answers, it would make my job a whole lot
> easier. Any help would be greatly appreciated.

I have copies of a German magazine that featured a 4- or 5-part series
about programming the Happy (and Speedy). I don't know how deep it goes,
but it looked interesting. The magazine is from '88 or '89, I think.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

4335. Re: Copyrights? Maybe So Maybe Not?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5851fa$ntk@alexander.INS.CWRU.Edu>
Source record: 78248

(Bob Klass wants to know. Re: Copyrights.)
The 'copyright' thread appears here in csa8, oh about every three months. It gets hashed over and over and over and over and over. Finally everybody just shuts up about it. From these posts you learn who are copyright 'purists' and who are copyright 'pirates' and who are middle of the road copyright people. Of course, I consider myself a middle of the road person.
I don't want to lose support from Bob Klass or Ben Smith or B & C Computervisions or Best or any of the vendors in the vendor list. I don't really like the thought of this copyright thread rearing its ugly head again. I think the best way to address this is just to address Bob Klass. I'll address Ralph Maddox or the owners of Toad or B & C if they show up.
There is no money to be made in A8 software. Bob Klass, as a collector, might like to own the rights to some Atari software, I think the rush of such ownership might be his primary motivation. Bob, I think if you purchase these rights, you are going to have one hell of a time proving how much money you have lost due to someone's distribution of it at a internet site. Second, it has already been shown in court, in my limited knowlege, that persons who put commercial software on the net are not violating copyright themselves, because there is no way of knowing if the people downloading are legitimate owners, merely backing up their legitimately owned software, or are getting copies of software they have no original copy of. Also, Bob, are you going to pay the people who cracked the software so you could copy it and distribute it? I'm sure you're going to need cracked software, because you aren't going to make carts or copy protected disks.
Mr. K probably won't like my attitude, and I really value having him as a source for hardware repair and purchase of hardware, but we all have to take our chances.

4336. Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: rstone747@aol.com
Message-ID: <19961204234000.SAA12090@ladder01.news.aol.com>
Source record: 78249

The Atari Assembler Editor cartridge can be useful for machine language subroutines inside Atari Basic programs. A book that explains the basics of assembly language (and the Atari Assembler Editor cartridge in particular) is "The Atari Assembler" by Don and Kurt Inman. It might be available still at B&C Computervisions at 408-986-9960.

4337. FS: 8-Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-04 00:00:00 UTC
From: Steve Ikler <sikler@pclogiconline.com>
Message-ID: <32A647A1.49E4@pclogiconline.com>
Source record: 78250

I have the following software for sale. Make an offer for any or all.
You pay shipping.

Leader Board Golf Game Disk
Lode Runner Game Disk
One on One Basketball Game Cart
(Larry Bird vs Dr J)
ET Phone Home Cart
Match Racer Car Race Game Disk
Flight Landing Simulator Disk
Summer Games Disk
Golf Classic Disk
Miner 2049er Cart
Donkey Kong Cart
Timewise Time Management Disk
Atari Writer (Word Processor) Cart
Movie Maker Disk
Star Raiders Cart
PacMan Cart

Steve Ikler
sikler@pclogiconline.com

4338. Re: no more coders???? 50/60hz problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <587a15$66q@nnrp1.news.primenet.com>
Source record: 78169

In article <32A7638E.47D6@zeus.fh-pforzheim.de>,
nadkar <nadkar@zeus.fh-pforzheim.de> wrote:
>
>i do not use my effects-routine in the vbi anymore, except music and
>scrolling-routines, because if my routines need more time then i have
>in a vbi then the computer doesnt crashes...and theoretical on non-pals
>the routine begin to slow down...but not to crash...

My philosophy, back in that demo I _almost_ coded on the Commodore, was
that the scroll, music, raster lines, and other time-dependent tasks ought
to be done with interrupts, whereas other high-powered effects and
graphics should be done in "what's left". This had the downside of
requiring me to push all the registers on every interrupt.

>scrolling and music-players should really be put into the vbi-routine
>because your ears notice every little delay of the music-player...
>and scrolling will not flicker if the effect routines need more time...
>
>btw. is it right that the music will be playing faster then on pals???
>because 60 vbis per second are more then 50...or?

It is true, but a counter should be able to slow it down 1/6 if it can
detect the NTSC-ness of the machine, by skipping the music routine one out
of every six frames. In fact, the scrolls and other VBI-related tasks
will also be faster. 1/6 faster might not seem like much but it can feel
like twice as fast, or at least just way too fast.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t|"""|o m > ,-._|\
~ ~|OuO|~ ~ ~ / \
\-/ Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0/'-'\ v

4339. Re: Hard-Interlacing Picture

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <587a4t$6ck@nnrp1.news.primenet.com>
Source record: 78170

In article <587938$4na@nnrp1.news.primenet.com>,
Nick S Bensema <nickb@primenet.com> wrote:
>
>Huh... What is the .HIP format, and does this mean there will be a new
>version of JView that supports this?

Stupid me, read the FAQ, now I have to find it.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t |"""|o m > ,-._|\
~ ~|OuO|~ ~ ~ / \
\-/ Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0/'-'\ v

4340. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbe2e8$d9114ba0$30f7aecc@127.0.0.1>
Source record: 78171

> Bob,
> Just who exactly are you talking to? All those messages you posted
> had no parent message -- you started at least 10 new threads. Please
> specify in your messages who you are talking to, or fix your software to
> fit into usenet properly.
>
> --Craig

And please learn to spell... =)

Will

4341. WANTED: Atari 8bit Samples....

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbe2e9$135649a0$30f7aecc@127.0.0.1>
Source record: 78172

```
If someone could please sample the following sounds from a real Atari 8bit
and e-mail them to me I would be ever grateful!

1) The startup 'buzzing' sound
2) The disk/tape access sounds
3) The Control-2 buzzer
4) The keyclick
5) Any others I've forgotten...
```

Thanx In Advance!
--
William Fisher (aka BlacKat)

_____

BKproductions Online!
http://www.ogopogo.com/blackat
blackat@ogopogo.com blackat@direct.ca

4342. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32A7599D.5BE7@cris.com>
Source record: 78173

Michael Ellis wrote:
>
> Jim Treber wrote:
> >
> > Am I the only one here getting tired of the smart-alec replies to posts
> > that their prices are too high. What is the matter with these people?
> > Are they worried that someone else might make a buck, so they have to
> > jump in and attempt to spoil a sale maybe to someone in dire need of an
> > item and willing to pay the price? This trend seems to have become a
> > game here. Granted, there have been problems in the past of a high
> > priced marketer failing to deliver, but I've dealt with many 8 bitters
> > in the past and found them to be the most trustworthy around.
> >
> > Jim
>
> So does this mean you'll give me $500 for my 1200XL? It's got 256K and
> it originally sold for $800!
>
> I think we all agree that for-sale posts asking ridiculous prices are a
> complete waste of bandwidth and an insult to one's intelligence.
>^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

> -Michael Ellis

Agreed, but so is the smart replies I speak of.

Marketing is free here and anybody's right and that's all I'm
defending, not the prices.

Jim

4343. Re: Too much 'for sale' stuff here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32A75A6A.32D8@cris.com>
Source record: 78174

Magnus wrote:
>
> atari.8bit.forsale would be a useful newsgroup. But I don't consider
> the "FS: Atari 8 bit stuff" posts to be in any way near off topic. I
> think it's great that we have place where we can find "hard to find"
> hw & sw.
>
> On Thu, 05 Dec 96 08:38:15 GMT, dritter@lightspeed.bc.ca (Dan Ritter)
> wrote:
>
> >I find it hard to believe how much 'for sale ads' are in this newsgroup now!
> >I thought this news group was supposed to be for talking about using the atari
> >8-bit. I suggest someone start a new newsgroup called
> >'comp.sys.atari.8bit.forsale' because it seems now that around half the
> >messages here are of that nature.
> >
> >Yeah. I think that would make sense.
> >
> >That my two bits worth. ttul 8-]

Myself, I'm just happy that this newsgroup is alive.

Jim

4344. Re: Copyrighted Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961205221100.RAA07037@ladder01.news.aol.com>
Source record: 78175

In article <58476m$p7u@nnrp1.farm.idt.net>, Bingham
<bbingham@haven.ios.com> writes:

>Just because PRO! doesn't support threading of messages doesn't mean you
>should force the entire internet to bulge with 10 new threads on the same
>topic! Please consider the followup reply, or email reply, as apposed to
>the compose new message.
>
>

Doggone, Bill, you're evading the issue Bob raised <G!> I have a
position, well known, because I am an officer in two user groups. You can
figure out what that position is. Others seem to feel otherwise. An
international committee is now discussing a similar problem.

Anyway, it's good to see you here.

4345. Re: Copyrights? Maybe So Maybe Not?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961205221100.RAA07039@ladder01.news.aol.com>
Source record: 78176

In article <58458h$1eta@usenetp1.news.prodigy.com>, UASZ40A@prodigy.com
(Robert Stone) writes:

>They don't realize that there
>are still Atari dealers open for business depending on our support. This
>newsgroup is a great place to keep putting the word out to those who
>didn't know.

That's why the FAQ on dealers and developers is such a great reference.
Let's lend some moral support to those who keep it going, as well!

4346. Re: Too much 'for sale' stuff here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961205221100.RAA07040@ladder01.news.aol.com>
Source record: 78177

In article <585qtf$255@saltspring.teleserve.ca>, dritter@lightspeed.bc.ca (Dan Ritter) writes:

> find it hard to believe how much 'for sale ads' are in this newsgroup now!
>I thought this news group was supposed to be for talking about using the
>atari
>8-bit. I suggest someone start a new newsgroup called
>'comp.sys.atari.8bit.forsale' because it seems now that around half the
>messages here are of that nature.
>
>Yeah. I think that would make sense.
>
>That my two bits worth. ttul 8-]

That's only been recent. Look, the holidays are coming, etc. I'm hoping the emulator developers will kick in again and the discussion can go that way, or that we wind up discussing copyrights, or even what makes a better boat anchor -- non-Atari machine A or non-Atari machine B! I might even have something important to contribute in the next month or so (Naaah! Really?)

How about something like a high-speed modem interface (and the software to drive it) using something like the MAX series of chips?

4347. Re: Nir Dary PAL/NTSC mod

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: davepat@total.net
Message-ID: <587jp8$omn@newsfeeder.total.net>
Source record: 78178

In article <5847rf$hqq@alexander.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu says...
>
>
>Nobody said where to find the Nir Dary mod, so I searched my
>FAQs. Not in upgrade faq, nor the newbie or regular FAQ.
>But IS in the vendor list where to contact him.

Look at the BrItIsH homepage; I think Craig has the info there. It's pretty simple: get a PAL ANTIC and slap it in. For some software, you might have to change two bytes of the OS to force it into PAL mode. That requires an EPROM burner, or the SmartOS mod in Atari Classics.
--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
It takes a rare kind of wisdom to accept change and redemption in another.
Many would refuse, seeing only what was, not what is.
- Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"

4348. Re: Looking for particular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: Deana Barrett <pwein@umich.edu>
Message-ID: <32A787BF.2D62@umich.edu>
Source record: 78179

Hi Craig,
I really appreciate your "mirror" site. I am having a lot of trouble using my Netscape browser to download your gzip files. Can you tell me how to set-up the browser so it will capture the .gz file to disk and not just display it on screen?

Thanks from a long-term Atarian !!

4349. Re: 130XL/1200XL PBI Interface Card

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32A76C65.5EEB@tcd.net>
Source record: 78180

The 130XE doesn't have a paralel buss persay, you have to have an adapter board that converts the 2 cartridge ports on the 130XE to the 50pin card edge connector like the 800XL has. This is what I have, it allows you to hook a 50pin card edge connector to your 130XE. It also has a Cart port on it so you can plug in your carts.

ICD put out 1 with 2 cart ports, FTE bought those rights and no longer produce them, well maybe they will one day again if Mike gets back on his feet?

bob

4350. Re: F O R S A L E: Atari 8 and 16 bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: atari@teleport.com.REMOVE.THIS.TO.REPLY
Message-ID: <587ehe$sj3@ornews.intel.com>
Source record: 78181

In article <5866qv$so4@agate.berkeley.edu>,
maffia@fox.CS.Berkeley.EDU (Anthony Maffia) wrote:
>
>If you still can't read the list, ask your mommy.

<SNIP>

>You should consider re-reading (or reading for the first time) any
>message before you critisize the author.

It doesn't appear to me that anyone needs to read very much of this before
finding the killfile feature of their newseader.

----------------------http://www.teleport.com/~atari-----------------------
ATARI COMPUTING - the new 60 PAGE printed magazine for all Atari users
NEWS - GOSSIP - FEATURES - REVIEWS - HUMOUR - HOW TO DO IT - Q&A
email for subscription details and further information
Europe: acg@coconut.demon.co.uk /|\ USA: atari@teleport.com
--------------------ftp://ftp.teleport.com/users/atari--------------------

4351. Peppers Dec Auction Update #6

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.961205204626.9964G-100000@fn2.freenet.edmonton.ab.ca>
Source record: 78182

```
Welcome to Peppers Dec Auction

Rules follow the auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $21 - $40
$5 --- $41 - Up

Atari 400/800
******************************************************
Action (orange cart) $5 dano
Atariwriter $2 Min
Basic $2 Min
Bug Hunt With inst $5 Min
Flight Simulator II With inst $5 amrat2000
Frogger $3 jcarson
Spy Hunter $7 jcarson

Atari XE Laser Gun $9 rodneys433

Atari XE System (Detachable keyboard) Tested works great\ $25 rodney
With instructions & box, Joystick and power supply /

Joysticks for Atari 2600,C64,Vic-20 ect.
******************************************************
2 Micro Master (NEW) by Camerica $5 metsrule
2 Point Master by Discwasher $5 Min
2 Quick Shot by Spectravideo $5 Min

Other items in Dec Auction: E-Mail me to get on the E-Mail list

Atari 2600 100 items Turbo Graphics 18 items
Atari 2600 Systems 2 items Turbo Graphics Systems 2 items
Atari 7800 System 1 item Sega Master 18 items
Atari 400/800 9 items Sega Master Systems 2 items
Atari XE System 1 item Other Sega Stuff 4 items
Atari 5200 23 items C64 Carts, Ect. 39 items
Intellivision 38 items Vic-20 18 items
Colecovisioin 15 items Joysticks 3 items
NES 13 items Micellaneous 6 items

Rules:
Auction ends Dec 13/96
Then a Once, Twice, Sold format will occur Dec 14/96
One update per day or until bidding slows down..
Conditional bids are accepted.
Minimum Increments is below
```

Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

Bids increaseaments are
$1 --- $1 - $20
$2 --- $21 - $40
$5 --- $41 - Up

Neil

4352. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0512962317070001@port3.bitstream.net>
Source record: 78183

In article <01bbe259$00529740$4ec002cf@ali>, tlewin@cmisinc.com wrote:

> Does anyone know where I might be able to find the classic series of 12
> text adventure games by Scott Adams. They were originally written for the
> Atari 400/800. The games were in a series. I can remember a few names of
> them: Adventure, Pirate Adventure, Ghost Town, Mystery Funhouse, Stange
> Odyssey. They were also remarketed by Radio Shack under slightly different
> names. Any help would be appreciated?

I hate to be a nitpicker, but I believe they were originally written for
the TRS-80 and later ported to the 400/800 and the Apple II. FYI, they are
archived at the infamous Yogi site
(ftp://ftp3.cyberspy.com/atari8/yogis_site/).

Mark
marksim@bitstream.net

4353. Best Catalog?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: "Bruner, Glenn S., SSgt" <BRUNERGS@fafb.af.mil>
Message-ID: <32A836E4@2sops.fafb.af.mil>
Source record: 78184

A. Karl Heller wrote:

> Has Best Electronics released their new catalog yet?

Last word from Brad is no. He is still adding and making changes to it.
That was back in October 96.

Glenn Bruner
brunergs@pcisys.net

4354. Re: No more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <587am7$kkb@netnews.mis.net>
Source record: 78185

On 1996-12-04 BRUNERGS@fafb.af.mil said:

>phantomm@harold.eastky.com wrote:
>>>: Sometime ago I heard that there was a fix for the PAL
>incompatibility.
>>Actually, all you need to do is replace your ANTIC with a PAL
>>ANTIC. The output from your video port will be wacky, but all you
>>need to do is adjust your Vertical-Hold on your monitor/TV (if
>>you're lucky enought to have one.)
>What you will notice is a slight flicker to the screen. That is
>because growing up here in America our minds have been use to 60Hz,
>so we see a flicker. But when people from the US travel to Europe,
>their minds are able to notice the difference in the frequency (PAL
>is 50Hz). I've done the mod to my 130XE and it works great. The
>person who came up with this mod is named Nir Dary. His address is:
>nirdary@pacificnet.net
>It is suprising that someone didn't think of this mod long before.
>All the mod consists of is changing the ANTIC chip from a NTSC
>version to a PAL version and changing two bytes within the OS. You
>still use a NTSC version of the GTIA, the NTSC GTIA will generate
>the proper TV signal with the data it receives from the new ANTIC
>chip. The first byte that is change in the OS corrects the
>checksum of the OS so that the built in diagnostics won't fail.
>The second byte changes a value that the 6502 accumlator is
>compared to. I have the information written down at home in my
>copy of Mapping the Atari, I can email you the exact memory
>>locations that need to be changed. One problem, though, is some
>>PAL demo coders test your NTSC/PAL status by checking a bit in the
>>OS. SO, you need a PAL OS (which contains this bit, and also had
>>a slightly faster key repeat value since the VBI's are occuring
>less frequently) to run THOSE. >:^/
>The changing of the bytes in the OS just corrects the setting of
>bits in memory for identity of a PAL or NTSC machine. If a program
>reads the low memory bit that is set, it would see the machine is
>NTSC. But if a program goes and reads the ANTIC chip hardware
>register directly, it would see you have a PAL ANTIC installed.
>Glenn Bruner
>brunergs@pcisys.net

If you replace the NTSC ANTIC chip with a PAL ANTIC, will there be any
problems running software that doesn't require the PAL ANTIC chip?
Instead of replacing the NTSC ANTIC, Couldn't One just Add a PAL ANTIC and
use a toggle switch?
phantomm@harold.eastky.com

4355. Re: Copyrights? Maybe So Maybe Not?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: Matthias Belitz <matz@kawo2.rwth-aachen.de>
Message-ID: <32A60E93.2437@kawo2.rwth-aachen.de>
Source record: 78251

James R. Gilbert wrote:

> There is no money to be made in A8 software. Bob Klass, as a
> collector, might like to own the rights to some Atari
> software, I think the rush of such ownership might be his
> primary motivation. Bob, I think if you purchase these
> rights, you are going to have one hell of a time proving how
> much money you have lost due to someone's distribution of it
> at a internet site. Thatï¿½s one important point, I think.
Itï¿½s not a question of the software of the last two or three years.
What I want to have is a collection of all Atari-8bit-Software we can
get. I fear, that any program will be lost.

And , for us europeans, the net is in a lot of cases the only way to
have a look at these wonderful software without having trouble with
payment and pay a lot for shipping etc.

Thanx, Matt

P.S.: The most programs I donï¿½t just want to use, but only to have
8-)

| | | _____________________________
| | | / /
| | | / /
/ | \ /email: matz@kawo2.rwth-aachen.de /
/ | \ / belitz@genesis.rwth-aachen.de /
Atari 8-bit / /
power without the price /_____________________________/

http://www.kawo2.rwth-aachen.de/~matz/atari/index.html

4356. 400s 800s 800xls For sale!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: kickass@users.jaxnet.com
Message-ID: <585k80$qfe@ns2.southeast.net>
Source record: 78252

400 : $25 + S&H, 800 : $35 + S&H, 800XL : $40 + S&H
(the 400 & 800 are REAL heavy!)

Thanks for looking!

Zilla
KDK

4357. Re: Using S.A.M. in programs

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: Robert S Ely <rsely@dhs.state.nj.us>
Message-ID: <32A65823.6630@dhs.state.nj.us>
Source record: 78253

Thomas Main wrote:
>
> I recently downloaded a copy of S.A.M. (Software Automated Mouth) speech
> synthesizer. I would like to program some simple games which use the
> speech synthesizer and distribute them freely. Is there a copyright
> problem here? What is the policy of the author of S.A.M. regarding
> distributing games that use his software? I would appreciate any comments
> regarding this idea. Also, if anyone has contact information for the
> author of S.A.M. I would appreciate you dropping me a line.
>
> Sincerely,
>
> Thomas Main
>
> -----------------
> Thomas Main
> main@appstate.edu
> -----------------
You can write as many programs as you like and distribute them as you
like, as long as you don't incluse the S.A.M. program with it (as far as
copyright goes). The only part you include in the program is an ML
address reference for the strings that are to be pronounced by the
S.A.M. program.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4358. Re: Looking for 8Bit War Simulation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <585m9v$j27@nw101.infi.net>
Source record: 78254

jackee@unix.dsoe.com wrote:

>I'm looking for a 8bit computer wargame that is similar to Eastern
>Front but takes place in Western Europe and Britain. It was made by
>Avalon Hill I think and was called something like"Third Reich". It
>came out after Eastern Front. I read a review for the game years ago
>and have been searching ever since. Can anyone tell me the name of
>the game and where I can get it?

'Legionaire?' Try Yogi's Site: http://mars.superlink.net/scharles

>--------------------==== Posted via Deja News ====-----------------------
> http://www.dejanews.com/ Search, Read, Post to Usenet

4359. Too much 'for sale' stuff here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: dritter@lightspeed.bc.ca
Message-ID: <585qtf$255@saltspring.teleserve.ca>
Source record: 78255

I find it hard to believe how much 'for sale ads' are in this newsgroup now!
I thought this news group was supposed to be for talking about using the atari
8-bit. I suggest someone start a new newsgroup called
'comp.sys.atari.8bit.forsale' because it seems now that around half the
messages here are of that nature.

Yeah. I think that would make sense.

That my two bits worth. ttul 8-]

4360. Re: F O R S A L E: Atari 8 and 16 bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <5866qv$so4@agate.berkeley.edu>
Source record: 78256

In article <32A593D3.7B88@anest4.anest.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
: I think your prices are one order of magnitude high. I'm certain you
: (snip snip snip) 10 for the 8-bit, right?
:
: Geeez.
:
: -Michael Ellis

No, he meant:
ATARI 130XE 128K-8 BIT COMPUTER
Great starter computer....Happy 1050 Disk Drive,
P:R Connection Interface, + 1010 Data Drive, 1030-300 baud
modem, Koala Pad, Cart Clone, plus many extras! . . $100
Software:{tons} GAMES, UTILITIES, WORD PROC.,
APPLICATIONS, DB, EDUCATIONAL AND CHILDREN PROGS.

If you still can't read the list, ask your mommy. The 1050 Happy is
worth at least half his asking price, and he is offering a printer
interface and a cart copier. His asking price for a complete system is
well in line with the current market range.

You should consider re-reading (or reading for the first time) any
message before you critisize the author.

Duhhh.

- Anthony Maffia

4361. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: maffia@fox.CS.Berkeley.EDU
Message-ID: <5867ei$ss6@agate.berkeley.edu>
Source record: 78257

In article <32A5F1F4.71DD@anest4.anest.ufl.edu>,
Michael Ellis <michael@anest4.anest.ufl.edu> wrote:
(snip snip snip)
: So does this mean you'll give me $500 for my 1200XL? It's got 256K
: and it originally sold for $800!
:
: I think we all agree that for-sale posts asking ridiculous prices are a
: complete waste of bandwidth and an insult to one's intelligence.
:
: -Michael Ellis

Chill, dude. Jim Treber wasn't the one wasting bandwidth, it was you. Go
sell your 1200XL to you mother for $800.

- Anthony Maffia

4362. Re: Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <585vtt$de9@freenet-news.carleton.ca>
Source record: 78258

Robert Stone (UASZ40A@prodigy.com) writes:
> I'm curious too. Hey Steven, is this going to be related to A.P.E.?

There may be an option for cassette image files in the next version, I'm just curious about how the 1010 operates at this point. I'm interested in producing a format that will allow emulation and at the very least a capability to reproduce a real tape from the file using a sound card.

Ernest S. (pooldisk) contacted me about it, and hopefully we will be able to come up with something like Bob Colbert's utility for the Starpath Supercharger that can produce .WAV files for playback or recording.

You may now question my sanity :) What can I say, its winter and im bored. :)

Steve

4363. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32A75C31.25AB@zeus.fh-pforzheim.de>
Source record: 78259

hi... there are many custom-graphic-modes on 8-bit... read
my hip-faq for the newest creation:

hi everybody... this is v0.5 of the HIP-FAQ for all coders...

TM of HARD Software, Hungary
##
####### ## #######
##
##

FAQ by

oO Oo oOOOOo oOOOOo oO Oo oOOOOo oOOOOo
OO OO OO OO OO OO OO OO OO OO
OOOOOO OOOOo OOOOOO OO OO OOOOo OO OO
OO OO OO OO OO OO OO OO OO OO
oO Oo OOOOOo oO Oo OO OOOOOo OO OO of Taquart

(.oO This is a preversion of the question-list Oo.)

Date: 29th, August 1996...Writer: HeAvEn of Taquart

1. What is HIP?

HIP is a new method to displaing pictures on small atari...

HIP stands for HARD-Interlacing-Picture and was found by
Members of HARD Software, Hungary in June, July 1996...

It enables to display 160 x 240 Pixels with 30 shades without
nearly all flickering (depends on the source-picture you use)...
HARD stands not for HARD or HEAVY Interlacing, just for the
inventors...

2. The History of HIP

Tamas Bene and I had a "EMail"-conversation the last few month and
we were talking about older demos and effects and suddenly we
have talked about the Visdowm II-Demo of JAC! where JAC had
managed to display 16 colors/shades in a resolution of Gr.15, which
means 160x200... We talked about the "unity"-demo where Our-5oft
switched 3 graficmodes in 1 scanline,
gr.8,gr.9 and somehthing similar to gr.15 by altering the prior-
register per DLI... what do you think happens when
writing #0 in that register at the beginning of a scanline, waiting
some time... switching to gr.9 by writing #$40 there and after
a little while in the last 1/3 of the scanline back to gr.0 by

writing again #0 into it... what does the GTIA produce?
not gr.0 (or gr.8...)as normaly... he displays something similar to
gr.15!!!

He then told me some stories of the coding-sessions of "Joyride" last
summer
and in the DIL-Plasma-Screen they discovered another "BUG"...but
Tamas had written down the FX and had forgot it... till we were
taking about GTIA-BUGs...

so we talked now about known GTIA-Bugs and the next day Tamas was
upset and told me he had discovered a new bug and he had reproduced the
DIL-"BUG"... he discovered that some scanlines were shifted by
a half (!) gr.9-pixel when the scroller starts and they didnt fixed
that BUG in the DIL-Screen...
But after reproducing this BUG he discovered that the reason wasnt the
scroller... it was the special display-list-routine...

3. Technical Infos conc. HIP

The basic idea is that all gr.10-lines were shifted by a half
color-clock (or pixel) by the GTIA and that always!!!! but noone
has ever tried to combine gr.9 and gr.10...
all have combined gr.9 (16 shades) and gr.11 (16 colors) to display
256 different colors (like in APACview)... but the resolution
was still 80x200...

So here is a ASCII-Description of the basic idea:

This is the combinations which are needed for the gr10-line and the
gr9-line to display the wanted HIP-color:

GR10 :000 000 000 222 222 222 222 444 444
GR09 :000 111 222 111 222 333 444 333 444
HIP :0.0 0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0

GR10 :444 444 666 666 666 666 888 888 888
GR09 :555 666 555 666 777 888 777 888 999
HIP :4.5 5.0 5.5 6.0 6.5 7.0 7.5 8.0 8.5

GR10 :888 aaa aaa aaa aaa ccc ccc ccc ccc
GR09 :aaa 999 aaa bbb ccc bbb ccc ddd eee
HIP :9.0 9.5 a.0 a.5 b.0 b.5 c.0 c.5 d.0

GR10 :eee eee eee
GR09 :ddd eee fff
HIP :d.5 e.0 e.5

and viola... here are 30 possibilites of shades...
Our eyes are averaging the two luminance-values by
interlacing the two lines each vbi.
---
but attention... in gr10 it is possible to select each
of the xl color registers (704-712), so in the display-

routine and the display-list-interrupt the color-registers
have to be set in a correct way!!!!

so if you look in the above table the values mean the xl-luminance!!!
example:

if we want to display HIP-color 6.5 then we have to set in the
gr.9-line the value 7 (in basic by color 7 plot x,y)
for the gr10-line there is the value 6 but... it would be
wrong to set the pixel by color 6... coz. we have just 8 color-registers
in gr10... so what about setting the color-registers
in the following way???

704 = 0
705 = 0
706 = 2
707 = 4
708 = 6
709 = 8
710 = 10
711 = 12
712 = 14

so... if we want luminance 6 then we have to set the pixel by
color 4:plot x,y !!!!!!! in gr.10 the pixel-value selects the
color-register!!! an empty/black pixel is not set by color 0 !!!
color 0 says to the gtia "put the pixel with the color which
is defined by color-register 704" !!! so if you have put 0 in 704
there will be a black-pixel visible...

But in gr.9 we can`t set 14 in 712 coz. in gr.9 register 712 defines
the basic-color... so if we want 30 grey-shades... we have to put
0 there... but in gr.10 there must be 14 there... hmmm... the solution
is a special DLI and Display-Lists...

1. vbi 2. vbi

DList1 DList2

gr9 (0) gr10(0) dli-bit set
gr10(1) gr9 (1)
gr9 (2) gr10(2) dli-bit set
gr10(3) gr9 (3)
gr9 (4) gr10(4) dli-bit set
... ...

(x) is the number of the scanline in each screen-ram...

so... if we loop this... we interlace between this two gr9 and gr10
screen-rams and we will have a hip-picture...but we have to set
the correct values in colbk $d01a (712, see above!!!)

1. vbi 2. vbi

DLI1 DLI2

```
pha pha
lda #$40 lda #$80 ; switching to correct gr-mode (gr9, gr10)
sta wsync sta wsync
sta gtiamode sta gtiamode
lda #0 lda #14 ;setting correct background-color
sta $d01a sta $d01a
lda #$80 lda #$40 ;switching to next gr.mode (see displaylist)
sta wsync sta wsync
sta gtiamode sta gtiamode
lda #14 lda #0 ;and dont forget the background color!
sta $d01a sta $d01a
pla pla
rti rti
```

so... this is the technique but there is a "big" problem by converting pictures...in gr9/10 each pixel is 4 "bits" large or a nibble and in a hip-pixel 2 of them (the overlaping ones...)

here an example:

```
gr.10: ..00002222...
gr.9 : 000022224444...
HIP : ..00112233..
```

remember: GTIA shifts the gr10-lines by a half gr.10 pixel!!!

so... we will always track one half of the pixel-value to the next hip-pixel... and this is the difficulty... the hip-colors are NOT able to be set free!!! there are restrictions like the main one:

two following hip-pixels should not have a difference of their luminace greater than 2 !!!! coz. then we could not set the right values and the hip-pixel will begin to flicker!!!

Best way is to use digitised source-pictures with smooth luminance for converting to hip-format... or raytraced stuff...

so try do code such a linear optimasation-algorithmus...

4. Converters:

they are avaible for the following systems:

unix coded by Tamas Bene from HARD
PC coded by Tamas Bene from HARD

Amiga coded and adapted by HEAVEN of Taquart
XL my algorithmus, written by HEAVEN of Taquart

For Converting you need:

-one of the above converters
-a paint-program which can produce pictures in REAL greyscale and 64 colors in a size 320x200

I think the new version of the bmp2hip-pc-converter can handle
bigger sizes and more colors...
-the 320x200x64 picture must be saved in Windows-BMP format
-a transfer program to XL
-a HIP-display-routine on XL

I hope I could help someone to do HIPing...

Heaven/TQA, 30.08.96

CrEdItS:

-Text by Heaven
-Algorithmus by Sanyi and Tamas of HARD
-HIP-Display-Routine by Tamas of HARD
-JAC! for inspiration...

ps. we have tried to do color-hipping but there is a difficulty
with the luminance of the xl-colors... the luminance is different
of some colors while setting the luminance to 0... so it
is HARD to calculate correct colors...but it is not impossible

Future stuff:

-converters which can handle several formats and colored-picture formats
by generating by themselves the greyscale values...
-color-HIP... a algorithmus to generate colored hips...
-maybe it is possible to interlace HIP and so we could increase
the amount of colors up ???

Many Thanx for all:

-Tamas Bene of HARD ...
-Slaves and rest of Taquart
-Gumi of Tight
-Marek Tomczyk for Websupporting

try the following webpages:

http://www.uni-karlsruhe.de/~Marek.Tomczyk/

http://ajax.umcs.lublin.pl/~mfranczak (TIGHT) to get to TAQUART

Email: nadkar@fh-pforzheim.de

4364. Atari BBS List: 96-12-05 Update

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: oscar@justified.com
Message-ID: <MPG.d107dcbda91acee98976d@client1.news.psi.net>
Source record: 78260

```
Still looking for someone to keep this list. It's not too much
work - honest! -OMF

-------------

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was
checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry has
been updated since the last version of this list.

*****************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-12-05 *
* *
*****************************

## <BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

-------------------------------------
48 Systems Listed
-------------------------------------

01 ? : 716-337-3628
New York, USA
? : ? : 96-03-10
--
```

Carina

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACUTE : 610-261-0620 *
?
? : OK : 96-11-26
--
Atari Computer Users Technical
Exchange, ProNode 330

05 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

06 Atari Connection : 801-280-7486
?
Atari-8 : OK : 96-08-04
--
Up since 85.
QWK connected to the world.
650MB of 8bit ONLY storage.
Huge collection of Atari 8bit
software and support.

07 Atari Express : 506-652-6826
?
? : ? : 96-03-10
--
ProNode 112

08 Atari Scene : 502-456-4292
Louisville, Kentucky, USA
Atari-16 : OK : 96-08-03
--
Atari Exchange of Louisville
user group.

09 Atari XE Group : 613-225-0901
Ottawa, Ontario, Canada
? : ? : 96-03-10

--
Dave Brown. X_232, IAN net soon

10 BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
--
MichTron

11 Barvarian Gaus : 303-367-5877
?
? : ? : 96-03-10
--
ProNode 108

12 Beco Tel : +31-2063-26859 *
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT

13 Carnival : 810-235-0158
?
? : ? : 96-03-10
--
ProNode 349

14 Closer to Home : 419-368-4413
Jeromesville, Ohio, USA
Atari-8 : OK : 96-08-07
--
ProNode 439; 300-14.4K USR
256K Bucholtz XL
CTH shareware support site.
Tom Hunt

15 Computer World : 716-247-8355
?
Atari-8 : OK : 96-03-10
--
Bob Puff.

16 CSS : 716-247-7157
?
? : ? : 96-03-10
--
<no notes>

17 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 96-08-05
--
Ronald Hall

Monthly cash/prizes!!
Gemini CD-ROM online.

18 Enterprise : 607-648-8027
?
? : ? : 96-03-10
--
ProNode 393

19 Hard Core : 203-871-1842
?
? : ? : 96-03-10
--
ProNode 317

20 Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
--
ProNode 366

21 Inside 8bit 1 : 706-798-2474
?
? : OK : 96-08-03
--
ProNode 47

22 Inside 8bit West : 510-895-8022
?
? : OK : 96-08-03
--
<no notes>

23 JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : 96-11-16
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

24 JAIL : 416-762-9316
?
? : ? : 96-03-10
--
ProNode 335

25 Last Hope : 604-460-1195 *
Maple Ridge, BC, Canada
Atari-8 : OK : 96-11-24
--

Express node 244
International Message Relay

26 Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10
--
ProNode 415

27 MOOSE : 716-381-5139
?
? : ? : 96-03-10
--
<no notes>

28 New Nest : 516-783-4634
Wantagh, New York, USA
Atari-8 : OK : 96-11-22
--
130XE/MIO/14.4K ProNode 28
Long Island Atari User Group
and Old Hackers Atari User
Group
Patrick Mulvey: pmulvey@li.net

29 Northern Limits : 905-937-2786
?
? : ? : 96-03-10
--
ProNode 338

30 Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
--
ProNode 430

31 Part Time : 216-582-1196
Cleveland, Ohio, USA
Atari-8 : OK : 96-08-05
--
ProNode 7 version 2.1a

32 The Pot Hole : 250-642-6795 *
Sooke, British Columbia, Canada
Atari-8 : OK : 96-11-24
--
ProNode 365. 300-14.4/24hr. Off-line
at 2300, 0000, and 0400 (PT) for 25
minute periods for networking with
North America and Europe. Excellent
selection of 8-bit utilities.

International Message Relay
Sysop: Boomer (Bob Nex)

33 Precinct : 504-766-3315
?
? : ? : 96-03-10
--
ProNode 207

34 Programmer's : 416-466-6749
?
? : ? : 96-03-10
--
<no notes>

35 Repair Shop : 801-967-8738 *
Salt Lake City, Utah, USA
? : OK : 96-11-24
--
ProNode 53
300-19.2 baud Hayes Ultra
International Message Relay
BBS Express Pro support BBS
Sysop Bob Klass

36 Rest Stop : 916-568-1712
?
? : ? : 96-03-10
--
ProNode 412

37 Revelstone : 717-263-9689
?
? : ? : 96-03-10
--
ProNode 227

38 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

39 Slidell Express : 504-649-7921
?
? : ? : 96-03-10
--
ProNode 181

40 SNACC : 702-438-2208
?
? : ? : 96-03-10
--

ProNode 121

41 SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

42 Star NET : 407-281-6132
Orlando, Florida, USA
Atari-8 : OK : 96-11-16
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

43 Star Wars : 210-737-3019
?
? : ? : 96-03-10
--
ProNode 118

44 System Reset! : <none>
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
--
USF net, IAN net, ProNode 59
Probably back up in a year...

45 Underdog : 508-820-3089
?
? : ? : 96-03-10
--
ProNode 102

46 Wall : 904-730-8659
?
? : ? : 96-03-10
--
ProNode 287

47 Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
--
Wayne Arenz

48 Westex : 610-776-7495
?
? : ? : 96-03-10
--
ProNode 169

4365. Re: no more coders???? 50/60hz problem

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32A7638E.47D6@zeus.fh-pforzheim.de>
Source record: 78261

hi there...

in my demos i dont use the "normal" method and i am not
putting as many routines into a vbi as it is possible in 50hz...

theoretical my style works on ntsc without hanging the computer off
or "rolling" the effects around your monitors... ;-)

the main-loop looks like this

```
loop jsr wait ; check if vbi is ended
jsr effects
jmp loop

wait lda #1
sta 540
wait0 lda 540
bne wait0
rts

vbi jsr music-player
jmp vbiexit
```

i do not use my effects-routine in the vbi anymore, except music and
scrolling-routines, because if my routines need more time then i have
in a vbi then the computer doesnt crashes...and theoretical on non-pals
the routine begin to slow down...but not to crash...

scrolling and music-players should really be put into the vbi-routine
because your ears notice every little delay of the music-player...
and scrolling will not flicker if the effect routines need more time...

btw. is it right that the music will be playing faster then on pals???
because 60 vbis per second are more then 50...or?

bye HeAvEn/TQA

4366. Re: Too much 'for sale' stuff here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: magnus@x-net.net
Message-ID: <32a6c1fc.99512282@206.74.59.105>
Source record: 78262

atari.8bit.forsale would be a useful newsgroup. But I don't consider
the "FS: Atari 8 bit stuff" posts to be in any way near off topic. I
think it's great that we have place where we can find "hard to find"
hw & sw.

On Thu, 05 Dec 96 08:38:15 GMT, dritter@lightspeed.bc.ca (Dan Ritter)
wrote:

>I find it hard to believe how much 'for sale ads' are in this newsgroup now!
>I thought this news group was supposed to be for talking about using the atari
>8-bit. I suggest someone start a new newsgroup called
>'comp.sys.atari.8bit.forsale' because it seems now that around half the
>messages here are of that nature.
>
>Yeah. I think that would make sense.
>
>That my two bits worth. ttul 8-]

4367. Re: Make money!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: msiy@unixg.ubc.ca
Message-ID: <32a6fa1c.26583103@news.ucs.ubc.ca>
Source record: 78263
Cross-posted to: comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.programmer,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.dec,comp.sys.handhelds,comp.sys.hp48,comp.sys.intel,comp.sys.ibm.as400.misc,comp.sys.ibm.ps2.hardware,comp.sys.ibm.pc.demos,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.ibm.pc.games.marketplace

MAN ... I really hate this stuff !!

Mark

On Fri, 29 Nov 1996 11:02:24 -0800, Jean Robinson
<rnbwridr@sierra.net> wrote:

[-->I don't know. I have always heard that it is best to ignore
stupidity.
[-->Just my 2 cents.
[-->
[-->Jean
[-->
[-->Levien van Zon wrote:
[-->>
[-->> >THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO
SHARE THE
[-->> >WEALTH OF THE WORLD
[-->>
[-->> Has this person ever heard of _working_?
[-->>
[-->> >WITHOUT COSTING US ANYTHING BUT OUR TIME
[-->>
[-->> Time is mony. Especially when you're on a 2400 baud link.
[-->>
[-->> >$5 AND FIVE POSTAGE STAMPS!
[-->>
[-->> God, I hate people who leave their Caps-Lock turned on...
[-->>
[-->> Sorry, but one just can't resist replying to such a message :)
[-->>
[-->> -=Levjenno
[-->>
[-->> ------
[-->> Levien van Zon (lvzon@bio.vu.nl)
[-->> MALEB Homepage: http://huizen.dds.nl/~levjenno/
[-->> (Atari/Amiga/Linux/Therapy?/Red Dwarf/etc.)
[-->> ------
[-->>
[-->> "Wrong, wrong. Absolutely brimming over with wrongability."
[-->> --Rimmer

4368. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0512961100370001@port52.bitstream.net>
Source record: 78264

In article <32A5F1F4.71DD@anest4.anest.ufl.edu>,
michael@anest4.anest.ufl.edu wrote:

> Jim Treber wrote:
> >
> > Am I the only one here getting tired of the smart-alec replies to posts
> > that their prices are too high. What is the matter with these people?
[snipped]
>
> So does this mean you'll give me $500 for my 1200XL? It's got 256K and
> it originally sold for $800!
>
> I think we all agree that for-sale posts asking ridiculous prices are a
> complete waste of bandwidth and an insult to one's intelligence.

It may be that many people asking "ridiculous prices" have no idea what
the market value of their hardware and software is. You would have to read
FS posts here for quite a while to get a good idea what various items are
going for--and they only tell what people are asking, not what people
actually pay. It might be worthwhile to have an "index" of used equipment
prices posted here periodically, based on actual sale prices, of course.
I'm not quite sure how this could be done, though. Anyone interested?

Mark
marksim@bitstream.net

4369. Re: GOE

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32a7006c.4620126@news.networx.net.au>
Source record: 78265

"Konrad M.Kokoszkiewicz" <draco@mi.com.pl> wrote:

>I've recently downloaded a thing called GOE. It is supposed to be
>a demo version of a graphical operating system for 8-bit Atari.
>Unfortunately, the main file GOE.COM has a CRC error.
>
>Does anybody know, where I can get the working version?
>
>Many thanks
>
>Draco

I had a look at the DEMO version a couple of years ago. If the full working version was ever released, I'd certainly love to have a look at it, cause the DEMO just didn't seem to work quite the way it was intended. Anyway, I do have a copy somewherez around of the DEMO if you'd like me to send it to you.

Steve
"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4370. Re: HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32a80226.5061888@news.networx.net.au>
Source record: 78266

Brian Burns <b_burns@ix.netcom.com> wrote:

>I just purchased a 2nd hand Atari 800 computer and 1050 floppy
>drive. I connected everything as soon as I received it. The
>Atari works fine, but when I turned on the 1050, the power
>light came on, but I could not boot from a diskette. I know
>the cable is OK, because I am able to boot from my Rana Systems
>floppy drive. I have tried every drive select, and still
>nothing. When I try to boot up, the drive does not spin and
>the busy light does not light up. When I received the drive,
>there were no screws to the cover. Should I assume the PCB is
>dead and try to order another, or is there a way to
>troubleshoot it? Can anyone help? Thanks
>
>Brian Burns

I have had similar problems with at least 3 or 4 1050 drives in the
last 10 years. I've found the only real way to determine if the drive
is really dead, is to get another working 1050, and substitute the
main CHIPS (if your lucky to have them socketed). Change them one by
one until all have been replaced. If the drive still wont work then a
whole new motherboard would probably be the best answer.
To start with, try removing and replacing the chips before swapping
them with others- Sometimes the pins just lose contact and need a
little nudge :)

Hope to have helped just a little bit..
Steve
"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4371. Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: tom <tskahan@cmisinc.com>
Message-ID: <01bbe259$00529740$4ec002cf@ali>
Source record: 78267

Does anyone know where I might be able to find the classic series of 12 text adventure games by Scott Adams. They were originally written for the Atari 400/800. The games were in a series. I can remember a few names of them: Adventure, Pirate Adventure, Ghost Town, Mystery Funhouse, Stange Odyssey. They were also remarketed by Radio Shack under slightly different names. Any help would be appreciated?

Thanks

Tracy Lewin

4372. Re: Hard-Interlacing Picture

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-05 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <587938$4na@nnrp1.news.primenet.com>
Source record: 78268

In article <57i8dvpsl1@mhafn.production.compuserve.com>,
Jeff Potter <74030.2020@CompuServe.COM> wrote:
>for Heaven of Taquart:
>From descriptions I have found about "HIP", I have managed to modify a version
>of my JVIEW program to allow it to decode GIF pictures to HIP format. It's
>almost working. Can you please send me information about the .HIP format, so
>I can save the output correctly.
>
>Nice algorithm!

Huh... What is the .HIP format, and does this mean there will be a new
version of JView that supports this?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t|"""|o m > ,-._|\
~ ~|OuO|~ ~ ~ / \
\-/ Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0/'-'\ v

4373. Re: Looking for particular games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <587r3a$bo8@ns.mcs.kent.edu>
Source record: 78186

Deana Barrett (pwein@umich.edu) wrote:
: Hi Craig,
: I really appreciate your "mirror" site. I am having a lot of trouble
: using my Netscape browser to download your gzip files. Can you tell me
: how to set-up the browser so it will capture the .gz file to disk and not
: just display it on screen?
:
: Thanks from a long-term Atarian !!

Try right mouse clicking on the link. Select download link, or
is it "save link (as)". That should start a download of the file.
You can also go into the options/prefferences section and setup netscape
to perform the same action that it does on .zip/.exe files -- although
it might be a bit rough to do so.

4374. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <587ts5$456@alexander.INS.CWRU.Edu>
Source record: 78187

(Blackat says Bob Klass should learn to spell.)
Personally, I'd a lot rather spell like Bob Klass than have
poor manners like Blackat. Mr. K. has been around a long
time and I'm sure he's aware his spelling isn't perfect.
The 'please' and =) don't reduce the offensivness of telling
someone who knows more about the A8 in his sleep than
Blackat will know in an eternity. Blackat is the guy with
the web site hardly anyone can view, because it is, or was
strictly 'Web Browser' stuff. Some people can't spell well
Mr. kat, and they are probably well aware of it. Some
people make comments about it and don't know how rude
they are being.
##

4375. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32A7E2C6.755E@mail.utexas.edu>
Source record: 78188

regardless of the bickering, bob has taken time to answer my
questions regarding the 8bit on more than one occassion.

most recently my troubles with a neglected 1200xl i came up with.

bob, thanks for valuable advice and sincere consideration, you
deserve the same.

robert

4376. pokey chip poly counter operation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: ce596@torfree.net
Message-ID: <E1z3sG.Lo3.0.queen@torfree.net>
Source record: 78189

I have been working on writing a simple program to play pokey chip
sounds on the pc. While detailed technical information is available
in the 400/800 hardware manual including a schematic diagram of the
operation of the pokey chip it lacks a description of the
precise operation of the polynomial counters which generate the
pseudorandom bit patterns used to make the distortion.
I have experimented and i believe i have the exact formula which is
used. let x=0 then
x=((x<<a)+(x>>b)+c)%m
gives the next value of x, and x%2 is the bit used. if n is the #
of bits in the poly counter, then a+b=n and m=2^n. the sequence
of bits generated has a period of 2^n-1. acutally what this is
is just a circular shift, plus an addition.
I empirically determined the values of a,b, and c which generate
bit patterns matching those used by the pokey.
4 bits a=3 b=1 c=4
5 bits a=3 b=2 c=8
9 bits a=2 b=7 c=128
17bits a=7 b=10 c=98304
i suspect a similar formula is used for the atari vcs chips , perhaps
for other sound generation hardware

4377. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E1z48y.ltI.0.bloor@torfree.net>
Source record: 78190
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.tandy,comp.sys.cbm

I have the following items for sale:

Hardware

Apple /// monitor, green monochrome composite video w/ stand. $15
Audiotronics monitor, amber monochrome composite $15
Commodore 64 computer, no power supply, NOT TESTED $12
Commodore Plus 4 computer, NON-WORKING, FOR PARTS ONLY $5
Okidata Microline 182 printer. $25
Star Gemini 10 printer, works but cover is cracked $10

Software
Timeworks Data Manager w/docs and box for Atari XL/XE or C64 computer,
Commodore program is on one side of the disk, Atari is on the other. $10
Pascal w/original binder/docs for TRS-80 Model III $10
Assembler-Editor w/original binder/docs for TRS-80 Model III $10
Budget Management cassette software w/original binder/docs for TRS-80
Model I or Model III. Also includes disk version for Model III. $6
Statistical Analysis cassette software w/original binder/docs $6
3 boxes of 8" disks, various formats. $10 for all

I also have many cassette cables for TRS-80 model III $4.00 shipped

Prices do not include shipping. All shipping is parcel post unless you
specify otherwise. All items are tested and in working order unless
otherwise stated. I will accept payment by cash, money order or check,
but shipping will be delayed ten days with personal checks. I'm in the
Dayton area. Please reply to one of the email addresses below.
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

4378. Re: HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <588bf7$1pg@kensie.dorsai.org>
Source record: 78191

stev@networx.net.au (Steve) wrote:

>I have had similar problems with at least 3 or 4 1050 drives in the
>last 10 years. I've found the only real way to determine if the drive
>is really dead, is to get another working 1050, and substitute the
>main CHIPS (if your lucky to have them socketed). Change them one by
>one until all have been replaced. If the drive still wont work then a
>whole new motherboard would probably be the best answer.

That might not always be feasible. I have 2 dead 1050s, and the drive
mechanisms as well as motherboards are different (with some of the chips
being different)....before swapping chips you should make sure the two
drives are from the same production series (same mechs and motherboards).

4379. Steven J. Tucker's whereabouts, of Atari Ape Fame

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: DON HERINGTON <herringt@durian.usc.edu.ph>
Message-ID: <01bbe32f$eb937c20$551cdca5@PPP.USC.EDU.PH>
Source record: 78192

Dear Atari Lovers,

I am looking for Steven J. Tucker of Atari Ape fame. I seem to have lost him. He was at classics@seka.nacs.net and/or classics@nacs.net. If anyone can help me find him please do so. I will send you pineapples from the Philippines.

Best regards,

Don
--
Don Herrington
Perla del Mar de Oriente
Box 1247 Cebu Main Post Office
6000 Cebu City, Philippines

4380. Question: Three Stooges Game

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: rchavez@ucla.edu
Message-ID: <5882c7$4gu@sun1.sure.net>
Source record: 78193

Hi,
Can anyone tell me if the 1987 Cinemaware game "The Three Stooges" ever made it to and Atari Format? If so, does anyone know where I can buy it from.
Thanks!

4381. Re: Atari 1050 Disk Drives..Stock!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: elane17425@aol.com
Message-ID: <19961206121001.HAA19277@ladder01.news.aol.com>
Source record: 78194

Do you have a keyboard ,monitor, and printer?

4382. Re: FS: Old atari 800 computer

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: elane17425@aol.com
Message-ID: <19961206121400.HAA19306@ladder01.news.aol.com>
Source record: 78195

Can i use my 1050 boxes with the system you have? If so, I am a hot prospect. I need to get information off of my 5 1/4 floppies written on Atari 2.0.

4383. Re: FS: Old atari 800 computer

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: elane17425@aol.com
Message-ID: <19961206121700.HAA19327@ladder01.news.aol.com>
Source record: 78196

I need to buy the rest of the system that goes with my Atari 1050 boxes so that I can print the information from my 5 1/4 floppies written on Atari 2.0. HELP! I will pay good money.

4384. Re: Atari 800 computer (treasure or trash????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: elane17425@aol.com
Message-ID: <19961206121900.HAA19344@ladder01.news.aol.com>
Source record: 78197

Does this system use the Atari 2.0 with the 1050 box? If so, I will buy it. E-mail me soon!

4385. Re: Too much 'for sale' stuff here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: jcolb90@aol.com
Message-ID: <19961206123401.HAA19591@ladder01.news.aol.com>
Source record: 78198

>How about something like a high-speed modem interface (and the software
to
>drive it) using something like the MAX series of chips?

Arent the MAX chips the ones made with olestra that cause gas and
diarreah?

Jeff

4386. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: et94drw@exeter.ac.uk
Message-ID: <E1zv3q.JKx@exeter.ac.uk>
Source record: 78199

kendrick@zippy.sonoma.edu writes:
> Well, I would imagine it was one of the later ST's....

> I'm sure the ST had some ~1000x~1000 or so graphics, with up to 16.7m colors?

NO WAY!!! The last ST model only had a palette of 4096 colors
from which it could only use 16. The resolution for this
palette was 320 x 200- called Low Resolution. Medium Resolution
had a slightly better display- 640 x 200, but could only use 4
colors from the palette. High resolution is really the ST's
equivalent of Mono VGA. It could display 640 x 400 but only
using 2 colors (black and white).

Try looking at the Falcon or TT.

Cheers,

Dave.
--

"Who can I seriously offend today?"

Dave Woodley- et94drw@exeter.ac.uk

4387. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbe396$62d44a60$30f7aecc@127.0.0.1>
Source record: 78200

> (Blackat says Bob Klass should learn to spell.)
> Personally, I'd a lot rather spell like Bob Klass than have
> poor manners like Blackat. Mr. K. has been around a long
> time and I'm sure he's aware his spelling isn't perfect.
> The 'please' and =) don't reduce the offensivness of telling
> someone who knows more about the A8 in his sleep than
> Blackat will know in an eternity. Blackat is the guy with
> the web site hardly anyone can view, because it is, or was
> strictly 'Web Browser' stuff. Some people can't spell well
> Mr. kat, and they are probably well aware of it. Some
> people make comments about it and don't know how rude
> they are being.

I sincerly apologise to Mr Bob Klass... I was out of line and
was being very rude. Since I do not know Mr Klass personaly I
really can not say anything about him, except that he seems to
be a very well renouned person and knows alot more about the Atari
8bit than I ever will...

Mr Klass: Please accept my apology, it was not intended as a slight
upon your person or as a flame, the comment was made under the
infulence of two Neo-Citrans and a bad cold so I was not in my best
frame of mind. Nonetheless though I hope there is no hard feelings and
I offer my sincere apologies..

William Fisher
blackat@direct.ca

4388. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbe396$ef2ca2a0$30f7aecc@127.0.0.1>
Source record: 78201

> That is the Atari XE Game System. They are more plentiful than, say, a
> 1200XL, but not as plentiful as a 2600. Without the keyboard, it is just
> a game system, compatible with all the 8-bit cartridges, plus some that
> were made for it. When you plug in the keyboard, it becomes an 8-bit
> compatible computer. It has BASIC built in, plus you can hook up all the
> standard peripherals via the SIO port.

I thought the XE Game System had Missile Command built in instead of the BASIC? Or did they replace the Self Test mode instead? I forget which one it was, but I do remember my old XE game system had an Atari BASIC cartridge... ??

Will Fisher

4389. Re: HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32aa549d.6723259@news.networx.net.au>
Source record: 78202

Sapphire@innonyc.com (Janice in NYC) wrote:

>stev@networx.net.au (Steve) wrote:
>
>>I have had similar problems with at least 3 or 4 1050 drives in the
>>last 10 years. I've found the only real way to determine if the drive
>>is really dead, is to get another working 1050, and substitute the
>>main CHIPS (if your lucky to have them socketed). Change them one by
>>one until all have been replaced. If the drive still wont work then a
>>whole new motherboard would probably be the best answer.
>
>That might not always be feasible. I have 2 dead 1050s, and the drive
>mechanisms as well as motherboards are different (with some of the chips
>being different)....before swapping chips you should make sure the two
>drives are from the same production series (same mechs and motherboards).
>
>
Yeh, you've got a point there. I remember now trying to fit the top
assembly into another drive only to find the connector for the
stepping motor was wired up differently. I had to totally rewire the
connector in the end. They still have the same basic chips in each
drive, of course you can't interchange the US doubler with a standard
ROM without changing the jumpers as well. Thats what I meant tho, if
the chips have the same number then it should be ok to swap them
around. It doesn't really matter anyway, cause he doesn't have another
1050 to check it with.

Regards. Steve.
"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4390. Re: HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: Brian Burns <b_burns@ix.netcom.com>
Message-ID: <32A878F1.1A7E@ix.netcom.com>
Source record: 78203

Steve wrote:
>
> around. It doesn't really matter anyway, cause he doesn't have another
> 1050 to check it with.
>
> Regards. Steve.
> "ATARI.......==>> Where you should have gone yesterday! <<=="
> ----------
> http://www.geocities.com/SiliconValley/Heights/9364/

Thanks for your help. What would be easier, buy a new mainboard
from B&C or buy a used drive? I have many years of experience
working with hardware, just not with Atari hardware. Board swapping
is not something new to me.

Brian Burns

4391. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: natwest@com.co.uk
Message-ID: <32a965b0.1612618@news.demon.co.uk>
Source record: 78204

On 6 Dec 1996 01:45:41 GMT, cb541@cleveland.Freenet.Edu (James R.
Gilbert) wrote:
>
>(Blackat says Bob Klass should learn to spell.)
>Personally, I'd a lot rather spell like Bob Klass than have
>poor manners like Blackat. Mr. K. has been around a long
>time and I'm sure he's aware his spelling isn't perfect.

Sort it out people.....This group is about support....

Regardless of whether BK rather rude re the spelling issue or James
just does not like BK`s web site will not help the group...

Both you guys are dedicated people like Bob Klaas..Keep it so...

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64

4392. Re: Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32A89E9B.7E6C@pacbell.net>
Source record: 78205

justin@imperium.net wrote:
>
> I just got a new Atari assembler/editor cartridge (not installed in a
> case). It boots up fine, and gives me the "EDIT" prompt. I have no
> documentation for this cart, and I have never programmed in assembly
> before. After I enter the program, how do I compile it and run it?
>
> Stephen Anderson
> justin@imperium.netboy, do you need a reference.... There were a couple of good books on
the
ED/ASM - best is Mark Chasin's ASM programming. Second best is Atari
Roots..... both great books. An ED/ASM manual would also be a good idea!
I saw it as a file somewhere..... maybe I can find it again.
Bob Woolley

the command is "ASM" without the quotes. This will assemble into memory,
so be careful. If you want to assemble onto disk or want a listing, I
think it is ASM,#D1:asmfile.obj,#P:
but, I could have that backwards..... <G>

Bob Woolley

4393. Re: Nir Dary PAL/NTSC mod

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32A8A067.409F@pacbell.net>
Source record: 78206

James R. Gilbert wrote:
>
> Nobody said where to find the Nir Dary mod, so I searched my
> FAQs. Not in upgrade faq, nor the newbie or regular FAQ.
> But IS in the vendor list where to contact him.the NIRPAL upgrade is available from the pages of Atari Classics
magazine! as are a number of other esoteric 8-bit goodies. I would be
willing to upload them if the group can point me in the right direction.

Bob

4394. FS- MIO 256K

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: lou_trap@li.net
Message-ID: <lou_trap-0612961732210001@linuser24.li.net>
Source record: 78207

FOR SALE:

MIO for the Atari 8-bit

256K RAM

Make an offer.

VISA & Mastercard accepted.

If interested, e-mail me at lou_trap@li.net

--

-= Louis =- | lou_trap@li.net | Trapped Online 1-516-764-5748
Art Trap Productions | arttrap@aol.net | 24 hours - 14.4K - No Fee
==========
Visit my web site at: http://members.aol.com/loutrap/

4395. Re: Atari 8-Bit Software..New?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: "Dr. MacDonell" <macsown@endsmoking.com>
Message-ID: <32A8C59B.69D3@endsmoking.com>
Source record: 78208

I don't understand: if Atari has such a loyal following, why did the jaguar die? why didn't anybody buy it? It was a great system, and could have been the best...

4396. Re: ** FS: Atari XEGS w/Light Gun, Keyboard and Joystick **

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-06 00:00:00 UTC
From: aquarius@aracnet.com
Message-ID: <aquarius-0612962213030001@news.aracnet.com>
Source record: 78209
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.classic

Doesn't anyone who has responded to my post have anything better to do
than pick at it?

Geeeeezzz..

Now that I know it is overpriced, maybe I can get on with my life- like
some others should..

Chris..

In article <32A2FFC9.33C5@mail.utexas.edu>, Robert Erickson
<dperw@mail.utexas.edu> wrote:

> Mark Rathwell wrote:
> >
> > : Hmmm, Value Village? $20? Would you have a phone number for them? I
> > : will order at that price!
> >
> > The setup is gone but these things come in from time to time.
> > E_Mail me in a couple of weeks when I'm done finals and I'll check for
> > you again.
> >
> > --
> >

> > Mark Rathwell
> > E_Mail: mrathwel@uoguelph.ca
> > Web Page: http://www.uoguelph.ca/~mrathwel
> ++++++++++++++++++++++++++++++++
>
> ben smith at bravo sierra computers has
> one with the same 'extras' for $50.00, if anybody wants one right now.
>
> he's at:
>
> www.teleport.com/~bensmith/bscomputers.shtml
>
> i bought stuff from him recently, very good service
> (no i don't work for him, this isn't a paid plug :))
>
> cheers
> robert

4397. Re: HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32aa63b3.6613134@news.networx.net.au>
Source record: 78119

Brian Burns <b_burns@ix.netcom.com> wrote:

>Steve wrote:
>>
>> around. It doesn't really matter anyway, cause he doesn't have another
>> 1050 to check it with.
>>
>> Regards. Steve.
>> "ATARI.......==>> Where you should have gone yesterday! <<=="
>> --
>> http://www.geocities.com/SiliconValley/Heights/9364/
>
>Thanks for your help. What would be easier, buy a new mainboard
>from B&C or buy a used drive? I have many years of experience
>working with hardware, just not with Atari hardware. Board swapping
>is not something new to me.
>
>Brian Burns

If you were to grab another 1050 d/drive, it'd certainly make it
easier to track down the trouble in the non-working one.
As for pricing, I don't know how much difference there
would be between just the PCB board, and a full D/Drive.
Probably not much :) except for the shipping costs.
Steve.

"ATARI.......==>> Where you should have gone yesterday! <<=="
----
http://www.geocities.com/SiliconValley/Heights/9364/

4398. Re: Question: Three Stooges Game

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: Brian <bsturk@nh.ultranet.com>
Message-ID: <32A98CBC.159B@nh.ultranet.com>
Source record: 78120

Thomas Meyer wrote:
>
> > Can anyone tell me if the 1987 Cinemaware game "The Three Stooges" ever
> > made it to and Atari Format? If so, does anyone know where I can buy it
> > from.
>
> Wasn't this an Amiga-only release? It was quite huge - 3 disks, if I
> remember correctly.
>
> Bye,
> Thomas
> --
> Thomas Meyer Student of Computer Science
> Bremen E-Mail: i03a@zfn.uni-bremen.de
> Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/
It was made also for the C64, I don't believe it was made for any Atari
platform including the ST...(Don't quote me on that) :]

4399. Atari 800 & 1040ST stuff FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: Kevin Burkhardt <kb-1@ix.netcom.com>
Message-ID: <01bbe456$ee3b3a80$67c5b8cd@p5-133>
Source record: 78121

FOR SALE: ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
ATARI 800 - SYSTEM AND SOFTWARE !!! (Listed Below)

****
ATARI 1040 ST - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs)
Will sell components separately.

HARDWARE: Original boxes and documentation.

ATARI 1040 ST and ATARI SC-1224 COLOR MONITOR
ATARI SH-204 HARD DRIVE
ATARI SX-212 MODEM - 2400 Baud
SUPER CHARGER - TALON TECHNOLOGY (converts Atari to IBM format)
SF354 3-1/2" EXTERNAL FLOPPY DISK DRIVE
MASTER-5S 5-1/4" EXTERNAL FLOPPY DISK DRIVE
WIRELESS REMOTE CONTROL JOYSTICKS - (2 on 1 base)
(1) QUICKSHOT JOYSTICK (2) ATARI JOYSTICKS
* All hardware purchased in 1990. (except for 2 original style
joysticks)
* Original cost new in 1990 was $2,000+-

ATARI ST SOFTWARE: All original disks.
(All software believed to be in working order, but not guaranteed)

BOOT DISK ST LANGUAGE DISK
LANGUAGE DISK 1st - WORD
PROCOPY COPY II ST - Disk backup utility
PC/InterComm
SUPERCHARGER (images) ST Informer disks - 1291,192,392,492,592
REGIONAL COOKING COLLECTION AMERICAN COOKS CHINESE
ADDITIONAL PROGRAMS LOADED ON HARD DRIVE, HOWEVER NOT CATALOGED.

GAMES: (All in original boxes with instructions & 1 disk,
unless otherwise noted)

ARKNOID (instructions, no box)
DUNGEON MASTER (instructions, no box) -
(also comes with print outs of
maps and story)
MISSILE COMMAND (instructions, no box)
OBLITERATOR (instructions, no box)
(2 disks)
SUPER CYCLE (instructions, no box)

TIME AND MAGIK (instructions, no box)
The WRATH OF NIKADEMUS (instructions, no box) (2 disks)
WARLOCK (instructions, no box)
PRINCES IN AMBER (box, no instructions)
TIME BANDIT (box, no instructions)
XEVIOUS (no box, no instructions)
TEMPLE OF APSHAI TRILOGY (no box, no instructions)
ADVANCED DUNGEON & DRAGONS - HEROES OF THE LANCE
(no box, no instructions)
(3 disks)
ADVANCED DUNGEONS & DRAGONS - HILLSFAR (2 disks)
BARBARIAN S.D.I | The BLACK CALDRON (2 disks)
BLOOD MONEY | CHRONO QUEST (4 disks)
CRYSTAL CASTLES | DEATH BRINGER (3 disks)
DRAGON LORD | FOUNDATIONS WASTE (2 disks)
GATEWAY (2 disks) | GAUNTLET (2 disks)
GHOSTBUSTERS 2 | The GUILD OF THIEVES
IRON LORD (3 disks) | JINXTER
KNIGHT ORC (2 disks) | The KRISTAL
OOZE (2 disks) | OUT RUN
QUESTRON II (2 disks) | NINE RINGS OF ZILFIN (3 disks)
ROAD RAIDER (2 disks) | ROBO COP
ROGUE | SPACE HARRIER (2 disks)
WANDERER ROAD | WILLOW (2 disks)

****
ATARI 800 - SYSTEM AND SOFTWARE !!!
****

***** Best Offer ****** For Everything *****
(plus shipping costs, if necessary)

HARDWARE:
ATARI 800 COMPUTER SYSTEM
ATARI 1050 5.25" DUAL DENSITY FLOPPY DRIVE WITH HAPPY BOARD
MPP-1000C MODEM

SOFTWARE: MEDIA: 5.25" FLOPPY
ATARI MASTER DISKETTE 3
HAPPY COMPUTERS WARP SPEED SOFTWARE
M.U.L.E.
ALTERNATE REALITY
SUPER BUNNY
ASYLUM
FREETRADER
NEW YORK TIMES CROSSWORD
DR. C. WACKO'S MIRACLE GUIDE TO DESIGNING & PROGRAMMING
YOUR OWN ATARI COMPUTER ARCADE GAMES
ENCOUNTER
ULYSSES AND THE GOLDEN FLEECE
60 5.25" FLOPPY DISKS WITH ASSORTED BACKUP COPIES OF VARIOUS SOFTWARE.

ZAXXON TAPE PLAYER CASSETTE TAPE

SOFTWARE: MEDIA:CARTRIDGE
BASIC
ALANTIS
RIVER RAID
MISSILE COMMAND

If interested:
Contact - Kevin at kb-1@ix.netcom.com

4400. Re: Atari 8-Bit Software..New?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <58c917$ccu@dfw-ixnews3.ix.netcom.com>
Source record: 78122

In article <32A8C59B.69D3@endsmoking.com>, macsown@endsmoking.com wrote:
>I don't understand: if Atari has such a loyal following, why did the
>jaguar die? why didn't anybody buy it? It was a great system, and could
>have been the best...

What news group is this again? How many people visit this group and the
rec.video.games.atari group? Now multiply that by a few tens of thousands...
thats how many people don't know about the Jag or Atari anymore.

Why should I buy a Jag when my friends are playing Mario 64? I want to be
like them. (I own 2 Jags, 5 Jag CD rom players and just about every title
for it.... I don't own a N64.)

Karl

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

4401. I have 1050 Duplicator Docs and Disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <58c9hg$ccu@dfw-ixnews3.ix.netcom.com>
Source record: 78123

Not sure if anybody uses this device anymore (I do, its one of my favorite drives.) But if someone needs a copy of the disks and docs I might be persuaded to copy them for you. I think the last version I have was 5.0.

If anybody has any newer software or ROMS or docs please let me know.

Karl

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

4402. Re: Best Catalog?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <58c9m8$ccu@dfw-ixnews3.ix.netcom.com>
Source record: 78124

In article <32A836E4@2sops.fafb.af.mil>, "Bruner, Glenn S., SSgt" <BRUNERGS@fafb.af.mil> wrote:
>
>A. Karl Heller wrote:
>
>> Has Best Electronics released their new catalog yet?
>
>Last word from Brad is no. He is still adding and making changes to it.
> That was back in October 96.
>
This is Rev 10 we are talking about right?

I wish they had a web site for all their stuff... tha would be nice.

Karl

>

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

4403. FS Atari 800/1050

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <58busm$rv7@macaw.cyberport.com>
Source record: 78125

```
Atari 800 48k with, BASIC cart, power supply
5 game cartridges, 1 Atari style joystick
(Pac Man, Star Raiders, Donkey Kong, Defender, Joust)
1050 Disk Drive. cable, manual/dos, power supply ALL $49
email if interested, shipping not inc. in price
```

4404. Re: Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonE222Mp.LHM@netcom.com>
Source record: 78126

justin@imperium.net wrote:
: I just got a new Atari assembler/editor cartridge (not installed in a
: case). It boots up fine, and gives me the "EDIT" prompt. I have no
: documentation for this cart, and I have never programmed in assembly
: before. After I enter the program, how do I compile it and run it?

gad. ASM/E?

get a copy of MAC65, or the atari macro assembler (AMAC?)

wayBackWhen i wrote a game using ASM/E (on an A/400, no less) and it
hurt a lot. definitely use something else... :-)

--
Landon Dyer (landon@netcom.com)

(ex newton kernel and storage guy)

4405. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <58cg2u$bal@nnrp1.news.primenet.com>
Source record: 78127

In article <E21403.4MM@nonexistent.com>, Yogi <scharles@blast.net> wrote:
>
>
>I say "ARRGGGGGGHHHHHHH!"
>
>If so many people know so much about the 8 bit, how come the 8 bit
>emulators all are not 100%? (They're good, they're real good. BUT -
>none of them have sound). I would really really like to see the pokey
>emulated on a pc so that other things that use a pokey can be emulated
>(mostly atari arcade games).
>
>Anyone have any info on how the pokey actually produces sound???

As far as I know, the POKEY uses a lot of division, by numbers and by "n".

Neil Bradley is working on an arcade emulator, which so far emulates mostly Atari vector games. Well, all of them are Atari vector games, really, but he won't admit to that. Anyway, many of these use the POKEY chip for their sound as well, and Neil is implementing sound in his next release. With luck, it won't consume too much CPU time and he can share his findings with everyone else.

Also, Ron Fries has written sound routines for John Dullea's "PC Atari", a 90% perfect Atari 2600 emulator. The Atari 2600's sound chip quite possibly has more different distortions than the Pokey, even, though I'm not sure. Yet the emulator runs quite tolerably on even a 486.

I'd sort of like some help finding information on what pitches produce which (diatonic) notes at which distortions, on either the TIA or the Pokey.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t|"""|o m > ,-._|\
~ ~|OuO|~ ~ ~ / \
\-/ Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0/'-'\ v

4406. NWPAC Web Page

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <58cgio$sre@news.asu.edu>
Source record: 78128

The NWPAC Web Page (now known as the P.A.C. Web Page) can now be found at http://www.inficad.com/~bosco. Our previous "provider" is either unwilling or lazy about putting up a forwarding page on the old page.

It is (ahem) under construction but will be worked on in the weeks to come.

Enjoy!
--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

4407. Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961207144819.29016C-100000@moose.erie.net>
Source record: 78129

I have a previously reliable Indus GT drive that now boots up with
an H3 error code. The drive doesn't spin up and the head never moves.
The busy light blinks and then the H3 error code is displayed. I'd
appreciate it if someone who has a list could tell me what this code
means, AND how to fix it! :)

4408. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <58cp7i$41r@alexander.INS.CWRU.Edu>
Source record: 78130

One thing I didn't mention about Yogi's site, which Mr. Klass addressed.
YOGI HAS MADE IT CLEAR HE WILL DELETE ANY SOFTWARE SOMEONE OWNS THE RIGHTS TO, IF THEY WISH.
That may not satisfy Mr. K, but it may be that if it is known that someone, anyone, is producing software and doesn't want it distributed, it will not be on Yogi's site. This includes, I think, most European titles.
This is a small, even if global community. I'm pretty sure word will get around if someone, such as Mr. K. owns rights and doesn't want his software up.

4409. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AA0BE8.DA5@tcd.net>
Source record: 78131

Thank you for the vote of confidence. This area was getting filled with forsale items. Many of them were mine, thought as I know Yogi has broad shoulders would stir up the area just a little.

As to spelling, I hope I am not that far off that one can not read the message. At times my fingers go faster than the mind, (getting old) sign of lack of caring? Besides after 40 years of typing on Airline computers and using short hand they use daily it is actually hard to not let some of it slip into typing here. Would be nice if one could go back and edit the message after it became part of the Internet or even Delete it once posted..But once the send key is pressed and one being in a hurry its just too late..

Thanks again..

bob

4410. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AA0E4A.F32@tcd.net>
Source record: 78132

Its ok! I actually can spell, but at this point in my life find that it just happens not to be that important. From the responses I have received not one person missed the intent of the message..Received a few with flames attached. Haha,

Thank you for the reply. Now this is what I have to deal with day in and day out..

Hve a psgr wth prob, lst bg, nds htl, can u hlp? Whts yr wx dng now? Nd updt fld cond rpt..

Translated...Have a passenger with a problem, Lost Bag, Needs Hotel, can you help? Whats your weather doing now? Need updated field condition report..on an on...I am supprised I don't leave more out than I do..

Thanks again...

bob

4411. Re: Copyrighted Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AA0F17.3E5B@tcd.net>
Source record: 78133

Naw, Bill was right he knew what I was doing and corrected me not a problem..I cut into the Newsgroups heading right after the Re: and backed it off thought it would fall in place where as it did not.

bob

4412. The right to comment on high prices? was: Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: magnus@x-net.net
Message-ID: <32a9b055.67354127@206.74.59.105>
Source record: 78134

On Wed, 04 Dec 1996 14:03:01 -0800, Jim Treber <jtreber@cris.com>
wrote:

>Am I the only one here getting tired of the smart-alec replies to posts
>that their prices are too high. What is the matter with these people?
>Are they worried that someone else might make a buck, so they have to
>jump in and attempt to spoil a sale maybe to someone in dire need of an
>item and willing to pay the price? This trend seems to have become a
>game here. Granted, there have been problems in the past of a high
>priced marketer failing to deliver, but I've dealt with many 8 bitters
>in the past and found them to be the most trustworthy around.
>
>
> Jim

Talk about a bunch of hot air...

Maybe your conscience doesn't bother you, but I don't like to see
anyone gouge the hell out of buyers.

The fact is I've seen more than a few people trying to pass off used,
common, 8-bit stuff for horrible prices! And when I see that type of
thing I'm going to take it upon myself to comment to the seller and
anyone who is following the thread that there are better deals to be
had elsewhere.

The guy who had the XEGS for $125 bucks.. I can understand that.. I'm
sure he maybe didn't know that you could get them here or there for
$30-$40 bucks.. but then there are these people that consistently
charge terrible prices for stuff that isn't that hard to come by. I
mean.. were not talking about rare antiques here.

If you really want to save money you find most of this stuff at you
local thrift store or flea market.

It just blows my mind that people charge $100s of bucks for some of
this stuff.

4413. Re: HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AA146D.6A60@tcd.net>
Source record: 78135

The original poster actually didn't post enough information to evaluate the problem.

When the 1050 is turned on what happens. Does the busy light come on for a few seconds and then go out?

Does the Head move forward and reseat?

Other than the computer doesn't access the drive makes it very hard to tell one what to correct without actually seeing what the drive happens to be doing.

If he is getting nothing with the drive switches set at d1: which means with the cover off and looking at the drive switches from the front to the back both black and white portions are pushed (set) all the way to the right..? If everything else functions properly the busy light comes on and goes out, the head moves forward and resets you can hear this as well as see it with the cover off..then the is a chip at the rear of the drive. LM or CA 3086 which can be bad or the CO-10750 could also be bad, which would not let the signal come in from the computer.

If the busy light doesn't come on then it could be the 6507, or the 6810 or the 2793..

Maybe this will help?

After thought..those with Happy Drives and High Speed transfer fails replace the CA 3086 U-1 at the back of the board.

bob

4414. Re: TIA, POKEY sound emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32AA306D.3368@osu.edu>
Source record: 78136

Nick S Bensema wrote:
>
> In article <E21403.4MM@nonexistent.com>, Yogi <scharles@blast.net> wrote:
> (Yogi complains that nobody emulates the Ataris perfectly)
> >
> >Anyone have any info on how the pokey actually produces sound???
>
> As far as I know, the POKEY uses a lot of division, by numbers and by "n".
>
> (Nick mentions authors working on PC emulators of Atari arcade and home console hardware)
>
> Anyway, many of these use the POKEY
> chip for their sound as well, and Neil is implementing sound in his next
> release
>
> Also, Ron Fries has written sound routines for John Dullea's "PC Atari", a
> 90% perfect Atari 2600 emulator. The Atari 2600's sound chip quite

For spot-on TIA sound emulation (very similar to POKEY, the TIA has two
voices to POKEY's four), look no further than MacStella!

MacStella is a 2600 emulator which features the TIASoundLib library
written by Ron Fries.

I've got my computer and 2600 in the same room and was hard pressed
(besides the speed difference) to tell them apart, audio-wise.

side note: Am I the only Mac user in this group? It seems like all the
discussion here is about sound boards and types of Intel processors.
Thankfully, I never have to worry about these things, just load up these
great emulators and enjoy! I get close to 100% speed out of the 2600
emulator, with just an 80MHZ PPC.

PowerPC processor, built-in CD-quality sound and loving it,

Tony R.

--
Tony Ramos : inter\active
1322 W. 7th Ave. Apt. A : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43212 : *** computer-mediated environments ***
(614)486-6253 : *** interface ** image synthesis ***

4415. Re: No more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32AA6158.31DD@pacbell.net>
Source record: 78137

phantomm@harold.eastky.com wrote:

> If you replace the NTSC ANTIC chip with a PAL ANTIC, will there be any
> problems running software that doesn't require the PAL ANTIC chip?
> Instead of replacing the NTSC ANTIC, Couldn't One just Add a PAL ANTIC and
> use a toggle switch?
> phantomm@harold.eastky.com

The PAL ANTIC is a superset of the NTSC ANTIC - by that I mean it supplies all the NTSC capability plus the PAL scans. NTSC screens will look a little different, maybe (aspect ratio, refresh rate, etc.), but at least they will work.

Not possible to use a switch to toggle ANTICs....

Bob Woolley

4416. Re: No more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <58cta8$vo0@netnews.mis.net>
Source record: 78138

On 1996-12-07 rwoolley@pacbell.net said:

>The PAL ANTIC is a superset of the NTSC ANTIC - by that I mean it
>supplies all the NTSC capability plus the PAL scans. NTSC screens
>will look a little different, maybe (aspect ratio, refresh rate,
>etc.), but at least they will work.
>Not possible to use a switch to toggle ANTICs....
>Bob Woolley

The ANTIC in my 130XE is in a socket, so it would be simple to replace it with a PAL one. Which I would like to do, if the NTSC screens are stable. And have no lines running down the screen. I have the option to use the XE on a old Amdek Color I monitor or a Mag. Pro. RGB. Both have good displays, the Mag. being some what better, with more controls and etc. Correct me if I'm wrong, but I'm thinking that NTSC screens will be worse on a TV with the PAL ANTIC then on a decent monitor. Can someone who has done the PAL ANTIC replacement give some info on how NTSC screens look on a TV and on a monitor?
Most of my PAL software is demos and games. I can't justify giving up a good display just to run some demos and games. If the NTSC display is not stable and clear enough to do wordprocessing and similar applications then One could try to install PAL and NTSC versions and switch between them as needed. It would not be as simple as replacing the NTSC chip with a PAL one unless you can piggyback it. But I do think it's possible. Trying to do something like this depends on how bad the NTSC screens are when using a PAL ANTIC.
BTW, did you know that Atari made a PAL Translator disk for PAL TVs? I have 2 versions of it.

phantomm@harold.eastky.com

4417. Re: pokey chip poly counter operation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: cathryn@junglevision.junglevision.com
Message-ID: <slrn5ah8l2.l8o.cathryn@junglevision.junglevision.com>
Source record: 78139

```
In article <E1z3sG.Lo3.0.queen@torfree.net>, Perry McFarlane wrote:
>I have experimented and i believe i have the exact formula which is
>used. let x=0 then
>x=((x<<a)+(x>>b)+c)%m
>gives the next value of x, and x%2 is the bit used. if n is the #

I'm really impressed. How long did this take you to figure out?
```

4418. Re: Sheepshead (Schafkopf) for 800XL???

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32A92FF5.7022@mail.utexas.edu>
Source record: 78210
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

sheep, wisconsin, popular.....

i'm not gonna even touch this one. :)

(former minnesotan)

robert

4419. Lookin' for Steven J. Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: DON HERINGTON <herringt@durian.usc.edu.ph>
Message-ID: <01bbe3e6$1b170fa0$5c1cdca5@PPP.USC.EDU.PH>
Source record: 78211

Looking for Steven J. Tucker of Atari APE fame. Steve was at classics@seka.nacs.net or classics@nacs.net. Please reply to me e-mail. I will send pineapples for information leading to Steve, sweet ones from the Philippines.

Best regards,

Don
--
Don Herrington
Perla del Mar de Oriente
Box 1247 Cebu Main Post Office
6000 Cebu City, Philippines

4420. ti 99/4a joystks for atari jystks

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32A92ED5.7D09@mail.utexas.edu>
Source record: 78212

anybody wanna trade atari joysticks, or paddles for a set of ti99/4a joysticks?

robert erickson

4421. FS: Plenty of CARTIDGES & some extra stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: dbarnhar@freenet.npiec.on.ca
Message-ID: <58aci7$m2l@informer1.cis.McMaster.CA>
Source record: 78213

I have the following Atari Game Cartridges for sale:

[All cartridges are $3 a piece (or 4 for $10). Will take $50 for all
of them. Shipping/handling/whatever expenses not included.]

Adventures of Tron
Air-Sea Battle
Asteroids
Breakout
Casino
Combat (2)
Cosmic Creeps
Crackpots
Defender
Defender
E.T.
Fast Food
Frogger
Golf
Journey Escape
Joust
Kangaroo
Keystone Kapers
Megamania
Missile Command
Mouse Trap
Oink!
Outlaw
Pac-Man
Phoenix
Plaque Attack
Pressure Cooker
Raiders of the Lost Ark
River Raid
Sea Quest
Sky Jinks
Solar Fox
Space Attack
Space Invaders
Star Raiders w/ Video Touch Pad
Super Breakout (2)
Swordquest: Earthworld
Swordquest: Fireworld
Yar's Revenge

...and the following Atari stuff as well:

(5) Atari carrying cases (each holds 3 cartridges) ... $5 for all 5
Atari plastic holder box for 33 cartridges ... $10
Upright holder for 12 cartridges ... $5

Reply via email, NOT IN THIS NEWSGROUP (please).

Dave Barnhardt.

4422. OMNIVIEW

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbe3f4$e565ccc0$b5469ace@marcm>
Source record: 78214

I Need docs for the OMNIVIEW OS not OMNIMON.... Does anyone know how to use this 8 bit OS?

Thanks
-Marc.

4423. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E21403.4MM@nonexistent.com>
Source record: 78215

I say "ARRGGGGGGHHHHHHH!"

If so many people know so much about the 8 bit, how come the 8 bit emulators all are not 100%? (They're good, they're real good. BUT - none of them have sound). I would really really like to see the pokey emulated on a pc so that other things that use a pokey can be emulated (mostly atari arcade games).

Anyone have any info on how the pokey actually produces sound???

Please email to emu@synthcom.net
!!!!!!!!!!

yogi

4424. Atari Eqipment and Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: btrabucc@peganet.com
Message-ID: <58amin$3pr@andromeda.peganet.net>
Source record: 78216

I have the the following up for auction at:
http://www.ebay.com/aw/item.cgi?item=crr241

Atari 130XE.
Atari 130XE w/ 320k and RamRod OS.
Atari 1200XL (Untested).
Black Box Hard Drive Controller w/ 64k Print Spooler.
Black Box Case.
20 Meg Hard Drive.
Power Supply for the Hard Drive.
Atari 1050 Disk Drive w/ US Doubler.
Atari 810 Disk Drive.
Atari 810 Disk Drive (Untested).
Magnavox Amber Monitor.
Atari 835 Modem (Untested).
Atari 410 Program Recorder.
Koala Pad (Untested).
Microflight Joystick.
Various Joysticks, controllers, Power Supplies and Cables.
Approximately 390 disks full of software, most double sided.
Book: Your Atari Comes Alive.
Book: Tricky Tutorial Series.
Book: Your Atari Computer.
Book: Mapping the Atari.
Book:Electronic Computer Projects.
Book:Atari Roots.
Book:De Re Atari.
Book:Atari Technical Manuals.
Lots of software documentation and Atari technical info

All works unless noted.

http://www.ebay.com/aw/item.cgi?item=crr241

4425. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbe40d$9bb72740$1af7aecc@127.0.0.1>
Source record: 78217

> >(Blackat says Bob Klass should learn to spell.)
> >Personally, I'd a lot rather spell like Bob Klass than have
> >poor manners like Blackat. Mr. K. has been around a long
> >time and I'm sure he's aware his spelling isn't perfect.
>
> Sort it out people.....This group is about support....
>
> Regardless of whether BK rather rude re the spelling issue or James
> just does not like BK`s web site will not help the group...
>
> Both you guys are dedicated people like Bob Klaas..Keep it so...
>
> Paul `Mclane` Irvine
> ----------------------
> PC, PSX , Atari8bit & C64

True... my comment about Bob learning to spell was definatly out of line and I have apologised to Mr Klass in an earlier post. I would prefer not to argue and would love to see the support for the 8bit continue as I personally still love the little grey/white/beige box (depending on the model)...

Again, my sincere apologies to Mr Klass, it was due too two Neo-Citrans and a bad cold that I made my stupid remarks... no excuse, but hopefully he will understand. No hard feelings I hope.

As for my web page, I was not really intending to make it 8bit compatible as I did not know that 8bits could access the WWW. I am looking into making a full text version when I have time (between school, my job at RadioShack and my g/f time is a sparse thing). But i hope to add some interesting stuff to the pages soon... It's not really been updated lately because of the aforementioned lack of time...

Will Fisher

btw: i will post updates here when the site is updated. Oh.... all the IMG tags should have the ALT="alt text" on them now for you text only people. =)

4426. Re: Question: Three Stooges Game

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-07 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbe3d9$f81ed840$010a0a35@mnemo.home.informatik.uni-bremen.de>
Source record: 78218

> Can anyone tell me if the 1987 Cinemaware game "The Three Stooges" ever
> made it to and Atari Format? If so, does anyone know where I can buy it
> from.

Wasn't this an Amiga-only release? It was quite huge - 3 disks, if I
remember correctly.

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

4427. Re: Atari 8-Bit Software..New?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961208223600.RAA22846@ladder01.news.aol.com>
Source record: 78069

In article <32A8C59B.69D3@endsmoking.com>, "Dr. MacDonell"
<macsown@endsmoking.com> writes:

>I don't understand: if Atari has such a loyal following, why did the
>jaguar die? why didn't anybody buy it? It was a great system, and could
>have been the best...

By the time the Jaguar was produced, Atari had NO funds for advertising.
The few infomercials they produced were "too little, too late." No
advertising --> no sales.

4428. Re: The right to comment on high prices? was: Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961208223600.RAA22849@ladder01.news.aol.com>
Source record: 78070

In article <32AAE3A4.E6B@cris.com>, Jim Treber <jtreber@cris.com> writes:

>Bottom line is: Atari 8
>bit newbies are a rarity.

We do get them in user groups from time to time. When we do, we try to fix them up with equipment. Prices are between the buyer and the seller, but tend to be on the low side.

Personally, I usually read FS, FT and WTB messages in this group very quickly and toss most of them out. I only notice prices if it's an item I know somebody wants or I haven't seen before. We've all seen those occasional posts from the Starfleet guy, and have been soured by them. I guess that's why people are edgy about high prices.

Used to be, we could go to a flea market if we wanted used equipment, or even down the block to a dealer for new equipment. Maybe people don't know what realistic prices are any more, and that goes for buyers as well as sellers.

Keep the conversation going. It may add to people's concepts of reasonable prices.

4429. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961208223600.RAA22852@ladder01.news.aol.com>
Source record: 78071

In article <58djne$du3@kirin.wwa.com>, host name@earthlink.net (andrea)
writes:

>I would love to read about how people use the 8bit. Word Processing?
>Email? MIDI?
>
>

It's admittedly more convenient to do all of the above on my PC, but yes,
I can and occasionally do them on my Atari. How? Got a few weeks?

I don't mean to be flip about this. I hope it starts a thread or four.
If it doesn't, I'll be glad to chime back in.

4430. Re: The right to comment on high prices? was: Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Omar Pualuan <opualuan@oboe.calpoly.edu>
Message-ID: <32AB4E19.1DFC@oboe.calpoly.edu>
Source record: 78072

Yes, I am an Atari Newbie. I grew up in the age of the aging Nintendo original system, and 286 pc's.

Until I had done some extensive pricing, I would not have known how terrible the some of the prices posted were... also, it's a used computer market we're talking about here... I would like to see comments about prices if they are unjustified, so we may come to a consensus of what is reasonable for certain components.

4431. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: George Washington Dunlap III <dunlapg@umich.edu>
Message-ID: <Pine.SUN.3.95.961208191119.24456A-100000@ren.us.itd.umich.edu>
Source record: 78073

On 8 Dec 1996, it was written:

> I would love to read about how people use the 8bit. Word Processing?
> Email? MIDI?

If my Atari hadn't died, I had a kick-butt idea for music... using a conglomeration of all those old game sound effects into a song... I plan on buying one soon.

A few years ago, my church's membership database was on an Atari. Every month it would print out all several hundred addresses for labels on a mailing list.

The basic problem is that other computers are just better at word processing, e-mail, and MIDI.

The Atari is the perfect computer for some kind of geek setup, though, where you have computers controlling appliances and things.

****
George Washington Dunlap III
E-mail: dunlapg@umich.edu
Homepage: http://www.umich.edu/~dunlapg
Credit Card: 1234 5678 9012 3456
****

4432. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961208180205385772@mutl-d19.bctel.net>
Source record: 78074

William Fisher <blackat@direct.ca> wrote:

> I thought the XE Game System had Missile Command built in instead of the
> BASIC? Or did they replace the Self Test mode instead? I forget which one
> it was, but I do remember my old XE game system had an Atari BASIC
> cartridge... ??

I had the opportunity to borrow one of those babies for a few weeks
about four years ago from a friend who has now moved away, and I can say
that it was quite a unique machine! It had basic AND missile command in
ROM. I suspect missile command replaces the self test, i dont remember
seeing the self test screen ever coming up.

I traded one of my disk drives (a rana 1000) and a bunch of disk games
for their light gun, bug hunt cart, and Flight simulator 2 on cart
(128K!). They work great on my upgraded 130XE's, and 800XL. The
coolest thing about the XEGS was the detachable keyboard, it was just
so... cool! :)

--
Ryan Goolevitch
http://www.trideja.com/

4433. Re: Atari Schematics

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AB7B2A.7532@tcd.net>
Source record: 78075

The schematics, and docs can be obtained from Brad Cotta, of Best
Distributing..check his catalog..

bob

4434. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AB7CEC.1310@tcd.net>
Source record: 78076

Thank you for reprinting it did not see that reply in the first place.

No apology is necessary, this is an open type forem, and so far anyone can say what they want..in fact it is my fault to begin with, I picked on Yogi, to stir some activity in this area other than forsale items which there were several complaints...Is there in fact a ForSale Atari-8Bit items? I have not been able to locate one..Just for those that didn't know Atari Corp (now JTS), considers all Atari Products 8-bit including the ST ect...anything not 16bit compat...So if you address them on any 8-bit issue in our area (64k-128k Atari produced products) you need to be specific.

And Thank you for another vote of confidence..

bob

4435. Re: Best Catalog?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AB7F15.14F5@tcd.net>
Source record: 78077

I owe Brad a couple favors. Will contact him within the next week or so
and ask him if he would mind if I scanned the catalog to data and made
it avaiable to him or upon request..Don't think he would mind as it sure
would save him postage mailing it out.

bob

4436. 8bit custom chip specifications

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Robert Pinchbeck <rpinchbeck@mindspring.com>
Message-ID: <32ABAC2F.242B@mindspring.com>
Source record: 78078

I've downloaded over a dozen emulators for the Atari 8bits (800 etc.).

I looked at the source code to several of them, and I wondered:
"Where did they get the specs for the hardware that they're emulating?"

The 6502 is easy enough to come by (I have several books on it)
But what about Antic? What about Pokey?
I looked around the web, but I can't seem to find any info on these
custom chips. The FAQs talk about design, layout, and interaction, but
not about the low-level details of these devices.

Anybody have a good starting point?
I'm stumped.

-Bob

4437. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AB7E10.4CB6@tcd.net>
Source record: 78079

No I won't quit posting, just as others have said in other areas if you don't like what you read, then don't read the material.

Would be nice though if there were and area set aside for this as the IBM has and all the others have..anywhere from soup to nuts..MISC ect..

I also understand that if one opens his/her mouth many times their foot gets inserted..But sometimes it is interesting to stir the pot and see the ramifications of the action. Delete my derogeritory e-mail (which I deserve) after a good chuckle..

bob

4438. Re: Copyrighted Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AB8081.4AEC@tcd.net>
Source record: 78080

Hahahahaha, can not quit laughing...None needed..at least all the ForSale Messages I posted are gone!

Thank you for your efforts! and I still can not quit laughing! Damn have tears in my eyes...You do not ever have to apologise in my behalf, I create my own misery..

Besides some of the posts made very interesting reading. Nice to see there is still some ethical individuals left in the world..

Merry Christmas to you and yours..

bob

4439. Re: Copyrighted Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AB831D.6344@tcd.net>
Source record: 78081

Thank you for directing me in the proper area will have to research those cases. There are also other presidents set by suit where as the pacement of copyrighted software on BBS's, brought judgment against the operator of the BBS. Where as the software was free for download it did in fact infrindge on the Commercial owner of the copyright sales of the product.

Intresting as it is from the feedback I have received from the posting (stiring the pot!), leave me with a non-incentive to invest in Copyrighted material that is available for purchase, with no recourse to resell it if it can be found on the Internet for free, would you not agree?

bob

4440. Re: Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AB83D6.1724@tcd.net>
Source record: 78082

The Indus error code H3 is on the mother board..Try replacing the H6116 or reseating it.

Disk errors are G4, G5, head need cleaning or disk has bad sector or alignment on the drive..??

bob

4441. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AB868B.36FF@tcd.net>
Source record: 78083

Atari older computers can be used as a word processor, PeachTree did an accounting package for them complete with accounts receivable, accounts payable, employee witholdings ect accts payable on and on..price in the 80's $199.95.

Codewriter Software distributor came out with several items. One was construct your own programs in basic, simple easy to operate ect. They also had a Business Inventory program which I still use today..Limited to an Atari Printer but have one those..

They can be used for progarming, telecomunicating, running a BBS and many more things..Like burgular alarm, weather station There is even satalite data conversion for this computer, Ham radio software ect..in fact if one looks hunts can find just about any application the 64k computer will handle with little or no effort.

As to seeing you in court I doubt it..Copyright infrindgment in this area is to stir comments...

bob

4442. Re: Items Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32AB8B11.66E2@tcd.net>
Source record: 78084

Will at the request of some Internet users restrict my ForSale Postings.

I am on here every 2-3 days..If you happen to have an Item you would like to have and don't see it available send me a e-mail message stating what you would like and what price you would like to pay having it shipped to you..Rember that out of the U.S.A. shipping sucks!...ie: an Atari 800XL and an 800 without power supplies cables ect..to Germany was $63.00 postage alone..

If I don't have what you are looking for will print off your request and hold it in file until I come across it..which could be tomorrow? Never know what I can come up with..from day to day..or what I have stored that I forgot about..??

bob

4443. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32AB672C.4B22@zeus.fh-pforzheim.de>
Source record: 78085

yes...

look at http://www.uni-karlsruhe.de/~Marek.Tomczyk/
and click to the atari-pages and the demo-playground

or

http://calia.daewoo.lublin.pl/~nic0/klub/heaven.html

there you can read what i am doeing with my xl...

bye HeAvEn/Member of XL-Demo-crew TaquarT

4444. Atari XMM801 Ribbon replacement

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <58f5s1$9h4@netnews.mis.net>
Source record: 78086

I need to replace the ribbon in my XMM801. I read somewhere that there was a replacement ribbon made for another printer that would work with the XMM801. Anyone know the model of printer and if that ribbon is still available?

4445. Re: Need power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: curiousg@crown.icongrp.com
Message-ID: <850178391.25491.0@dev222.crown.icongrp.com>
Source record: 78087

The Chadwick's <chadclan@sprynet.com> wrote:

>I was criusing through the neighborhood recently and rescued an Atari
>400 out of someones trash. The only problem was there wasn't a power
>supply to go along with it. I used to own several atari 800 and 800xl's
>but I can't remember the input voltage they require. Could someone tell
>me what input voltage I need to see if the poor ol' 400 works?
>--
>"For God sent not his Son into the world to condemn
>the world; but that the world through him might be
>saved." -John 3:17

I just got my 400 running last night!
Its 9 Volts AC. I found that a Nintendo power supply works great. It
must be for the original Nintendo (not super).

Only problem is the barrel plug is too small for the 400. You cut it
off and pick up a new one at RS for about a buck. Since its AC you
dont have to worry about polarity.

I bought the power supply at Funco Land a few days ago for $8.00. RS
sells them too but they are like $16.00 there.

Dont be tempted to go with another adapter thats even a little over 9
volts. The diodes are very sensitive and even 10 volts will fry one.
I speak from experience :)

George Torch

4446. Re: Crappy 7800 Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <58crji$909@triglav.iwaynet.net>
Source record: 78140

daniel11@appstate.campus.mci.net (Daniel Clinton) wrote:

>In the spirit of the normal minutiae about obsolete systems that is
>the heart and sould of this group I would like to note that the atari
>7800's joysticks were crap.

>They were clumsy, non-intuitive, and hard for little kids to use. And
>they broke easily. The two we had went bad and we barely used the
>system.

>To me the original 2600 joysticks were the very best ever.

>Daniel Clinton

Yea, this is true but the 2600 sticks were no great shakes either.
They could never stand up to more than 3 months of heavy gameplay and
they always gave me the infamous "Atari Thumb". I find controllers
that are comfortable for me to use and I modify them into compatible
controllers. Some Quickshot Nintendo sticks worked great on my
7800/130XE after I worked my will upon them.......

4447. Re: HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Marc M <tbmarc@webspan.net>
Message-ID: <01bbe4a1$45817440$a7469ace@marcm>
Source record: 78141

BobKlaas <bobkla19@tcd.net> wrote in article <32AA146D.6A60@tcd.net>...
| The original poster actually didn't post enough information to evaluate
| the problem.
|
| When the 1050 is turned on what happens. Does the busy light come on
| for a few seconds and then go out?
|
| Does the Head move forward and reseat?
|
| Other than the computer doesn't access the drive makes it very hard to
| tell one what to correct without actually seeing what the drive happens
| to be doing.
|
| If he is getting nothing with the drive switches set at d1: which means
| with the cover off and looking at the drive switches from the front to
| the back both black and white portions are pushed (set) all the way to
| the right..? If everything else functions properly the busy light comes
| on and goes out, the head moves forward and resets you can hear this as
| well as see it with the cover off..then the is a chip at the rear of the
| drive. LM or CA 3086 which can be bad or the CO-10750 could also be bad,
| which would not let the signal come in from the computer.
|
| If the busy light doesn't come on then it could be the 6507, or the 6810
| or the 2793..
|
| Maybe this will help?
|
| After thought..those with Happy Drives and High Speed transfer fails
| replace the CA 3086 U-1 at the back of the board.
|
| bob
|
**** Check in the center of the circuit board for two large black diodes
with a white band on the end. I've seen these physically
**** blown, repalced them and the drive worked fine. Check the drive belt
too.
****
**** -Marc

4448. Re: Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Bingham <bbingham@haven.ios.com>
Message-ID: <58dbng$obs@nnrp1.farm.idt.net>
Source record: 78142

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:

: Ernest S. (pooldisk) contacted me about it, and hopefully we will be able
: to come up with something like Bob Colbert's utility for the Starpath
: Supercharger that can produce .WAV files for playback or recording.

: You may now question my sanity :) What can I say, its winter and im bored. :)

: Steve

I'd like to know how the old 1030 modem transfered that nifty 1030
terminal program to the computer at boot time via sio. (Did it pretend to
be a disk drive?) It made the neatest noise..

Bill

4449. Re: Copyrighted Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Bingham <bbingham@haven.ios.com>
Message-ID: <58dcuk$obs@nnrp1.farm.idt.net>
Source record: 78143

BobKlaas <bobkla19@tcd.net> wrote:
: Naw, Bill was right he knew what I was doing and corrected me not a
: problem..I cut into the Newsgroups heading right after the Re: and
: backed it off thought it would fall in place where as it did not.

: bob

If I had any idea my post would lead to this parade of flaming, I never would have posted it. My appologies to all involved!

Bill

4450. Re: Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <58de9m$1sb@darla.visi.com>
Source record: 78144

> Dennis McGuire <mcguired@moose.erie.net> writes:
>
>
> I have a previously reliable Indus GT drive that now boots up with
> an H3 error code. The drive doesn't spin up and the head never moves.
> The busy light blinks and then the H3 error code is displayed. I'd
> appreciate it if someone who has a list could tell me what this code
> means, AND how to fix it! :)
>
>
>
>
>
>>>>
Humm, the manual doesn't list a 'H' error code. It lists only a
'G', GET or read error, 'P', PUT or write error and a 'F' FORMAT error.
and 'E' is displayed when no error has occured (Hold down ERROR
push button while TRACK push button is pushed).

Error 3= Lost Data Error
Error 4= Checksum Error
Error 5= Record Not Found
Error 7= Write Protect Error
Error 9= Verify Error

As for fixing it; I'd take it apart and reseat the socketed
chips and the connectors. Careful on the connectors as a couple
are flat flex foils that tend to break easily at the soldered ends.

Hope this helps; Rich Mier

4451. Multi ATR Creator

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Bingham <bbingham@haven.ios.com>
Message-ID: <58ddb3$obs@nnrp1.farm.idt.net>
Source record: 78145

Thanks to the cables from Rory McMahon, I am finishing up one of my last projects. An 8-bit program to copy from multiple disk drives to APE hosted ATR images. The idea being that some clubs have extensive libraries they would like on CD-ROM. And 3000 disks could take a while one at a time...

In this light, I am interested in writing a second program for the PC side using the PRO Cable to access the multiple disks, thereby cutting out the 8-bit all together. Anyone with source to donate to this project please drop me a line (ie I could use a simple routine or two to get sectors from atari drives like getsector(Drive, Sector, Density) or some such mechanism.

Thanx in advance,
Bill

4452. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: "host name"@earthlink.net
Message-ID: <58djbh$du3@kirin.wwa.com>
Source record: 78146

In article <01bbe396$62d44a60$30f7aecc@127.0.0.1>, blackat@direct.ca says...
>
>> (Blackat says Bob Klass should learn to spell.)
>> Personally, I'd a lot rather spell like Bob Klass than have
>> poor manners like Blackat. Mr. K. has been around a long
>> time and I'm sure he's aware his spelling isn't perfect.
>> The 'please' and =) don't reduce the offensivness of telling
>> someone who knows more about the A8 in his sleep than
>> Blackat will know in an eternity. Blackat is the guy with
>> the web site hardly anyone can view, because it is, or was
>> strictly 'Web Browser' stuff. Some people can't spell well
>> Mr. kat, and they are probably well aware of it. Some
>> people make comments about it and don't know how rude
>> they are being.
>
>I sincerly apologise to Mr Bob Klass... I was out of line and
>was being very rude. Since I do not know Mr Klass personaly I
>really can not say anything about him, except that he seems to
>be a very well renouned person and knows alot more about the Atari
>8bit than I ever will...

> William, please, wipe that big piece of crap from your nose! It is really disgusting.
>Mr Klass: Please accept my apology, it was not intended as a slight
>upon your person or as a flame, the comment was made under the
>infulence of two Neo-Citrans and a bad cold so I was not in my best
>frame of mind. Nonetheless though I hope there is no hard feelings and
>I offer my sincere apologies..
>
>
William Fisher
>blackat@direct.ca

OH goodness, I think I am going to puke. What is this, the army? "Mr." Klass? Nobody really cares about any of this crap. Please stop wasting our time. blackat does annoy the heck out of me too, but leave the poor guy alone. I'm sure "Mr." Klass can speak for himself also.

4453. Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: "host name"@earthlink.net
Message-ID: <58djne$du3@kirin.wwa.com>
Source record: 78147

I have been reading this group for about 8 months now. Does anybody out there use an Atari 8bit for anything other than playing games? All I ever read about is hardware hacks, for sale, stupid copyright stuff (I have downloaded a couple of cracked games, email me if you would like to take me to court), etc...

I would love to read about how people use the 8bit. Word Processing? Email? MIDI?

seeya
I'd rather be using my Atari

4454. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E2338z.9H9.0.bloor@torfree.net>
Source record: 78148
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit,comp.sys.apple2,comp.sys.apple2.marketplace

I have for sale the folowing stuff:

Hardware:
Zenith ZVM121 green monochrome composite monitor. works great. $20
Audiotronics amber monochrome composite monitor. $15
Multitech 300/1200 modem with power supply. $10
Okidata Microline 182 9-pin dot-matrix printer. $25
Commodore 64 computer without power supply, NOT TESTED $10

Books:
25 Advanced Games for the Commodore 64. $4
TI-99/4A Beginner's BASIC $3
TI-99/4A User's Reference Guide $3

Prices do not include shipping. I will only ship to US and Canadian addresses.
Payment must be made in US funds.
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

4455. Re: Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <58ds18$75b@freenet-news.carleton.ca>
Source record: 78149

Bingham (bbingham@haven.ios.com) writes:
> Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:
>
> : Ernest S. (pooldisk) contacted me about it, and hopefully we will be able
> : to come up with something like Bob Colbert's utility for the Starpath
> : Supercharger that can produce .WAV files for playback or recording.
>
> : You may now question my sanity :) What can I say, its winter and im bored. :)
>
> : Steve
>
> I'd like to know how the old 1030 modem transfered that nifty 1030
> terminal program to the computer at boot time via sio. (Did it pretend to
> be a disk drive?) It made the neatest noise..

I've never messed with a 1030 but I would guess I used the
chain-device feature of the XL/XE os that was mostly ignored by
hardware developers.

The request for these handlers is what causes that extra delay after DOS
loads on the XL/XE, but not on the 800.

Steve

4456. Re: Lookin' for Steven J. Tucker

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <58dsj6$7cl@freenet-news.carleton.ca>
Source record: 78150

"DON HERINGTON" (herringt@durian.usc.edu.ph) writes:
> Looking for Steven J. Tucker of Atari APE fame. Steve was at
> classics@seka.nacs.net or classics@nacs.net. Please reply to me e-mail. I
> will send pineapples for information leading to Steve, sweet ones from the
> Philippines.
>
> Best regards,

Don,

If your having trouble reaching my classics@nacs.net address
please try ai123@freenet.carleton.ca, or dh395@cleveland.freenet.edu, or
as a last resort call my home number (on the web page).

Do I get pineapples for finding myself? ;) Yum.

Steve

4457. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_850039275@rtfm.mit.edu>
Source record: 78151
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 23, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
---
Especially useful for hardware hackers, and interesting for the rest of us!
Posted to comp.sys.atari.8bit irregularly.
Request from davepat@total.net

4458. 1984 Atari Antic issue needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: h0142kdd@joker.rz.hu-berlin.de
Message-ID: <58e6mn$kn6@joker.rz.hu-berlin.de>
Source record: 78152

I'm looking for an article that has appeared in ATARI ANTIC magazine, presumably around Fall 1984. It was a background article on the BTZ electronic novels (e.g. Mindwheel) by Synapse, probably including an interview with William Mataga and Steve Hales.

If anyone knows the exact ANTIC issue this appeared in, or maybe even has that issue and could provide me with a copy of the article, please contact me at <h0142kdd@rz.hu-berlin.de>. Thanks in advance,

-- Dave

4459. Amiga connection

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: dussel@cybercomm.nl
Message-ID: <58djel$552@news.cybercomm.nl>
Source record: 78153

Does anybody know how I can connect my Amiga1200 to the AWESOME atari
8bit?
I don't have a rs232 interface for the Atari.
I like to use the amiga as some sort of a diskdrive for the atari.

4460. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32AADD8B.3F42@cris.com>
Source record: 78154

BobKlaas wrote:
>
> Thank you for the vote of confidence. This area was getting filled with
> forsale items. Many of them were mine, thought as I know Yogi has broad
> shoulders would stir up the area just a little.
>
> bob

Bob, I hope you don't stop posting your for sale items. Just by making
some of these 8 bit items available and at the most fair prices has had
me refer people to you many times.

Jim

4461. Re: The right to comment on high prices? was: Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32AAE3A4.E6B@cris.com>
Source record: 78155

Magnus wrote:

>
> Talk about a bunch of hot air...
>
> Maybe your conscience doesn't bother you, but I don't like to see
> anyone gouge the hell out of buyers.

That's the key to this in your statement. Let's face it, the majority of the readers in this group are long time enthusiasts. I remember way over half of the names here from the mid-1980's from 8 bit bbs's all around the country. A tight group at the time. Bottom line is: Atari 8 bit newbies are a rarity. People here know whether someone is trying to make a buck or just supplying a system or periferels to another user or collector.

>
> The fact is I've seen more than a few people trying to pass off used,
> common, 8-bit stuff for horrible prices! And when I see that type of
> thing I'm going to take it upon myself to comment to the seller and
> anyone who is following the thread that there are better deals to be
> had elsewhere.

The seller probably already knows that fact as he most likely is still sitting on his for sale items for that reason.

>
> The guy who had the XEGS for $125 bucks.. I can understand that.. I'm
> sure he maybe didn't know that you could get them here or there for
> $30-$40 bucks.. but then there are these people that consistently
> charge terrible prices for stuff that isn't that hard to come by. I
> mean.. were not talking about rare antiques here.

Agreed. The seller may figure that out from zero responses. Even informing him of the market situation I have no problem with. But flame bait wise ass replys don't belong here.

>
> If you really want to save money you find most of this stuff at you
> local thrift store or flea market.
>
> It just blows my mind that people charge $100s of bucks for some of
> this stuff.

But do they really sell anything? Slight chance if another has no access to it anywhere else. At least it was available no matter the price or negotiations.

Jim

4462. Re: Amiga connection

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Markus Gietzen <iig05-1@htw.uni-sb.de>
Message-ID: <32AACC16.3120@htw.uni-sb.de>
Source record: 78156

Gerrit-kjeld Dusseljee wrote:

> Does anybody know how I can connect my Amiga1200 to the AWESOME atari
> 8bit?
> I don't have a rs232 interface for the Atari.
> I like to use the amiga as some sort of a diskdrive for the atari.

You may use the same interface as for the PC. Then all you need
is the software ;-)

Bye,
Markus

--
Markus Gietzen Author of XL-it! Atari XL/XE-emulator
GenEm Sega Genesis Emulator
E-Mail: iig05-1@htw.uni-sb.de
WWW: http://www.htw.uni-sb.de/people/mgietzen.html

4463. Re: Copyrighted Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: rdell@best.com
Message-ID: <58eju8$1tl@shellx.best.com>
Source record: 78157

In article <32A52213.7349@tcd.net>, BobKlaas <bobkla19@tcd.net> wrote:
>
>Does this mean that it is not necessary to obtain the right to the
>software and anything goes, or are these sights letting themselves open
>to Copyright infrindment and Suit?
>

Not a participant in these copyright chases, but with my very vague
understanding of current copyright law, damage claims in a suit are
limited to actual dollar value ... if one is giving the software
away, no dollar value involved.

A quick web search reveals:

:Copyright Crime Requires Intent to Reap Financial Gain
:
:Summary of Decision
:
:A federal court dismissed criminal charges against a hacker who posted
:copyrighted programs for free over the internet. U.S. v. LaMacchia,
:871 F.Supp. 535, 63 USLW 2475, 1995 Copr.L.Dec. P 27,344,
:33 U.S.P.Q.2d 1978 (D.Mass., Dec 28, 1994) (NO. CRIM.A. 94-10092-RGS)
:

In the court opinion:

:The Court dismissed the charge without a trial. Following a Supreme Court
:precedent, Dowling v. United States, 473 U.S. 207, 105 S.Ct. 3127,
:87 L.Ed.2d 152 (1985), and after a painstaking review of the legislative
:changes to criminal copyright laws from 1971 on, the trial court reasoned
:that criminal copyright law only prohibits infringement for commercial
:advantage or private financial gain, even under the Copyright Felony Act,
:18 U.S.C. sect 2319, 17 U.S.C. sect 506(a). (The former statute
:prescribes the penalties, the latter defines the offense).

--
Richard Dell

4464. Re: Copyrighted Software?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: rdell@best.com
Message-ID: <58emoa$jj0@shellx.best.com>
Source record: 78158

In article <32A52213.7349@tcd.net>, BobKlaas <bobkla19@tcd.net> wrote:
>
>Does this mean that it is not necessary to obtain the right to the
>software and anything goes, or are these sights letting themselves open
>to Copyright infrindment and Suit?
>
>While the Internet is relativly open to all, I am also aware of an
>Individuals rights to a Copyright for thier efforts..Does anyone in fact
>realise what they are leaving themselves open for in the event of a
>complaint?
>

My other post mentioned the lack of criminal penalties.

That leaves civil penalties, for which you would have to foot the legal bill. Reward would be limited to actual damages and profits, which if someone is giving it away, means no profits to claim against.

That leaves Stautory damages, which could be in the range of $500 to $20,000, which may be increased to as much as $100,000 if the violation could be proved to be willful, or reduced to $200 if the infringer was unaware, or believed to be within fair use.

Further, if the infringer is an agent of a nonprofit educational institution, library, or archive, and believed to be within fair use then no damages.

Now, quoting fair use pertaining to computer software:

:Section 117. Limitations on exclusive rights: Computer programs
:
:Notwithstanding the provisions of section 106, it is not an infringement
:for the owner of a copy of a computer program to make or authorize the
:making of another copy or adaptation of that computer program provided:
:
: (1) that such a new copy or adaptation is created as an essential
: step in the utilization of the computer program in conjunction
: with a machine and that it is used in no other manner, or
: (2) that such new copy or adaptation is for archival purposes only
: and that all archival copies are destroyed in the event that
: continued possession of the computer program should cease to be
: rightful. Any exact copies prepared in accordance with the
: provisions of this section may be leased, sold, or otherwise
: transferred, along with the copy from which such copies were
: prepared, only as part of the lease, sale, or other transfer
: of all rights in the program. Adaptations so prepared may be
: transferred only with the authorization of the copyright owner.

For inquiring minds: <http://www.law.cornell.edu/uscode/17/>

Bearing in mind that I am not a lawyer, and my remarks are purely my own thoughts, and worth exactly what you pay for them (nothing). Seek the advice of a lawyer if you have serious questions. So ....

If I were to choose to place copies of software I owned on a web site of my choosing, I could make a pretty good argument that I am doing it for backup purposes, and being able it access my backups from where ever my travels might take me. In fact, I do exactly that with my shell account sometimes, and strongly desire being able to access my whole home system for exactly these purposes without the constraints on size of storage available. The fact of a web site being publically accessible should not change any legal liability, as long as the intentions can be presumed archival in nature.

Now advertising such a site, by the site maintainer, may indeed be proof of non-archival purposes.

Legal costs, of course, are dependent on the size of your particular pockets .. and what risks of losing, one way or the other, you are willing to take, and what the benefits of winning might be.

All that aside, personally I tend to sit in the middle. In the field of Atari 800s, I am becoming more and more convinced that strictly enforcing copyright can only accelerate the decline of the amount of interest in the platform. Most of the current resurgence seems to be related to the emulators, and given the problems an emulator user might have determining whether a particular software package might work well or not on his system, I can understand the desire for a zero cost approach. Also, most packages which originally had copy protection must be run with copy protection defeated in one way or another (I hate copy protection .. it severely limits uses of software I own which are quite clearly fair use .. running on strange or unique disk drives, running on an emulator, perhaps modifying the program for my personal use in ways the author had not considered). Certainly, any revenues generated are not going to encourage new authors .. the market just isn't big enough. All the revenues can do is encourage support for vendors. Which is not a negligible benefit. But not one to gain widespread support. Hopefully you are not interested in actually making a profit, but merely to break even with expenses and perhaps some time value. I applaud your efforts and continued interest. I just can't see my way clear to condemn those who seem to be breathing life into the 8 bit Atari camp.

--
Richard Dell

--
Richard Dell

4465. Rana Sytems Disk Drive- Anyone with info on this?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32b7de56.3134789@news.networx.net.au>
Source record: 78159

I had a RANA disk drive some time ago, which I sold to a friend.
It stopped working on him, so I traded him another 1050 drive I had.
After opening the drive up to see if I could get it running, I found
that a chip had somehow worked loose, so I pressed it back in and the
drive works great now. My question arises from what I saw in the
drive. On the motherboard I noticed there is what looks like a
standard connector outlet to fit a PC floppy cable. Does anyone know
if this could be used to run a 720k d/drive from. Or does the RANA
need a special upgrade ROM to be able to access other drive types.
Just curious to see if this is possible..

Steve
"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4466. New Web Page

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <58eo6h$aji@news.asu.edu>
Source record: 78160

Actually an old one reborn. Go to: inficad.com/~bosco
It's still (ahem) under construction,but there's enuff to
peruse, bemuse and confuse. Atari forever!

--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

4467. Re: The right to comment on high prices? was: Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <58ej3i$sgf@macaw.cyberport.com>
Source record: 78161

In article <32a9b055.67354127@206.74.59.105>, magnus@x-net.net says...
>
>On Wed, 04 Dec 1996 14:03:01 -0800, Jim Treber <jtreber@cris.com>
>wrote:
>
>>Am I the only one here getting tired of the smart-alec replies to posts
>>that their prices are too high. What is the matter with these people?
>>Are they worried that someone else might make a buck, so they have to
>>jump in and attempt to spoil a sale maybe to someone in dire need of an
>>item and willing to pay the price? This trend seems to have become a
>>game here. Granted, there have been problems in the past of a high
>>priced marketer failing to deliver, but I've dealt with many 8 bitters
>>in the past and found them to be the most trustworthy around.
>>

Jim

>Talk about a bunch of hot air...

>Maybe your conscience doesn't bother you, but I don't like to see
>anyone gouge the hell out of buyers.

>The fact is I've seen more than a few people trying to pass off used,
common, 8-bit stuff for horrible prices! And when I see that type of
thing I'm going to take it upon myself to comment to the seller and
anyone who is following the thread that there are better deals to be
had elsewhere.
>
>The guy who had the XEGS for $125 bucks.. I can understand that.. I'm
sure he maybe didn't know that you could get them here or there for
$30-$40 bucks.. but then there are these people that consistently
charge terrible prices for stuff that isn't that hard to come by. I
mean.. were not talking about rare antiques here.
>
If you really want to save money you find most of this stuff at you
>local thrift store or flea market.

>It just blows my mind that people charge $100s of bucks for some of
this stuff.

One thing though,,i noticed the guy who advertised the $125 xegs sure got
slammed alot, but i also noticed NONE of the people who did it offered
to sell an equal system for less money.

Personally i think if you have something to offer for less jump in and say so
other wise i interpret it as Nosey butting in where you dont have any

business. In other words I agree with Jim's original post.

4468. (no subject)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: Daniel Lee <dlee@pop.interport.net>
Message-ID: <58et9v$j12@park.interport.net>
Source record: 78162

```
Atari 130XE
CSS Black Box SCSI HD, Parallel, & RS232 Interface
Rana Systems DD FDD

Atari 1040STe
VGA Sync Box
ICD Link SCSI Disk Interface
TOS 2.06
4 MEG RAM
Mouse

Atari Falcon030
VGA Adapter
Internal 2.5" 30 MEG HD
16 MEG RAM
Mouse
Docs

Works on all 3!!!
Parallel Printer
28.8 Modem
External SyQuest 270 SCSI

Software Original Media And Docs
STE, Falcon, Lattice C 5.6
STE, Flacon, Stalker
STE, Falcon, Speedo GDOS 5
STE, Flacon, AtariWorks
STE, Flacon, Crawly Crypt CDROM
STE, Falcon, All Things Falcon CDROM
XE, many games and programs

Software Shareware (Mostly XE): Hundreds of floppies, over 100MB on
SyQuest.
```

4469. Re: Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <58eu51$g5p@alexander.INS.CWRU.Edu>
Source record: 78163

(Somebody gets a 'H-3' error on Indus GT, R. Mier says take it
apart and re-seat the chips.)
Right, the book only says 'G'et, 'P'ut and 'F'ormat errors.
3 is a data loss error, but before you take it apart, try another
disk. I suspect your disk is not so hot. Make sure the cables
are in tight, or try another sio cable too. My Induses get
'intermittent' on read/writes, they just start not reading/
writing so good, then they sorta just won't do at all.
If you have important data on that disk, you need to try
another drive. I have readers, writers and formaters in
my disk drives. Some are ok, but a little 'weak'. This
stuff is aging, both the drives and the disks.

4470. Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: samuelrebelo@mail.telepac.pt
Message-ID: <58f0mf$njv@duke.telepac.pt>
Source record: 78164

Can any one help me on getting more out of the sound capabilities of
my atari ????
i only know the sound statment but that dont gives me the results i
want (those sounds i ear in games)
big thanks in advance

sam

4471. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <58f0uh$q8r@alexander.INS.CWRU.Edu>
Source record: 78165

(Andrea asks for e-mail, what we use A8 for.)
The address that showed up here has 'host name' for the first
part of the address. My 'r'eply bounced. You need to somehow
fix the address in order to send you e-mail.
Word Processors:
I use 'Speed Script', slightly hacked to return to DOS on
RESET. It is small and fits with lots of other stuff on
my MIO ramdisk.
Serious wp. Atari Writer Plus with spell check. Or 'Paper
Clip'.
Some will tell you 'Text Pro', which is shareware.
E-Mail:
Probably Ice-T or Tom Hunt's term program, forget the name,
term80 I believe.
MIDI: There is some midi hardware, but I got a ST with
built in midi ports. Use my PC for midi now.
What I do? Like to use children's programs with my grandchildren.
Programming when I get a chance.

4472. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <xvvqyMezG+0R092yn@kenton.com>
Source record: 78166

In article <58djne$du3@kirin.wwa.com>, host name@earthlink.net (andrea) wrote:
>I have been reading this group for about 8 months now. Does anybody out
>there use an Atari 8bit for anything other than playing games? All I ever
>read about is hardware hacks, for sale, stupid copyright stuff (I have
>downloaded a couple of cracked games, email me if you would like to take
>me to court), etc...
>
>I would love to read about how people use the 8bit. Word Processing?
>Email? MIDI?

I think the majority of people here have either an IBM or a Mac that
they do most of their work on. As much as I like AtariWriter, I don't
think I will give up Word 6.0 anytime soon.

What I basically use mine for now is to mess around programming every
once in a while and playing games. It is also nice to be able to buy
all the little toys I couldn't afford ten years ago!!

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

4473. Re: OMNIVIEW

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961208132347299 54@mutl-d11.bctel.net>
Source record: 78167

Marc M <tbmarc@webspan.net> wrote:

> I Need docs for the OMNIVIEW OS not OMNIMON.... Does anyone know how to
> use this 8 bit OS?

dont have any docs, but if you are in basic and type
a=usr(49152)

voila! 80column screen :) (I think thats the right usr address..)
--
Ryan Goolevitch
http://www.trideja.com/

4474. Re: Too much 'for sale' stuff here!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-08 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961208214500.QAA21576@ladder01.news.aol.com>
Source record: 78168

In article <19961206123401.HAA19591@ladder01.news.aol.com>,
jcolb90@aol.com writes:

>Arent the MAX chips the ones made with olestra that cause gas and
>diarreah?

Very funny. Nope, the MAX chips are a series that provide not only an
RS-232 conversion to TTL and vice-versa, but generate the voltages
necessary as well. The most common, and cheapest, is the MAX-232, but
there are others that are more expensive and faster. What's more, the
chips function with very few discrete components added. They are used in
such things as SIO2PC interfaces right now.

4475. Re: The right to comment on high prices? was: Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080000912961542590001@nntp.netgate.net>
Source record: 78019

In article <32AB4E19.1DFC@oboe.calpoly.edu>, opualuan@oboe.calpoly.edu wrote:

> Yes, I am an Atari Newbie. I grew up in the age of the aging Nintendo
> original system, and 286 pc's.
>
> Until I had done some extensive pricing, I would not have known how
> terrible the some of the prices posted were... also, it's a used
> computer market we're talking about here... I would like to see comments
> about prices if they are unjustified, so we may come to a consensus of
> what is reasonable for certain components.

I think there are cases here among people who price their
stuff too highly:

(1) people who don't know the A8 market and who may be trying to
price them fairly, but err on the side of asking way too much (like
$100 for an 800XL).

(2) People who don't know the A8 market but insist, stubbornly, on a
particular (too high) price for an item.

(3) People who know the value of an item and continually ask way too
much for it despite knowing their approximate value.

The people in (1) don't deserve to be flamed at all; they merely
should be informed that their asking price is way too high, and
that they should keep that in mind if they get no offers. Also,
this should be public to avoid any newbies being ripped off by
not knowing that there's little reason to pay more than about $25
for the aforementioned 800XL.

Those in (2) aren't trying to rip anyone off, but it's easy to see
how people can lose patience with them. You'd think they know
the way markets work--if there's no demand for what you're
selling, odds are quite good that your asking price is too high.

The people in (3) are really the ones who need to be taken to task.
These are the ones who, when they post their regular list with
their regular inflated prices, should be followed (IMO) by replies
stating that the prices are *way* too high. I'm not talking
about $35-40 for a $25 item here; I'm talking $75-100 and up.

If the old-timers and experienced 8-bitters want to keep the
platform alive, they will need "newbies" providing fresh blood
and a desire to write software which is maintainable, compact and

elegant. (Being forced, in most cases, to make things run in
48-64K will do that.) And if these people who have found an
interest in the old Ataris (or rekindled it after several years),
they will be the most enthusiastic and evangelical if their
experiences to "enter the fold" are good. Feeling ripped off
doesn't generate that good will toward the CSA8 community.

Flame away. :)

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

4476. Re: Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Dennis McGuire <mcguired@moose.erie.net>
Message-ID: <Pine.LNX.3.95.961209221357.29800E-100000@moose.erie.net>
Source record: 78020

On 9 Dec 1996, RANDY&TRACY wrote:

> In article <Pine.LNX.3.95.961207144819.29016C-100000@moose.erie.net>, Dennis McGuire
<mcguired@moose.erie.net> writes:
> >
> >
> > I have a previously reliable Indus GT drive that now boots up with
> >an H3 error code. The drive doesn't spin up and the head never moves.
> >The busy light blinks and then the H3 error code is displayed. I'd
> >appreciate it if someone who has a list could tell me what this code
> >means, AND how to fix it! :)
> >

Thanks to Rich, James, Bob and Randy &Tracy for the feedback on
Indus error codes.

I was sure this was a main board problem because of how quickly
the error code came up and the fact that the drive never even spun up.

It turns out that the 2797 FDC chip is bad. I would think these
are pretty reasonably priced these days. Anyone know where I can find
one?

4477. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <32ACE574.33AC@cdsnet.net>
Source record: 78021

Does the XE game system have the basic rom with missle command? or
is the missle command part of the OS.

Mike

im Treber wrote:
>
> Ryan Goolevitch wrote:
> >
> > William Fisher <blackat@direct.ca> wrote:
> >
> > > I thought the XE Game System had Missile Command built in instead of the
> > > BASIC? Or did they replace the Self Test mode instead? I forget which one
> > > it was, but I do remember my old XE game system had an Atari BASIC
> > > cartridge... ??
> >
> > I had the opportunity to borrow one of those babies for a few weeks
> > about four years ago from a friend who has now moved away, and I can say
> > that it was quite a unique machine! It had basic AND missile command in
> > ROM. I suspect missile command replaces the self test, i dont remember
> > seeing the self test screen ever coming up.
> >
>
> I had one myself. And yes, it also has the self test.
>
> Jim

4478. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: jvogel@crl.com
Message-ID: <58ip96$17b@crl4.crl.com>
Source record: 78022

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (R. Stone mentions ftp site or B&C for Scott Adams adventures.)
: I'd venture to say that a LOT of people get stuff from ftp, see it
: and want it, then try to find a legit, complete copy.

Actually, I believe Scott Adams recently turned his text adventures over
to public domain. I'll have to check the Interactive Fiction Archive.

John
jvogel@crl.com

4479. Re: Need power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <32ACE5D5.2E64@cdsnet.net>
Source record: 78023

The power supply for the 400/800/810/850 ect was 9VAC.

he Chadwick's wrote:
>
> I was criusing through the neighborhood recently and rescued an Atari
> 400 out of someones trash. The only problem was there wasn't a power
> supply to go along with it. I used to own several atari 800 and 800xl's
> but I can't remember the input voltage they require. Could someone tell
> me what input voltage I need to see if the poor ol' 400 works?
> --
> "For God sent not his Son into the world to condemn
> the world; but that the world through him might be
> saved." -John 3:17

4480. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: bwanga@cats.ucsc.edu
Message-ID: <bwanga-0912962329410001@metricom36.ucsc.edu>
Source record: 78024

In article <32AC6006.3739@Asymetrix.com>, Bill Wilkinson
<BillW@Asymetrix.com> wrote:

>Deep Blue C was originally an independent product, but it then
>became available from APX. You ought to be able to find copies
>of it by asking. It converted C to an intermediate code form and
>then interpreted the intermediate form (a la UCSD Pascal and--surprise!--
>Java in today's world).

P-code rides again, now that the CPUs are fast enough that interpreting is
not a barrier to acceptable performance for a wide variety of programs.
:)

Of course, there are "just in time" Java compilers coming on the scene,
wherein Java bytecode is translated to native CPU code by a small compiler
just before it gets run on the user's machine. I guess interpreted
performance wasn't enough for some people after all.

--
+---+
|Tim Seufert, bwanga@cats.ucsc.edu | UselessWastedSpace(tm) |
| "I never give them hell. I just tell the truth, and they |
| think it is hell." -Harry S Truman |
+---+

4481. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: ryang@computerhelp.ca
Message-ID: <19961209234600395831@mutl-d16.bctel.net>
Source record: 78025

David A. Paterson <davepat@total.net> wrote:

> The ROM was a custom job: BASIC and Missile Command (hold Select or
> disconnect the keyboard to boot missile command). The OS was slightly
> changed as well; self test had the proper key layout. A nice machine, but
> the XE keyboard curse struck there as well.

I just cant see why everyone is so down on the XE keyboard... its not
THAT bad!! I really like it, but I admit it wasnt the best 8-bit
keyboard, but it was definately the most aesthetically pleasing..

I remember the first disk I booted on the XEGS was the GOS demo, there
was always a greyed out menu command called 'missile command' :) it
wasnt grey on the XEGS and did exactly what you would expect :)

--
Ryan Goolevitch
http://www.trideja.com/

4482. atari800-emulator on amiga

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32AC754C.5A7F@zeus.fh-pforzheim.de>
Source record: 78026

hi guys... is there anybody out there who could manage to
emulate the xl with this emulator

this is avaible for unix,pc and amiga...

but on amiga i have installed (hopefully) all korrekt but
after starting i can select the chip-set (aga, ecs, ocs)...
then a window apears with copyright... and after pressing o.k.
the emulator quits with the error message
"operation system not avaible"

thats it...

bye HeAVeN/TaquarT

ps. the rom-images are in the object folder...

4483. Wanted: Music I - Terms and Notations Disk

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Marc Meyer <mameyer@execpc.com>
Message-ID: <32ACEBA3.337B@execpc.com>
Source record: 78027

My copy of Music I - Terms and Notations Disk won't boot anymore. The rest of the three disk set works fine. Does anyone have a copy of this disk they would like to part with or email a disk image to me?

Marc Meyer
mameyer@execpc.com

4484. Re: XL-it! 0.15 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <58fb9b$jbb@nw101.infi.net>
Source record: 78088

Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:

>XL-it! version 0.15 is available from this site:

> "http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"

I am checking this out currently. It is definitely a lot faster.

More on my review very soon. At first glance it looks like XL-it
v 0.15 has really come a long way. Very well done...

My system is Win95 75mhz pentium.

More on xl-it v 0.15 very soon.

Daniel

4485. Re: Amiga connection

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <58fctq$4e3@triglav.iwaynet.net>
Source record: 78089

Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:

>Gerrit-kjeld Dusseljee wrote:

>> Does anybody know how I can connect my Amiga1200 to the AWESOME atari
>> 8bit?
>> I don't have a rs232 interface for the Atari.
>> I like to use the amiga as some sort of a diskdrive for the atari.

-----BEGIN PGP SIGNED MESSAGE-----

I'm pretty sure that the Amiga has a regular RS-232 serial port on
it. This means that the SIO2PC cable can be used and this takes care
of the hardware side.

I don't have an Amiga nor I am I terribly familiar with it's
software/hardware base so my next piece of advice is a bit more
dubious. There are several PC emulators available for the Amiga. If
the emulation is good enough, you may be able to run APE or SIO2PC on
an emulated PC on your Amiga.

Hope this helps

-----BEGIN PGP SIGNATURE-----
Version: 2.6.2

iQCVAwUBMqs3pknZQo+MxbFRAQEkngP/UPDTI+Z+GH/tFrrYmUFPYF1p9JQiBks8
8BwpshS6Zf5j7HHRt1bFQzvANpn/QQMt8VjC6/y0i2POSoqnnQ3k+P8tiK8GyAwB
/edFER7EJ/7muMtjFBI8pXfVXMOL+BLqyJQ2Xl0bi4SLTCI47uAWDN6VToDZqkoy
35CDuqcwEk4=
=2Q15
-----END PGP SIGNATURE-----

4486. FS: Plenty of A2600 CARTIDGES & some extra stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: dbarnhar@freenet.npiec.on.ca
Message-ID: <58fd7f$36r@informer1.cis.McMaster.CA>
Source record: 78090

I have the following Atari 2600 Game Cartridges for sale:

[All cartridges are $3 a piece (or 4 for $10). Will take $50 for all
of them. Shipping/handling/whatever expenses not included.]

Adventures of Tron
Air-Sea Battle
Asteroids
Breakout
Casino
Combat (2)
Cosmic Creeps
Crackpots
Defender
Defender
E.T.
Fast Food
Frogger
Golf
Journey Escape
Joust
Kangaroo
Keystone Kapers
Megamania
Missile Command
Mouse Trap
Oink!
Outlaw
Pac-Man
Phoenix
Plaque Attack
Pressure Cooker
Raiders of the Lost Ark
River Raid
Sea Quest
Sky Jinks
Solar Fox
Space Attack
Space Invaders
Star Raiders w/ Video Touch Pad
Super Breakout (2)
Swordquest: Earthworld
Swordquest: Fireworld
Yar's Revenge

...and the following Atari stuff as well:

(5) Atari carrying cases (each holds 3 cartridges) ... $5 for all 5
Atari plastic holder box for 33 cartridges ... $10
Upright holder for 12 cartridges ... $5

Reply via email, NOT IN THIS NEWSGROUP (please).

Dave Barnhardt.

4487. Re: No more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: jhardie@pipeline.com
Message-ID: <58g4dr$jnc@camel0.mindspring.com>
Source record: 78091

phantomm@harold.eastky.com wrote:

>Correct me if I'm wrong, but I'm thinking that NTSC screens will be worse
>on a TV with the PAL ANTIC then on a decent monitor. Can someone who has
>done the PAL ANTIC replacement give some info on how NTSC screens look on
>a TV and on a monitor?

I've done the PAL upgrade and the screen is almost the same. The only
difference is a very slight flicker on the screen. Believe me, I mean
very slight. After using the system for an hour you won't even notice
it. By all means, this is the way to go.

John

4488. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E24r9D.BIp@nonexistent.com>
Source record: 78092

On 8 Dec 1996 05:29:18 GMT, host name@earthlink.net (andrea) wrote:

-I have been reading this group for about 8 months now. Does anybody
out
-there use an Atari 8bit for anything other than playing games? All I
ever
-read about is hardware hacks, for sale, stupid copyright stuff (I
have
-downloaded a couple of cracked games, email me if you would like to
take
-me to court), etc...
-
-I would love to read about how people use the 8bit. Word Processing?

-Email? MIDI?
-
-seeya
-I'd rather be using my Atari
-

I use my Atari to CRACK those copyrighted games, and to practice (HA
HA) my 6502 programming "skills" (big grin)

Oh God! I have gobs and gobs of cracked games! Take me away while I
still breathe!

:)

4489. Re: XL-it! 0.15 available

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Brian <bsturk@nh.ultranet.com>
Message-ID: <32ABA246.7F82@nh.ultranet.com>
Source record: 78093

Daniel Clinton wrote:
>
> Markus Gietzen <iig05-1@htw.uni-sb.de> wrote:
>
> >XL-it! version 0.15 is available from this site:
>
> > "http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html"
>
> I am checking this out currently. It is definitely a lot faster.
>
> More on my review very soon. At first glance it looks like XL-it
> v 0.15 has really come a long way. Very well done...
>
> My system is Win95 75mhz pentium.
>
> More on xl-it v 0.15 very soon.
>
> Daniel
Dude, you're way behind. Version 0.16 has been out for a while.. Grab
it... it has sound and a decent front end.

4490. C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Chris Cholette <cholette@pilot.msu.edu>
Message-ID: <32ABCCB8.129C@pilot.msu.edu>
Source record: 78094

Hi everyone,

I was wondering if a implementation of C ever came out on the Atari 8-bit? If not, I was wondering if it would be possible to do so? I heard there was a Pascal out for the Atari, but it required 2 disk drives and was pretty clunky. I would like to get my hands on either to see if I can still crank out some software.

Chris

4491. Re: Wanted: Atari 1010 Tape Drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: davepat@total.net
Message-ID: <32abb724.0@dnews.total.net>
Source record: 78095

In article <58ds18$75b@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA says...
>
>I've never messed with a 1030 but I would guess I used the
> chain-device feature of the XL/XE os that was mostly ignored by
> hardware developers.
>
>The request for these handlers is what causes that extra delay after DOS
> loads on the XL/XE, but not on the 800.
>
>Steve

Where can you get a copy of the commented XL/XE OS source? The 400/800 I've seen, but I'd love to fiddle around with the XL version... unless I'd have to disassemble it myself!

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
It takes a rare kind of wisdom to accept change and redemption in another.
Many would refuse, seeing only what was, not what is.
- Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"

4492. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Jim Treber <jtreber@cris.com>
Message-ID: <32ABE64F.2A6E@cris.com>
Source record: 78096

Ryan Goolevitch wrote:
>
> William Fisher <blackat@direct.ca> wrote:
>
> > I thought the XE Game System had Missile Command built in instead of the
> > BASIC? Or did they replace the Self Test mode instead? I forget which one
> > it was, but I do remember my old XE game system had an Atari BASIC
> > cartridge... ??
>
> I had the opportunity to borrow one of those babies for a few weeks
> about four years ago from a friend who has now moved away, and I can say
> that it was quite a unique machine! It had basic AND missile command in
> ROM. I suspect missile command replaces the self test, i dont remember
> seeing the self test screen ever coming up.
>

I had one myself. And yes, it also has the self test.

Jim

4493. Need power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: The Chadwick's <chadclan@sprynet.com>
Message-ID: <32ABC58C.3446@sprynet.com>
Source record: 78097

I was criusing through the neighborhood recently and rescued an Atari 400 out of someones trash. The only problem was there wasn't a power supply to go along with it. I used to own several atari 800 and 800xl's but I can't remember the input voltage they require. Could someone tell me what input voltage I need to see if the poor ol' 400 works?
--
"For God sent not his Son into the world to condemn
the world; but that the world through him might be
saved." -John 3:17

4494. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: a5321mai@mailbox.UniVie.AC.AT
Message-ID: <58h3ju$2o7e@www.univie.ac.at>
Source record: 78098

Chris Cholette (cholette@pilot.msu.edu) wrote:
: Hi everyone,

: I was wondering if a implementation of C ever came out on the Atari
: 8-bit? If not, I was wondering if it would be possible to do so? I
: heard there was a Pascal out for the Atari, but it required 2 disk
: drives and was pretty clunky. I would like to get my hands on either to
: see if I can still crank out some software.

Hi Chris,

YES, there was at first: KYAN-Pascal on two disk(drives) (obligatory)
and later there was the DEEP-BLUE C-compiler from ???
Helmut

4495. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <58h33s$ld4@sjx-ixn9.ix.netcom.com>
Source record: 78099

In <58djne$du3@kirin.wwa.com> host name@earthlink.net (andrea) writes:
>
>I have been reading this group for about 8 months now. Does anybody
out
>there use an Atari 8bit for anything other than playing games? All I
ever
>read about is hardware hacks, for sale, stupid copyright stuff (I have

>downloaded a couple of cracked games, email me if you would like to
take
>me to court), etc...
>
>I would love to read about how people use the 8bit. Word Processing?
>Email? MIDI?
>
>seeya
>I'd rather be using my Atari
>
How About people that like to write programs in BASIC? That's what I prefer. I've even done some stuff on PC Xformer, in BASIC. I converted one of me BASIC XL programs back to Atari BASIC. Nothing big deal, but it was fun.
I'v got to get my real 8-bit back on line. The hard drive stopped communicating and now the floppies. I think I have a bad SIO cable and the SASI controller seems to have done lunch. Maybe I'll get some time to get the SIO2PC on-line.

NOTE: The HAPPY rev. 7 docs are almost finished. I'll be posting shortly.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4496. Re: 1200xl problems

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <32AC22A6.7E77@anest4.anest.ufl.edu>
Source record: 78100

Anders.Skelander@uab.ericsson.se wrote:
>
> I am not sure if the chips are soldered to the motherboard or
> if they are in sockets. If they are in socket, try to take them
> out one at a time, put them back and check if the computer
> works. I remember doing this to a TTL circuit on a 600XL computer
> once, and voila, the fault was fixed.
>
> Anders

1200XLs and early 800XLs have chip sockets. I too recommend reseating
all chips in their sockets (don't forget the RAM chips near the front of
the computer).

-Michael Ellis

4497. Re: HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Brian Burns <b_burns@ix.netcom.com>
Message-ID: <32AC3DAE.2146@ix.netcom.com>
Source record: 78101

BobKlaas wrote:
>
> The original poster actually didn't post enough information to evaluate
> the problem.
>
> When the 1050 is turned on what happens. Does the busy light come on
> for a few seconds and then go out?
>
> Does the Head move forward and reseat?
>
> Other than the computer doesn't access the drive makes it very hard to
> tell one what to correct without actually seeing what the drive happens
> to be doing.

Sorry, I thought I posted that. The busy light does not light up, and
the
head does not move. The drive motor does not spin either.

Brian Burns

4498. Composite Video & Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <58hab2$a5n3@news.tds-gn.lmco.com>
Source record: 78102

Are there any tech notes or instructions available for
getting composite video out of an Atari 7800. I'd
be interested in hearing from somebody who has tried
this.

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

4499. Re: Rana Sytems Disk Drive- Anyone with info on this?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Brian Burns <b_burns@ix.netcom.com>
Message-ID: <32AC4515.548@ix.netcom.com>
Source record: 78103

Steve wrote:
>
> I had a RANA disk drive some time ago, which I sold to a friend.
> It stopped working on him, so I traded him another 1050 drive I had.
> After opening the drive up to see if I could get it running, I found
> that a chip had somehow worked loose, so I pressed it back in and the
> drive works great now. My question arises from what I saw in the
> drive. On the motherboard I noticed there is what looks like a
> standard connector outlet to fit a PC floppy cable. Does anyone know
> if this could be used to run a 720k d/drive from. Or does the RANA
> need a special upgrade ROM to be able to access other drive types.
> Just curious to see if this is possible..
>
> Steve
> "ATARI.......==>> Where you should have gone yesterday! <<=="
> --
> http://www.geocities.com/SiliconValley/Heights/9364/

Where is the connector outlet? I never noticed it in mine.

Brian Burns

4500. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E25nB6.E3C@nonexistent.com>
Source record: 78104

```
-
-: I was wondering if a implementation of C ever came out on the Atari
-: 8-bit? If not, I was wondering if it would be possible to do so?
I
-: heard there was a Pascal out for the Atari, but it required 2 disk
-: drives and was pretty clunky. I would like to get my hands on
either to
-: see if I can still crank out some software.
-
- Hi Chris,
-
- YES, there was at first: KYAN-Pascal on two disk(drives)
(obligatory)
- and later there was the DEEP-BLUE C-compiler from ???
- Helmut
-
There also was Atari Pascal from Atari and the Deep Blue C was from
APX........
```

4501. C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <58hjb9$2nbs@usenetp1.news.prodigy.com>
Source record: 78105

You might have some fun programming in "Action". It combines features found in C and Pascal into a pretty nifty language. Unless the application you'd like to write needs floating point math, Action might be a good choice to consider. (An enhancement disk includes some floating point routine calls, but using them can be tricky.)
The Action cartridge and the enhancement disks called "Action Toolkit" and "Action Runtime Library" are available at B&C Computervisions at 408-986-9960.

4502. Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <58hji0$16kc@usenetp1.news.prodigy.com>
Source record: 78106

You can ignore the copyrights and get them from Yogi's site or you can pick them up legally (and fairly cheaply) with docs from B&C Computervisions at 408-986-9960.

4503. Re: 10,000+ Atari 8-bit IC's Available

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <58hl5d$1gq@dfw-ixnews8.ix.netcom.com>
Source record: 78107

My company, American Techna-Vision has a huge stock of the following
Integrated Circuits available.
All IC's are priced at $1.75 ea. Quantity pricing available. Shipping
$3.25. (This shipping rate valid on IC's orders only.

Choose from the following IC's
6502
CO14806 (Custom CPU)
CO14795 / 6520 (PIA)
CO14805 (GTIA)
CO12296 (ANTIC) Note: Direct replacement for CO21697 except 130XE
CO12294 (POKEY)
CO10750 / 6532 (RAM ARRAY 1050/810/850)

Also available: Replacement mechanic assembly for 1050 . . $9.95
SIO Cables (13 PIN) . . $1.50 ea. 10 for $10.00
Power Transformer for 800/400/1200XL/1050/810/XF551 $4.50
Power Supply for 800XL/600XL/XEGS/130XE $9.95
(Shipping on the above items $6.00 per order)

Contact Ralph at: American Techna-Vision
15338 Inverness Street
San Leandro, Ca. 94579
Phone: 510-352-3787 Est. in 1973
>

4504. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0912961242120001@port7.bitstream.net>
Source record: 78108

In article <58h3ju$2o7e@www.univie.ac.at>, a5321mai@mailbox.UniVie.AC.AT
(Helmut Drobny) wrote:

> Chris Cholette (cholette@pilot.msu.edu) wrote:
> : Hi everyone,
>
> : I was wondering if a implementation of C ever came out on the Atari
> : 8-bit? If not, I was wondering if it would be possible to do so? I
> : heard there was a Pascal out for the Atari, but it required 2 disk
> : drives and was pretty clunky. I would like to get my hands on either to
> : see if I can still crank out some software.
>
> YES, there was at first: KYAN-Pascal on two disk(drives) (obligatory)
> and later there was the DEEP-BLUE C-compiler from ???

Didn't OSS also have a version of C called C65? I think Deep Blue C was
available through APX... Also, I've never used it, but I understand
Action! (from OSS) is very similar to C...

Mark
marksim@bitstream.net

4505. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: jcolb90@aol.com
Message-ID: <19961209185200.NAA19105@ladder01.news.aol.com>
Source record: 78109

Replaced Self-test Mode. It does have basic.

Jeff

>I thought the XE Game System had Missile Command built in instead of the
>BASIC? Or did they replace the Self Test mode instead? I forget which one
>it was, but I do remember my old XE game system had an Atari BASIC
>cartridge... ??

>Will Fisher

4506. FS: Atari 130XE plus 810 for $30 plus shipping

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: ebrunne@orion.it.luc.edu
Message-ID: <58hmj4$i7d@artemis.it.luc.edu>
Source record: 78110

Hi, I have a 130XE that i never use that i'd like to sell..

It works fine, comes with power supply, and i have an 810 disk drive that goes with it, it also works fine, has the SIO cable, but no power supply..

Both are yours for $30 plus shipping..

I also have a 130XE that has a few problems, namely that it goes straight into the self test mode on power up and i cant seem to get it out. It's probably whatever key sends it into self test mode is jammed, but since im too busy to check it out, its yours for $5 plus shipping... just get it outta my house. :)

Ted B

4507. Re: Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <58hmnt$13e@News.Dal.Ca>
Source record: 78111

In article <Pine.LNX.3.95.961207144819.29016C-100000@moose.erie.net>, Dennis McGuire
<mcguired@moose.erie.net> writes:
>
>
> I have a previously reliable Indus GT drive that now boots up with
>an H3 error code. The drive doesn't spin up and the head never moves.
>The busy light blinks and then the H3 error code is displayed. I'd
>appreciate it if someone who has a list could tell me what this code
>means, AND how to fix it! :)
>
>
Don't know what it means or how to fix it but here are the error codes in my GT
owners manual:
"G" get or read error
"P" put or write error
"F" format error
"E-" is displayed when no error has occured
and the numbers:
"3" lost data error
"4" checksum error
"5" record not found error
"7" write protect error
"9" verify error

4508. Re: TIA, POKEY sound emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-0912961310590001@port7.bitstream.net>
Source record: 78112

In article <32AA306D.3368@osu.edu>, ramos.15@osu.edu wrote:

> I've got my computer and 2600 in the same room and was hard pressed
> (besides the speed difference) to tell them apart, audio-wise.
>
> side note: Am I the only Mac user in this group? It seems like all the
> discussion here is about sound boards and types of Intel processors.
> Thankfully, I never have to worry about these things, just load up these
> great emulators and enjoy! I get close to 100% speed out of the 2600
> emulator, with just an 80MHZ PPC.

There do seem to be a few of us here. I'll have to check out Stella...
I've been using Rainbow for over a year now, and the sound is pretty
close, except for certain types of noise/distortion effects. Most of the
screen shots of Atari 8-bit stuff I've seen on the Web were taken from the
Mac version of Rainbow. Chris Lam is one of my heroes. Now if someone
would do an emulator of the original 128k Mac so I can run MacPaint on my
PowerMac 7500... ;-)

Mark
marksim@bitstream.net

4509. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <32AC6006.3739@Asymetrix.com>
Source record: 78113

Mark L. Simonson wrote:
>
> In article <58h3ju$2o7e@www.univie.ac.at>, a5321mai@mailbox.UniVie.AC.AT
> (Helmut Drobny) wrote:
>
> > Chris Cholette (cholette@pilot.msu.edu) wrote:
> > : Hi everyone,
> >
> > : I was wondering if a implementation of C ever came out on the Atari
> > : 8-bit? If not, I was wondering if it would be possible to do so? I
> > : heard there was a Pascal out for the Atari, but it required 2 disk
> > : drives and was pretty clunky. I would like to get my hands on either to
> > : see if I can still crank out some software.
> >
> > YES, there was at first: KYAN-Pascal on two disk(drives) (obligatory)
> > and later there was the DEEP-BLUE C-compiler from ???
>
> Didn't OSS also have a version of C called C65? I think Deep Blue C was
> available through APX... Also, I've never used it, but I understand
> Action! (from OSS) is very similar to C...
>

Deep Blue C was originally an independent product, but it then
became available from APX. You ought to be able to find copies
of it by asking. It converted C to an intermediate code form and
then interpreted the intermediate form (a la UCSD Pascal and--surprise!--
Java in today's world).

Yes, OSS sold two different C compilers:
First was "Tiny C", similar in concept to Deep Blue C except that the
compiler was used to compile itself! First true language "bootstrap"
on any 8-bit machine (it was also available for Apple and CP/M machines).

Second was C/65. Actually, I think C/65 and Deep Blue C came from the
same original source: "Small C" from Dr. Dobb's magazine. Where D.B.C
chose to interpret codes that emulated the 8080 instruction set, C/65
chose to actually compile to 6502 machine code that (aha!) emulated
the 8080 instruction set.

So NONE of the C compilers were REALLY designed to compile to good
6502 code. Compared to Kyan Pascal and (especially) ACTION!, they
were all slow.

ACTION! was designed for the 6502 from the beginning. Things in C
that were (and are!) problematic in a 6502 were changed in Action.
Biggest change: No "automatic" variables. All variables are "static".

Reason: With the peanut 256 byte stack of the 6502, the usual convention of putting local/automatic/parameter variables on the stack simply doesn't work for a program with more than a handful of subroutine calls. Other changes: No floating point type builtin (though we did have a nice "library" that allowed you to use "struct"s to work with floating point). No arrays of objects (though you could have arrays of POINTERS to objects). If you do recursive subroutine calls, YOU have to create your own pseudo-stack.

Anyway, Action! compiles LIGHTNING fast and the generated code is also the fastest available for the 6502 short of machine code. (In fact, Action! compiled code that manipulates BYTE sized things--picture, sound, etc.--is often as good as or better than what beginners do with assembler.) In my opinion, Action should be THE choice if you don't want to use BASIC. I would choose it over assembler.

The bad news is that there's no tutorial for it. No way to learn it except trying and asking questions. And (nowadays, especially!) HOPING to get an answer.

Oh, and by the by...I think there was another Pascal available from Atari. Not as good as Kyan by a long shot.

4510. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: davepat@total.net
Message-ID: <32ac886e.0@newsfeeder.total.net>
Source record: 78114

In article <19961208180205385772@mutl-d19.bctel.net>, ryang@computerhelp.ca says...
>
>William Fisher <blackat@direct.ca> wrote:
>
>
>I had the opportunity to borrow one of those babies for a few weeks
>about four years ago from a friend who has now moved away, and I can say
>that it was quite a unique machine! It had basic AND missile command in
>ROM. I suspect missile command replaces the self test, i dont remember
>seeing the self test screen ever coming up.
>
>I traded one of my disk drives (a rana 1000) and a bunch of disk games
>for their light gun, bug hunt cart, and Flight simulator 2 on cart
>(128K!). They work great on my upgraded 130XE's, and 800XL. The
>coolest thing about the XEGS was the detachable keyboard, it was just
>so... cool! :)

The ROM was a custom job: BASIC and Missile Command (hold Select or disconnect the keyboard to boot missile command). The OS was slightly changed as well; self test had the proper key layout. A nice machine, but the XE keyboard curse struck there as well.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
It takes a rare kind of wisdom to accept change and redemption in another.
Many would refuse, seeing only what was, not what is.
- Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"

4511. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <58i38l$gq4@nnrp1.news.primenet.com>
Source record: 78115

In article <58hji0$16kc@usenetp1.news.prodigy.com>,
Robert Stone <UASZ40A@prodigy.com> wrote:
>You can ignore the copyrights and get them from Yogi's site or you can
>pick them up legally (and fairly cheaply) with docs from B&C
>Computervisions at 408-986-9960.

Does this include the versions with the graphical displays that show you
everything in a proto-Colorview mode?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t|"""|o m > ,-._|\
~ ~|OuO|~ ~ ~ / \
\-/ Phoenix-->*_,--._/
98-KUPD Red Card Holder #710563 WedSpc License #71.0/'-'\ v

4512. Re: Need power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E264A0.Gpy@iglou.com>
Source record: 78116

In article <32ABC58C.3446@sprynet.com>, The Chadwick's wrote:
>I was criusing through the neighborhood recently and rescued an Atari
>400 out of someones trash. The only problem was there wasn't a power
>supply to go along with it. I used to own several atari 800 and 800xl's
>but I can't remember the input voltage they require. Could someone tell
>me what input voltage I need to see if the poor ol' 400 works?

9 volts AC, same as the 800 and all the Atari 8-bit floppy drives. The
XLs and XEs use 5 volts DC.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

4513. Re: The right to comment on high prices? was: Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <58i6kq$i6d@alexander.INS.CWRU.Edu>
Source record: 78117

(Newbie wants to know 'reasonable' prices for A8 stuff.)
How much is a '49 Studebaker worth? Probably a miniumum of
$25 or $50, but if in pristine shape, could be a collector's
item. The best you can do for any A8 item that you want is
do what you said in your post, look around for a while, sit
and wait and watch.
B&C has a 130xe for $175. I'd say that's the high end.
It is brand new, in box, you're buying it from a reputable
dealer with zero chance of being ripped off. CSS (Bob Puff)
sells a 320k 130xe with usp os for $250, if he has any.
And you're getting it from Bob Puff. Any problems are sure
to be addressed.
Probably you can get a used 130xe in good condition for
$35 to $75 bucks. You might find one in a thrift shop
for $10.
The $125 for a 65xegs is a high end, but, if the unit is
in good shape, and you are confident in the purchase,
it may be high, but it isn't a rip off.
The thing for newbies to watch is stuff like we had from
a particular person who kept showing up and had a very
bad reputation, ie. took people's money for stuff and
then didn't deliver.
So the best is to do what you said, look around and
keep your eyes open.
(I'd plug Bob Klass stuff, I mean he hardly is charging
shipping costs for some A8 stuff he mentions and he
definitely is reputable and all that.)

4514. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-09 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <58i6ue$j1b@alexander.INS.CWRU.Edu>
Source record: 78118

(R. Stone mentions ftp site or B&C for Scott Adams adventures.)
I'd venture to say that a LOT of people get stuff from ftp, see it
and want it, then try to find a legit, complete copy.
I know I got some stuff, children's games, some from Amer. Tech.
for cheapy. A lot of it was, well, crap, out of the box, legit.
Then I got some CBS Sesame Street games 'pirated'. Now I really
liked the games and very much wanted the keyboard overlays.
So I found them at B&C, very cheap and am happy (when I get them,
just ordered them)
As R. Tietjens said, the ftp site(s) maintain interest in A8
and I would venture to say, in some extent, cause people to
want 'originals' complete with box, docs, etc.

4515. Wanted: Atari 8-bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: farb2@msn.com
Message-ID: <00001bd9+000021df@msn.com>
Source record: 78028

Hello all. I am looking for the following Atari 8-bit games with docs:

221B Baker Street
Agent USA
Archon
F-15 Strike Eagle
Quest of the Space Beagle
Seven Cities of Gold
Temple of Apshai Trilogy

If anyone is willing to sell them for a descent price, please e-mail me.

Thanks.

Dan
farb2@msn.com

4516. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: davepat@total.net
Message-ID: <32acf0ab.0@newsfeeder.total.net>
Source record: 78029

In article <E25nB6.E3C@nonexistent.com>, scharles@blast.net says...
>
>-
>-: I was wondering if a implementation of C ever came out on the Atari
>-: 8-bit? If not, I was wondering if it would be possible to do so?
>I
>-: heard there was a Pascal out for the Atari, but it required 2 disk
>-: drives and was pretty clunky. I would like to get my hands on
>either to
>-: see if I can still crank out some software.
>-
>- Hi Chris,
>-
>- YES, there was at first: KYAN-Pascal on two disk(drives)
>(obligatory)
>- and later there was the DEEP-BLUE C-compiler from ???
>- Helmut
>-
>There also was Atari Pascal from Atari and the Deep Blue C was from
>APX........

Kyan Pascal would run off a single floppy; it was the Atari (APX) version
that needed twin drives. There was also a later version that ran entirely
in 128k; no swapping between modules. Don't remember the name. There's
also another Pascal that was re-released as shareware, but the name slips my
mind right now.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
It takes a rare kind of wisdom to accept change and redemption in another.
Many would refuse, seeing only what was, not what is.
- Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"

4517. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: billbnghm@aol.com
Message-ID: <19961210053600.AAA07274@ladder01.news.aol.com>
Source record: 78030

Yes, there have been quite a few C language implementations for the 8-bit:

TIny and C65 - OSS as mentioned by God's Brother (Bill W. in the prev
mesg)
Lightspeed C - Hmm was it Lightspeed Software? Rember ARC 1.0 ?
Deep Blue C - Yes it compiles to P-code, but it wasn't that bad
ACE C - Deep Blue C's step son. Much better, some struct support
CC8 - ACE C with even more real C stuff, arrays of pointers
to structs
Required ACE C Runtime libs and Linker
CC65 - This is the beauty. Relocatable Object linkage files,
and the
most thorough K&R C for the 8-bit. Comes with an
excellent
Relocatable Assembler. Although KASM is compatible
and
much much faster!

Before I go one with the list... Please note that all the above are
subsets of older K&R C. There have been no compilers written (TIKO) which
conform to ANSI. For the unaquainted it simply means:

function proto types look like

fn_name(var,var,var);

instead of

type fn_name(type var, type var, type var);

Also the formal parameter list looks like

myfunc(arg1, arg2, arg3)
type arg1;
type arg2;
type arg3;
$(
...
$)

Instead of

type myfunc(type arg1, type arg2, type arg3){ ... }

Yes, the $($) replace the braces (since the brace characters map to the
SPADE and CLRSCREEN characters they are impracticle, although some people
have created special fonts with braces for these characters, for
textpro...)

The only compiler above which supports ASCII Braces and CR/LF combos as well as the $($) ATASCII LF is CC65 (Useful if you are trying to Port something)

Whew..

Ok, now on to the Cross Compilers

CC65, Yes that's right, the same one as on the 8-bit (I think JR Dunning had it compile itself <grin>) Available in UNIX Source at Umich, and IBM PC Version for DOS available from Kevin Foss "http://www.agate.net/~rfoss/kevin.html"

C65 (By Keith Ledbetter) This compiler does not support structs, boo hiss. But it does have the bestus 6502 macro cross assembler around. It is only available through the auther and NDA w/KP.

ORIC C Cross Compiler, An interesting 6502 cross compiler, not really intended to produce Atari code, but it can be finagled nontheless. Search for ORIC on the web. (ORIC is a neuvoretro 6502 machine, hobbyists kill me!)

There are also several commercial C cross compilers for the IBM (yes the above were mostly for the Intel PCs) But they will run you megabux and the aforementioned work extremely well!

There are also cross compilers for the ST and AMIGA which produce 8-bit code. Although I can't remember there names at the moment.

Anyhow, that's all I can tell ya about C and the 8-bit.

ANYONE WANNA GIVE ME AN ACTION CROSS COMPILER?
heehehehhhe

TTYL
Bill

4518. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58ivm7$9r4@login.freenet.columbus.oh.us>
Source record: 78031

Craig Lisowski (clisowsk@aegis.mcs.kent.edu) wrote:
: Paul Allton (pallton@proweb.co.uk) wrote:
: : A few years ago I remember talk of the existence of some Atari games that
: : were never released, but were rumoured to have been written. For example,
: : "Elite" and "The Last Ninja" (and surely manny more). Does anyone know if
: : these games actually exist anywhere?

: The Last Ninja was definitely released. I remember playing it many
: years ago. Gameplay was decent. I'm not sure if TLN is on JellyStone,
: Yogi's web site. If you cant connect to his site, then you can try
: browsing mine, as I run a mirror of his site, with the exception that
: I gzip the files to save space.
: The url is http://intrepid.mcs.kent.edu/~clisowsk/8bit.html

There's a GZIP for Atari?!?
(must be slow!)
--
The Doctor

4519. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58j149$b0t@login.freenet.columbus.oh.us>
Source record: 78032

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <329dbad8.4294574@news.magg.net> eightbit@magg.net (eight) writes:
: >
: >To All -
: >
: >Hello! I am using an Atari 800XL with P:R: Connection with a P133 PC I
: >am trying to transfer Atari files from the PC to my eight-bit Atari.
: >Can I get some help/tips on how this is done?
: >
: >Thanks,
: >
: >eightbit@magg.net

What's a "P133" PC?

: This is one way, but the SIO2PC/APE would probably be better. For the
: null modem, all you have to have is a comm program on both machines
: have one in originate (probably on the Atari side) and the other in
: answer (PC side). If you have Bobterm, originate is dome with G from

How can you set the "Null modem" for originate/answer when a "null modem"
is just a RS232 cable?!?

: the main menu. Be sure to have both systems set for 19200bps and ascii.

The P:R:C doesn't go at 19200 with BobTerm.It probably doesn't go that
fast at all!

: (actually the PC side could be on ANSI BBS.) Then upload the files on

"glass tty" or "tty" would be the setting for the PC side.
If you're running a BBS on the PC side to send files easily to the
Atari,you'd use VT102 (or something close to that) and FlickerTerm or
Ice-T on the Atari side.If the BBS only supports ANSI,then VT100 is close
enough to use on the Atari side.But a VT100 emulator on the Atari side
will probably use the standard character set (for VT100) rather than the
PC's unique one.(You might check out (the SLOW!) ANSITerm on the Atari)

: one machine (y-modem batch is probably the best you'll have for x-fer
: protocol) and download on the other. No big deal. I do this all the
: time.

If you're downloading to the Atari,you can use Atar-Z-Modem for Z-modem
transfers.But uploads must be done using Y-modem.(on a 64k machine,at least)
--
The Doctor

4520. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58j1dc$b7h@login.freenet.columbus.oh.us>
Source record: 78033

Timothy A. Seufert (bwanga@cats.ucsc.edu) wrote:
: In article <57t08e$i4j@nuke.csu.net>, kendrick@zippy.sonoma.edu (William
: Kendrick) wrote:

: >I'm sure the ST had some ~1000x~1000 or so graphics, with up to 16.7m colors?

: Depends. The ST, as in 520/1040/Mega, had 320x200x16, 640x200x4, and
: 640x400 B&W. The TT had 640x480x16, 320x480x256, and the ST resolutions.
: The Falcon had 16-bit modes at limited resolution (I think the highest was
: 640x400 interlaced), and 8-bit at higher resolutions.

: If you want a mode like ~1000x~1000 with 24-bit color on any ST, you have
: to get some form of add-on graphics card. As far as I recall, these were
: only available in the form of a VMEbus card; the TT030 and Mega STe accept
: such cards. (There may well have been cards for other models, but if
: there were I don't remember them.) The main problem with such cards is
: that a lot of software doesn't work with them. Only GEM programs will.
: Most games (especially those from the glory years of the ST) require the
: original ST modes.

Can programmes still use the normal graphic capabilities of the ST when
the card is installed?
--
The Doctor

4521. Re: Best atari graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58j1qr$bcd@login.freenet.columbus.oh.us>
Source record: 78034

D.R.Woodley (et94drw@exeter.ac.uk) wrote:
: kendrick@zippy.sonoma.edu writes:
: > Well, I would imagine it was one of the later ST's....
:
: > I'm sure the ST had some ~1000x~1000 or so graphics, with up to 16.7m colors?

: NO WAY!!! The last ST model only had a palette of 4096 colors
: from which it could only use 16. The resolution for this
: palette was 320 x 200- called Low Resolution. Medium Resolution
: had a slightly better display- 640 x 200, but could only use 4
: colors from the palette. High resolution is really the ST's
: equivalent of Mono VGA. It could display 640 x 400 but only
: using 2 colors (black and white).

Incorect!The VGA "mono" is MONOCHROME,where as ST high resolution is
simply B&W.Since VGA uses 6-bit RGB,you'd get 6-bit monochrome on a
monochrome monitor.That's 64 shades.

So you really can have a lighter shade of pale!
(oohh,bad joke)
--
The Doctor

4522. Re: Wanted: Atari 8-bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: slawek@gaja.ipan.lublin.pl
Message-ID: <58jjbg$rt4@helios.man.lublin.pl>
Source record: 78035

daniel noguerol (farb2@msn.com) wrote:

: Hello all. I am looking for the following Atari 8-bit games with docs:

: 221B Baker Street
: Agent USA
: Archon
: F-15 Strike Eagle
: Quest of the Space Beagle
: Seven Cities of Gold
: Temple of Apshai Trilogy

`lo... Look at "Taquart Site" :

ftp://yoshi.meil.pw.edu.pl/atari8bit

CU!

--
- ---- --- - - - - - - --- ---- -
| ,-*'^'~*-,._.,-*~> Slawek Sledz, PC and Atari User. <~*-,._.,-*~'^'~*- |
Unix Administrator | Slaves/Taquart/sp00lka |
| iRc: [NiC0], http://calia.daewoo.lublin.pl/~nic0
nic0@calia.daewoo.lublin.pl, slawek@gaja.ipan.lublin.pl |
| slaves@yoshi.meil.pw.edu.pl
| ,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-,._.,-*'^'~*-, |
- ---- --- - - - - - - --- ---- -

4523. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <58jk6i$f31@dfw-ixnews2.ix.netcom.com>
Source record: 78036

```
In <58j149$b0t@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>Robert Smith Ely (rely@ix.netcom.com) wrote:
>: In <329dbad8.4294574@news.magg.net> eightbit@magg.net (eight)
writes:
>: >
>: >To All -
>: >
>: >Hello! I am using an Atari 800XL with P:R: Connection with a P133
PC I
>: >am trying to transfer Atari files from the PC to my eight-bit
Atari.
>: >Can I get some help/tips on how this is done?
>: >
>: >Thanks,
>: >
>: >eightbit@magg.net
>
>What's a "P133" PC?
>
>: This is one way, but the SIO2PC/APE would probably be better. For
the
>: null modem, all you have to have is a comm program on both machines
>: have one in originate (probably on the Atari side) and the other in
>: answer (PC side). If you have Bobterm, originate is dome with G from
>
>How can you set the "Null modem" for originate/answer when a "null
modem"
>is just a RS232 cable?!?
>
>: the main menu. Be sure to have both systems set for 19200bps and
ascii.
>
>The P:R:C doesn't go at 19200 with BobTerm.It probably doesn't go that
>fast at all!
>
>: (actually the PC side could be on ANSI BBS.) Then upload the files
on
>
>"glass tty" or "tty" would be the setting for the PC side.
>If you're running a BBS on the PC side to send files easily to the
>Atari,you'd use VT102 (or something close to that) and FlickerTerm or
>Ice-T on the Atari side.If the BBS only supports ANSI,then VT100 is
```

close
>enough to use on the Atari side.But a VT100 emulator on the Atari side
>will probably use the standard character set (for VT100) rather than
the
>PC's unique one.(You might check out (the SLOW!) ANSITerm on the
Atari)
>
>: one machine (y-modem batch is probably the best you'll have for
x-fer
>: protocol) and download on the other. No big deal. I do this all the
>: time.
>
>If you're downloading to the Atari,you can use Atar-Z-Modem for
Z-modem
>transfers.But uploads must be done using Y-modem.(on a 64k machine,at
least)
>--
> The Doctor
P133 is a Pentium 133MHz PC. I use ANSI BBS setting all the time
with no problems. VT100 works fine too. In any case binary transfers
are best (Y/Z-modem) and if you can compress (ARChive) the files first,
you'll save x-fer time. When I said ANSI BBS, that doesn't mean running
a BBS (although you could). It's a setting similar to ANSI. It just
supports full 8-bit binary communication.
Doc, Is Atar-Z-Modem available for Bobterm? Where can I latch on to
this?

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4524. Re: atari800-emulator on amiga

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <58jks5$gdl@sjx-ixn2.ix.netcom.com>
Source record: 78037

In <32AC754C.5A7F@zeus.fh-pforzheim.de> nadkar
<nadkar@zeus.fh-pforzheim.de> writes:
>
>hi guys... is there anybody out there who could manage to
>emulate the xl with this emulator
>
>this is avaible for unix,pc and amiga...
>
>but on amiga i have installed (hopefully) all korrekt but
>after starting i can select the chip-set (aga, ecs, ocs)...
>then a window apears with copyright... and after pressing o.k.
>the emulator quits with the error message
>"operation system not avaible"
>
>thats it...
>
>bye HeAVeN/TaquarT
>
>ps. the rom-images are in the object folder...
Which Amiga emulator are you using? There is one at the umich
archive called EMU800.ZIP that has been modified and seems to work well
on (and was recompiled on) an A2000 w/ Amiga OS2.? Willi K. did some
updates to the compiled version and it runs and runs faster than the
source (un-compiled) version would.

gopher://gopher.archive.umich.edu:7055/11/atari/8bit

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4525. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <58jkie$ibu@sjx-ixn4.ix.netcom.com>
Source record: 78038

In <58j149$b0t@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>Robert Smith Ely (rely@ix.netcom.com) wrote:

>: null modem, all you have to have is a comm program on both machines
>: have one in originate (probably on the Atari side) and the other in
>: answer (PC side). If you have Bobterm, originate is dome with G from
>
>How can you set the "Null modem" for originate/answer when a "null
modem"
>is just a RS232 cable?!?
>
>: the main menu. Be sure to have both systems set for 19200bps and
ascii.
>
>The P:R:C doesn't go at 19200 with BobTerm.It probably doesn't go that
>fast at all!

> The Doctor
---------------(some stuff removed above)--------------

I missed a couple of things. You don't set the null modem to
originate/answer, you set the comm programs. One has to be the calling
party and one has to be the host/answering party. If poth are set to
answer (ATA) you get no communication.
You're right about the PRC not doing 19200. I got so use to using
my MI/O at 19200, I simply forgot. The PRC can do up to 9600, but you
need a patch to the R: handler to get that fast. I forget, but I think
the PRC abd 850 max, normally ar 2400 or 4800bps. I'll locate the patch
and e-mail it to anyone that needs it.I'll also post it to the Umich
archive.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4526. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: Brian Burns <b_burns@ix.netcom.com>
Message-ID: <01bbe6a7$b55cb7e0$3517b8cd@tcgbgb.usconnect.com>
Source record: 78039

I've heard that Scott Adams is working on something new for the PC. I
didn't get much details except that he is still alive and getting back in
the field.

John M. Vogel <jvogel@crl.com> wrote in article
<58ip96$17b@crl4.crl.com>...
>
> Actually, I believe Scott Adams recently turned his text adventures over
> to public domain. I'll have to check the Interactive Fiction Archive.
>
> John
> jvogel@crl.com
>
>

4527. Re: HELP Troubleshooting 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: Brian Burns <b_burns@ix.netcom.com>
Message-ID: <01bbe6a8$4d8e82a0$3517b8cd@tcgbgb.usconnect.com>
Source record: 78040

Thanks for all the help, everyone. I opened the drive and removed the metal shield inside and notice a board halfway out. I re-seated it, and it works fine now.

Brian Burns

4528. Re: TIA, POKEY sound emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Message-ID: <32AD7508.6CB3@anest4.anest.ufl.edu>
Source record: 78041

> In article <32AA306D.3368@osu.edu>, ramos.15@osu.edu wrote:
>
> > I've got my computer and 2600 in the same room and was hard pressed
> > (besides the speed difference) to tell them apart, audio-wise.
> >
> > side note: Am I the only Mac user in this group? It seems like all the
> > discussion here is about sound boards and types of Intel processors.
> > Thankfully, I never have to worry about these things, just load up these
> > great emulators and enjoy! I get close to 100% speed out of the 2600
> > emulator, with just an 80MHZ PPC.
>

Count me in as a Mac user. I've got a PowerMac 8100/110, but I prefer
my real 1200XL with 256K to Rainbow (even though it's a well-done
program).

-Michael Ellis

4529. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: followel@sprynet.com
Message-ID: <32ad72ef.402389@news.sprynet.com>
Source record: 78042

On 9 Dec 1996 20:34:46 -0800, jvogel@crl.com (John M. Vogel) wrote:

>James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
>
>: (R. Stone mentions ftp site or B&C for Scott Adams adventures.)
>: I'd venture to say that a LOT of people get stuff from ftp, see it
>: and want it, then try to find a legit, complete copy.
>
>Actually, I believe Scott Adams recently turned his text adventures over
>to public domain. I'll have to check the Interactive Fiction Archive.
>
>John
>jvogel@crl.com
>

Actually, no, this is not true. I've spoken to Scott several
times about acquiring the rights so I could put them on an Adventure
International page I want to start. Scott gave me his blessing as far
as putting them online, but said that really wouldn't help me very
much because he doesn't hold the copyrights anymore. He lost them
years ago in a bankruptcy court when AI went under. I've had no luck
tracking down the current owner.
I have several different versions of his titles. If anyone is
interested, let me know and I'll be more than happy to help you out.

Sincerely,
- Byron Followell
followel@sprynet.com

4530. Re: Atari XMM801 Ribbon replacement

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <58juft$diu@News.Dal.Ca>
Source record: 78043

In article <58f5s1$9h4@netnews.mis.net>, phantomm@harold.eastky.com writes:
>
>
>I need to replace the ribbon in my XMM801. I read somewhere that there was
>a replacement ribbon made for another printer that would work with the
>XMM801. Anyone know the model of printer and if that ribbon is still
>available?
>
>
>

Yes, you want a "KO-REC-TYPE"(R) Spirit 80 model, stock number 3276-0.
I get mine from a business depot mega-store typathing. This particular model
can be used on what looks like about 80 different printers. If Atari isn't in
the stock database where you go, tell them to look up a ribbon for:
Accord DC80, Legend 880, Arrow 160, juki Super 5, Spirit 80, CM100, or
Mitsubishi Super VCP80.

randy.

4531. Re: Rare Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E27DnF.MsM@iglou.com>
Source record: 78044

In article <58ivm7$9r4@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
>Craig Lisowski (clisowsk@aegis.mcs.kent.edu) wrote:
>: I gzip the files to save space.
>: The url is http://intrepid.mcs.kent.edu/~clisowsk/8bit.html
>
>There's a GZIP for Atari?!?
>(must be slow!)

Not as far as I know. You have to gunzip the files before transfering
them to the 8-bit. I doubt there are many people reading this newsgroup
who have no other computer, especially with the current prices for old
PCs. When I need to gunzip a file, I do it on my shell account.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

4532. Re: Question: Three Stooges Game

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: aqhrt@txt5.ibm.net
Message-ID: <58k2lg$2h2a$1@news-s01.ny.us.ibm.net>
Source record: 78045

Brian <bsturk@nh.ultranet.com> wrote:

>Thomas Meyer wrote:
>>
>> > Can anyone tell me if the 1987 Cinemaware game "The Three Stooges" ever
>> > made it to and Atari Format? If so, does anyone know where I can buy it
>> > from.
>>
>> Wasn't this an Amiga-only release? It was quite huge - 3 disks, if I
>> remember correctly.
>>
>> Bye,
>> Thomas
>> --
>> Thomas Meyer Student of Computer Science
>> Bremen E-Mail: i03a@zfn.uni-bremen.de
>> Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/
>It was made also for the C64, I don't believe it was made for any Atari
>platform including the ST...(Don't quote me on that) :]

I also own a copy for my IBM PC and the original Nintendo.
Regards,

Aaron Quantz
Mgr Software Development, TCS
~~~~~~
HR Textron | Phone: (805) 253-5471
25200 W. Rye Canyon Rd. | Fax: (805) 253-5962
Valencia, CA USA 91355-1265 | Email: aqhrt@ibm.net
Visit the Textron web site: http://www.textron.com

~~~~~~

4533. 7800 Expansion Info

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: malay@tds-gn.lmco.com
Message-ID: <58k1i1$a5n6@news.tds-gn.lmco.com>
Source record: 78046

Looking for information on the 7800 Expansion port.

Also, does anybody know if Harry Dodgson actually produced
and sold the "7800 Monitor Cartridge" - if so, where can I get
one??

Bob Malay

--
//
/ /
/ Robert M. Malay Lockheed Martin TDS /
/ 9255 Wellington Road /
/ Manassas, VA 22110-4121 /
/ /
/ malay@tds-gn.lmco.com /
/ 703.367.2403 /
/ /
//

4534. WTB:Atari Carts.....

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: Brian Wiklem <Brian_wiklem@interactive.sony.com>
Message-ID: <32ADA426.1524@interactive.sony.com>
Source record: 78047

Looking for:

Tapper
Spy Hunter

e-mail with asking price.

Brian

4535. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: mjk@arstpa.com
Message-ID: <58k86j$142u@news.gate.net>
Source record: 78048

In article <marksim-0912961242120001@port7.bitstream.net>,
marksim@bitstream.net says...
>
>In article <58h3ju$2o7e@www.univie.ac.at>, a5321mai@mailbox.UniVie.AC.AT
>(Helmut Drobny) wrote:
>
>> Chris Cholette (cholette@pilot.msu.edu) wrote:
>> : Hi everyone,
>>
>> : I was wondering if a implementation of C ever came out on the Atari
>> : 8-bit? If not, I was wondering if it would be possible to do so? I
>> : heard there was a Pascal out for the Atari, but it required 2 disk
>> : drives and was pretty clunky. I would like to get my hands on either to
>> : see if I can still crank out some software.
>>
>> YES, there was at first: KYAN-Pascal on two disk(drives)
(obligatory)
>> and later there was the DEEP-BLUE C-compiler from ???
>
>Didn't OSS also have a version of C called C65? I think Deep Blue C was
>available through APX... Also, I've never used it, but I understand
>Action! (from OSS) is very similar to C...

OSS did produce C/65, which was discontinued about 1985. Supposedly, it was a subset of C. Deep Blue C was very popular, and definitely had subset problems (among other things). As I recall, there were 1-2 other implementations of C on the Atari, but they largely went unnoticed due to the decline of both Atari and the 8-bit market in general. Maybe someone else remembers these products?

--Mark Kopec

4536. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <32ADA7F8.7B13@uofrlaw.urich.edu>
Source record: 78049

Mark L. Simonson wrote:
>
> In article <01bbe259$00529740$4ec002cf@ali>, tlewin@cmisinc.com wrote:
>
> > Does anyone know where I might be able to find the classic series of 12
> > text adventure games by Scott Adams. They were originally written for the
> > Atari 400/800. The games were in a series. I can remember a few names of
> > them: Adventure, Pirate Adventure, Ghost Town, Mystery Funhouse, Stange
> > Odyssey. They were also remarketed by Radio Shack under slightly different
> > names. Any help would be appreciated?

Besides the original 12, Yogi's also has the Sorcerer of Claymorgue Castle (#13) and two of the SAGA Questprobe games: Buckaroo Banzai and Spiderman. He also some of the Questprobe series in text format. Still missing are the SAGA 1-6, graphical versions of the first six adventures, which I've been told were ported to the Atari. They're out there somewhere. The only one you won't be able to find for Atari is #14: Return to Pirate Island, I think that was only made for the TI or CoCo.

Incidentally, I recently wrote Scott Adams and found out he is working on a PC version of Return to Pirate Island with an expanded parser. I believe it will run on Windows 95. (Just some info for other Scott Adams fans)

Falcon

4537. Re: pokey chip poly counter operation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: Ron Fries <rfries@tcmail.frco.com>
Message-ID: <32ADBBC8.3907@tcmail.frco.com>
Source record: 78050

Perry,

Our news server isn't very consistent, so all I received was the
following reply to your message:

cathryn wrote:
>
> In article <E1z3sG.Lo3.0.queen@torfree.net>, Perry McFarlane wrote:
> >I have experimented and i believe i have the exact formula which is
> >used. let x=0 then
> >x=((x<<a)+(x>>b)+c)%m
> >gives the next value of x, and x%2 is the bit used. if n is the #
>
> I'm really impressed. How long did this take you to figure out?

I'd be curious to see your original message. I've done some careful
examination of the output of the actual Atari and have created tables
which are the original bit patterns. I have tables for both the 4-bit
and 5-bit polys; I choose not to create tables for the 9-bit and
17-bit as they would have 511 and 131071 entries respectively!

I'd be curious to see your full algorithm and the results it produces.

Regards,

Ron Fries
rfries@tcmail.frco.com

P.S. I assume you need the polys for generating sound. I've already
created a set of routines which will do that based on my tables.
Let me know if you're interested. And be sure to reply to my
e-mail address. Again, our news server isn't very reliable.

4538. pokey chip sound generation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: ce596@torfree.net
Message-ID: <E27stE.Bru.0.queen@torfree.net>
Source record: 78051

i see another post about pokey sound generation. ive been working on a
little project to make a program that can generate .wav files that are
the same as would be generated by a pokey chip. so far i think i have
been able to figure out exactly how the pokey chip generates its sounds.
bascially the key to understanding it is how the poly counters work.
there is a 4 bit, 5 bit 9 bit and 17 bit poly counter. the 9 bit
is enabled by replacing the 17bit counter. these are electronic cirucuts
that generate a pseudorandom repating sequence of bits. they change
state every chip cycle. the number of bits in the sequence is equal to
two to the power of the number of bits, minus one. so the 4 bit counter
has a 2^4=16,-1=15 a 15 bit sequence, the 5 bit has a 31 bit sequence 9
bit has a 511 bit sequence and the 17 bit has a 131071 bit sequence.
There are 4 8 bit divide by N counters for each of the 4 voices.
when these count down past 0 (to $ff), they generate a pulse. the clock
for these counters can be either the system clock (17.9 mhz) or it
divided by 28 or 114 depending of the setting of the AUDCTL bits. it is
also possible to join 2 of them to create a 16 bit timer. there must be
some delay in reseting the timer to its original value because when the
1.79mhz clock (fastest) is used the value of N used is 4 greater for 8 bit
sound and 7 greater for 16 bit sound than it would otherwise be.
the distortion is controled by 3 bits in the AUDCx registers for the
4 voices. bit 7 selects the 5 bit counter or no distortion. bit 6
select 17/9 or 4 bit poly , and bit 5 selects (distortion selected by
bit 6) or pure tone.
the first part of the distorition is the 5 bit poly. If a pulse has been
sent from the divide by N counter then IF the current bit in the 5 bit poly
coutner is a 1 then send a pulse to stage 2. if no distortion then just
send the pulse through without doing anything.
the second part of the distortion has a flipflop that remembers its output
state. if puretones are used, then the output= !output, the output
equals logical not the last output, so it generates a squarewave. if
either the 4 or 17/9 bit poly counters are used, the output is set equal
to the current value of the poly counter.
an important point is that the waveform generated depends not only on the
settings of which polycounters to use but also the frequency of the
divide by N counter. because the poly counters change state every chip
cycle, the sequence of bits used to generate the sound is related to
(number of cycles per pulse) MOD (number of bits in poly counter sequence).
so for the 4 bit counter which has 15 bits it its sequence, if the number
of cycles per input pulse is divisible by 3, a 5 bit subsequence of the
15 bits would be used. there would be 3 possible 5 bit subsequences that
could be used, the same sound played at differnent times would sound
different.
the highpass filter is fairly simple. when once voice is used for a filter

for another voice, when the filter voice counts down, a flipflop in the filtered voice remembers the current output state. if the highpass filter is set on this is then XOR'd with the output state(turning it off until the filtered voice changes).

4539. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <58kj2f$cnk@nnrp1.news.primenet.com>
Source record: 78052

In article <32ADA7F8.7B13@uofrlaw.urich.edu>,
W. David Falcon, Jr. <wfalcon@uofrlaw.urich.edu> wrote:
>
>Besides the original 12, Yogi's also has the Sorcerer of Claymorgue
>Castle (#13) and two of the SAGA Questprobe games: Buckaroo Banzai and
>Spiderman. He also some of the Questprobe series in text format. Still
>missing are the SAGA 1-6, graphical versions of the first six
>adventures, which I've been told were ported to the Atari. They're out
>there somewhere. The only one you won't be able to find for Atari is
>#14: Return to Pirate Island, I think that was only made for the TI or
>CoCo.

I know that these are not the only SAGA games out there. I had the one
where you have crash-landed on a planet and must wear a space suit in most
places. I lost it when we traded our entire Atari 800 setup for a fish
tank.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~
I've been fooling you all this time! I live in ARIZONA!
98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4540. ECI

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: teyilei@magnus.acs.ohio-state.edu
Message-ID: <58kjud$oaj@charm.magnus.acs.ohio-state.edu>
Source record: 78053

Did anyone ever release a product for the enhanced cartridge interface on
the 130XE?

4541. Now MY 1050 doesn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: lbarber@sonymusic.com
Message-ID: <58klnk$ccq@news1.sjc.in.sel.sony.com>
Source record: 78054

I recently decided to fire up my 8-bit setup again, and used my Indus GT for a time. Boy, does it bring it all back! But when I tried to use my Happy 1050, I got no power on the drive at all. :(No light, no motor activity, nothing. I took the drive apart, and didn't notice anything loose; there's doesn't seem to be much in there that could come loose. A bug carcass came sliding out when I lifted the floppy drive from around where the head/spindle is, but that doesn't seem like it would cause a short. If this drive is actually shot, how hard would it be to transplant the Happy ROMs to another drive? I'm going to try my friend's 800 power supply, and make sure it's not a power supply problem.

Thanks for any suggestions.

LB

4542. Re: Need power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: "Brien K. Meehan" <meehanb@detroitedison.com>
Message-ID: <01bbe6e9$31281720$14d409a2@brien.deco.com>
Source record: 78055

(I was wondering the same thing!)

... at what current? What's the amperage? I'd ask "What's the watts," but
that would be silly.
--
Brien K. Meehan
brien@msn.com
(These opinions are mine.)

Mike LaRue <bandit@cdsnet.net> wrote in article
<32ACE5D5.2E64@cdsnet.net>...
> The power supply for the 400/800/810/850 ect was 9VAC.
>
>
>
>
> he Chadwick's wrote:
> >
> > I was criusing through the neighborhood recently and rescued an Atari
> > 400 out of someones trash. The only problem was there wasn't a power
> > supply to go along with it. I used to own several atari 800 and
800xl's
> > but I can't remember the input voltage they require. Could someone
tell
> > me what input voltage I need to see if the poor ol' 400 works?
> > --
> > "For God sent not his Son into the world to condemn
> > the world; but that the world through him might be
> > saved." -John 3:17
>

4543. Re: Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <58ksfk$qsg@darla.visi.com>
Source record: 78056

> Dennis McGuire <mcguired@moose.erie.net> writes:
> Thanks to Rich, James, Bob and Randy &Tracy for the feedback on
> Indus error codes.
>
> I was sure this was a main board problem because of how quickly
> the error code came up and the fact that the drive never even spun up.
>
> It turns out that the 2797 FDC chip is bad. I would think these
> are pretty reasonably priced these days. Anyone know where I can find
> one?
>
>
>
>
>>>>
BEST Electronics
2021 The Alameda, Suite 290
San Jose, CA 95126

408-243-6950

Catalog Part # FC100817; Price $12.00 plus shipping.

Also, they don't take plastic, Money Order or check but he
waits about 4 weeks on personal checks before shipping.

Rich Mier

4544. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: slcsj@cc.usu.edu
Message-ID: <32adea96.5084040@cc.usu.edu>
Source record: 78057

On Sun, 08 Dec 1996 18:43:56 -0800 in comp.sys.atari.8bit, BobKlaas
<bobkla19@tcd.net> wrote:

>And Thank you for another vote of confidence..
>
>bob

I'll give Bob yet another vote of confidence. He saved my 1200XL from
certain death after I not-quite-perfectly installed my 256K RAM
upgrade. He's someone I'll always hold in high esteem.

Jesse

4545. Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: d.cosmo@altanet.it
Message-ID: <58ktd9$q3t@dante.italia.com>
Source record: 78058

Dear Portfolio friend,
i hope you can answer me:
Can I change the ram cipset in my portfolio for more internal ram ?
Where I found a serial port for my portfolio ?
If yes How ?
Can you send me material about portfolio big write?
I LOVE PORTFOLIO and I wount all material about it
I hope you answer me soon.

A Friend

Donato Cosmo
d.cosmo@altanet.it

4546. Re: 8bit custom chip specifications

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: Robert Pinchbeck <rpinchbeck@mindspring.com>
Message-ID: <32AE59B1.2046@mindspring.com>
Source record: 78059

I have good ol' "Mapping the Atari"
Among a great many other 8-bit books.
Guess I'll blow off the dust and pore over them a bit...
I was hoping for online (i.e. up-to-date & non-dusty) references.

-Bob

4547. Re: pokey chip sound generation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-10 00:00:00 UTC
From: Robert Pinchbeck <rpinchbeck@mindspring.com>
Message-ID: <32AE5C57.F16@mindspring.com>
Source record: 78060

Where did you GET all this information?
(I fret to think that you used trial and error!)

Do you posess a similar knowledge base for Antic?
I'm trying to collect a list of links on the Atari 8-bit custom chips...
can you help?

-Bob

4548. Mountain King - how to play?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <58lmcv$e5h@stratus.skypoint.net>
Source record: 77969
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

What's the object of this game?

Thanks,
Scott

P.S. Whatever happened to the 2600 manuals archive?

4549. I need ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <58lmoc$e5h@stratus.skypoint.net>
Source record: 77970

Where's the best place to buy Action? Is there more than one version of the package? If so, what's the best one to get?

Thanks,
Scott
(eager to try out some Action coding)

4550. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbe73f$00d90880$bdf7aecc@127.0.0.1>
Source record: 77971

> Hve a psgr wth prob, lst bg, nds htl, can u hlp? Whts yr wx dng now? Nd
> updt fld cond rpt..
>
> Translated...Have a passenger with a problem, Lost Bag, Needs Hotel, can
> you help? Whats your weather doing now? Need updated field condition
> report..on an on...I am supprised I don't leave more out than I do..

Yowza... now I can see the source... it's almost like a second language...
English w/out vowels... =)

From what i've seen written about you Bob you are a very valuable asset to
the atari 8bit community... keep going, you're appriciated!

Will

4551. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <58mf6e$8a0@alexander.INS.CWRU.Edu>
Source record: 77972

(Dave ? says he got a 130xe and Indus GT for $7.50.)
Right, Dave, but would you sell them for that?
The original 65XEGS poster is probably long gone. I do think
it a good idea to read the group for a while before you buy
anything. That origainal 65XEGS post also had some other
stuff that went with it, I forget, disk drive or something.
The worst post I remember on csa8, along these lines, was
somebody didn't like something about a Salvation Army
A8 thing they were selling. He said he swapped price stickers
in order to get what he wanted, I think it was a cart
he wanted in a bag of 3 for $10 and he only wanted to
pay $2 for a single cart. Anyway, this person advocated
essentially stealing from a Salvation Army because he
didn't like something about the pricing.

4552. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <58mfev$94o@alexander.INS.CWRU.Edu>
Source record: 77973

(Talk about C and Pascal and ACTION!)
I want to mention CLSN Pascal. I prefer it to Kyan Pascal.
Only works on 128k machines. I tried both Kyan and CLSN and
quit on both of them. ACTION! is my choice for doing stuff
if I want it as fast as possible without doing assembler.
J. Harris's MAE is probably the assembler for real
assembler programmers. M/65 is new to me and I have hardly
used that. I can do ASMED stuff and make it a usr for BASIC.
Turbo BASIC is superior to Atari BASIC, but Atari BASIC is
what I use, mostly. So what if it takes 10 min to GET and
PUT a 12k file, I'm in no big hurry, my Atari BASIC
frequently takes longer to run than to write the code :>.
Then, if I want to speed things up, use ABC compiler to
compile the BASIC. I guess most prefer the MMG BASIC
compiler, which also does floating point and the ABC
doesn't. I'm definitely not a C person, or even C++ for
that matter. C/C++ is only necessary if you want to
understand almost any source code that is written in the
last 5 years.

4553. Re: atari800-emulator on amiga

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32AF4150.5108@zeus.fh-pforzheim.de>
Source record: 77974

hi, i have downloaded the emulator... but i had version 0.6.0 before...
but the zip-file you mentioned does not have a exe-file included...

can you help me? or send me the exe-file of a working (!!!) xl-emulator?

bye HeAvEn/TaquarT

4554. Re: No more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <E2950A.3zp@cs.vu.nl>
Source record: 77975

jhardie@pipeline.com (John Hardie) writes:

>I've done the PAL upgrade and the screen is almost the same. The only
>difference is a very slight flicker on the screen. Believe me, I mean
>very slight. After using the system for an hour you won't even notice
>it. By all means, this is the way to go.

The flicker is only because you are used to a 60Hz screen for as long
as you live. PAL screens are 50Hz. That's why many Americans find 'our'
TV-sets annoying when they come to Europe.

>John

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

4555. Atari Sound Emulation (2600 & 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: Ron Fries <rfries@tcmail.frco.com>
Message-ID: <32AED5D1.2A2D@tcmail.frco.com>
Source record: 77976

Hi all -

Seems like sound emulation (TIA on 2600 and POKEY on 8-bit) is a standard topic for discussion. I've already created a set of routines that emulate both chips. There are some similarities, though there are some differences as well.

Both chip emulators are written in 'C'. I've also included some basic SB drivers in my emulators, though they have limitations. My main goal was to create routines that generate the buffers for sound output.

My routines do not use samples, but instead generate the output through an algorithm I've developed. It's based on some schematics I have of the internals on the POKEY chip. Though I had the schems, I still had to do a bit of investigation to make it work right (mainly for the poly tables).

Right now, the polys use tables, though I may change to use the formula developed by Perry McFarlane.

If you're interested in seeing either, just drop me a line. I suppose if I get enough interest, I'll just post 'em here. They're not too big.

Ron Fries
rfries@tcmail.frco.com

P.S. The TIASound routines are currently available on the Stella home page: http://www4.ncsu.edu/~bwmott/www/2600

4556. Peppers Dec Auction Update #11

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: pepper@freenet.edmonton.ab.ca
Message-ID: <Pine.A41.3.95.961211082538.43040G-100000@fn2.freenet.edmonton.ab.ca>
Source record: 77977

```
Welcome to Peppers Dec Auction

Rules follow the auction
Bids increaseaments are
$1 --- $1 - $20
$2 --- $21 - $40
$5 --- $41 - Up

Atari 400/800
******************************************************
Action (orange cart) $9 dano
Atariwriter $2 Min
Basic $2 Min
Bug Hunt With inst $5 Min
Flight Simulator II With inst $5 amrat2000
Frogger $3 jcarson
Spy Hunter $9 cmoore

Atari XE Laser Gun $12 rodneys433

Atari XE System (Detachable keyboard) Tested works great\ $30 rodneys
With instructions & box, Joystick and power supply /

Joysticks for Atari 2600,C64,Vic-20 ect.
******************************************************
2 Micro Master (NEW) by Camerica $5 metsrule
2 Point Master by Discwasher $5 Min
2 Quick Shot by Spectravideo $5 Min

Other items in Dec Auction: E-Mail me to get on the E-Mail list

Atari 2600 100 items Turbo Graphics 18 items
Atari 2600 Systems 2 items Turbo Graphics Systems 2 items
Atari 7800 System 1 item Sega Master 18 items
Atari 400/800 9 items Sega Master Systems 2 items
Atari XE System 1 item Other Sega Stuff 4 items
Atari 5200 23 items C64 Carts, Ect. 39 items
Intellivision 38 items Vic-20 18 items
Colecovisioin 15 items Joysticks 3 items
NES 13 items Micellaneous 6 items

Rules:
Auction ends Dec 13/96
Then a Once, Twice, Sold format will occur Dec 14/96
One update per day or until bidding slows down..
Conditional bids are accepted.
Minimum Increments is below
```

Bids are in US funds
Shipping is Extra. Minimum Shipping is $3
All Games & Game systems have been tested & work unless otherwise stated.

Bids increaseaments are
$1 --- $1 - $20
$2 --- $21 - $40
$5 --- $41 - Up

Neil

4557. Amiga connection

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <58mjnc$2gtg@usenetp1.news.prodigy.com>
Source record: 77978

If you plan to try PC emulation on an Amiga to run SIO2PC or APE, I'd at least use one that has an actual 8088 or 80286 somewhere in there. If not, the emulation will be even slower. Remember, the stock Amiga 500 runs at only 7 MHz or so. The super graphics chips that make the Amiga special won't help much with this application.
I was wondering. Since the Amiga was designed by Jay Miner as a sort of super version of Jay's Atari 800, maybe an Atari 8 bit emulation on the Amiga would be a neat project. Has someone already done this? I know the Amiga uses sprites in a way much like Atari's player/missles, using vertical "stripes" of memory as an overlay. Does the Amiga have collision registers, color priorities, and stuff like that too?

Did I stray too far from the subject again? Oh well....

- Bostone

4558. Mountain King - how to play?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <58mkfu$276i@usenetp1.news.prodigy.com>
Source record: 77979

Find the flame with your flashlight, take it to the room and get crowned,
then get to the top before a bat takes your crown.

4559. I need ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <58mkcb$2m5g@usenetp1.news.prodigy.com>
Source record: 77980

I'm pretty sure that you can still buy Action from B&C Computervisions at 408-986-9960.

4560. Re: Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: bmarcum@iglou1.iglou.com
Message-ID: <E299tG.FJq@iglou.com>
Source record: 77981

In article <58ktod$q3t@dante.italia.com>, Cosmdo01 wrote:
>Dear Portfolio friend,
>i hope you can answer me:
>Can I change the ram cipset in my portfolio for more internal ram ?
>Where I found a serial port for my portfolio ?

The topic of this newsgroup is the Atari 6502-based computers: the 400,
800, XL, and XE systems. I think you can find Portfolio users in
comp.sys.palmtops.

--
Bill Marcum bmarcum@iglou.com
"You can pay Uncle Sam with the overtime
Is that all you get for your money?" --Billy Joel

4561. Re: Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58mrpu$prl@login.freenet.columbus.oh.us>
Source record: 77982

Landon Dyer (landon@netcom.com) wrote:
: justin@imperium.net wrote:
: : I just got a new Atari assembler/editor cartridge (not installed in a
: : case). It boots up fine, and gives me the "EDIT" prompt. I have no
: : documentation for this cart, and I have never programmed in assembly
: : before. After I enter the program, how do I compile it and run it?

: gad. ASM/E?

: get a copy of MAC65, or the atari macro assembler (AMAC?)

: wayBackWhen i wrote a game using ASM/E (on an A/400, no less) and it
: hurt a lot. definitely use something else... :-)

Oh,it's all right for small jobs.I made a asm programme that set up smooth
scrolling in SpartaDOS X.
(needs XL or better OS)
--
The Doctor

4562. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: lohse@informatik.uni-kl.de
Message-ID: <LOHSE.96Dec11182919@poker.informatik.uni-kl.de>
Source record: 77983

In article <58kj2f$cnk@nnrp1.news.primenet.com> nickb@primenet.com (Nick S Bensema)
writes:

Path: sun.rhrk.uni-kl.de!news.uni-kl.de!news.belwue.de!news-stu1.dfn.de!news-mue1.dfn.de!n
ews-nue1.dfn.de!news-lei1.dfn.de!news-ber1.dfn.de!fu-berlin.de!news.mathworks.com!www.nntp
.primenet.com!nntp.primenet.com!news.primenet.com!nickb
From: nickb@primenet.com (Nick S Bensema)
Newsgroups: comp.sys.atari.8bit
Date: 10 Dec 1996 14:01:03 -0700
Organization: Primenet (602)416-7000
Lines: 22
References: <01bbe259$00529740$4ec002cf@ali>
<marksim-0512962317070001@port3.bitstream.net> <32ADA7F8.7B13@uofrlaw.urich.edu>
X-Posted-By: nickb@206.165.5.107 (nickb)

In article <32ADA7F8.7B13@uofrlaw.urich.edu>,
W. David Falcon, Jr. <wfalcon@uofrlaw.urich.edu> wrote:
>
>Besides the original 12, Yogi's also has the Sorcerer of Claymorgue
>Castle (#13) and two of the SAGA Questprobe games: Buckaroo Banzai and
>Spiderman. He also some of the Questprobe series in text format. Still
>missing are the SAGA 1-6, graphical versions of the first six
>adventures, which I've been told were ported to the Atari. They're out
>there somewhere. The only one you won't be able to find for Atari is
>#14: Return to Pirate Island, I think that was only made for the TI or
>CoCo.

I know that these are not the only SAGA games out there. I had the one
where you have crash-landed on a planet and must wear a space suit in most
places. I lost it when we traded our entire Atari 800 setup for a fish
tank.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~
I've been fooling you all this time! I live in ARIZONA!
98-KUPD Red Card Holder #710563 WedSpc License #71.0563

Sounds like Mission Asteroid. But I don't think that this adventure was a SAGA.

Frank Lohse
--
Frank Lohse
Universitaet Kaiserslautern
lohse@informatik.uni-kl.de

4563. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961211180100.NAA29482@ladder01.news.aol.com>
Source record: 77984

I think the OHAUG crowd would like it. Perhaps I can use it in the newsletter. You can send it to me at ASharkis@aol.com.

Thanks.

Alan

4564. Wanted: Straight Joystick for Atari CX2600

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: bev@atl.mindspring.com
Message-ID: <58n3qq$cgt@camel1.mindspring.com>
Source record: 77985

I'm looking for a straight (pencil-like) joystick for an Atari CX2600
as a Christmas gift for a relative - who has almost worn hers out.
Main stipulation - it has to be straight, and multi-directional, vs.
curved/fancy.

Sorry I don't have a specific part number for this, but if you can
help locate this, you'd give someone a merry Christmas!

Just email me - bev@atlanta-north.com

Thanks!!

Cobalt Blue, Inc.
11585 Jones Bridge Rd,
Suite 420-306
Alpharetta, GA 30202, USA
(770) 751-1149 Fax (770) 475-2892
Web: http://www.cobalt-blue.com

4565. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bbe798$fee227a0$32201fce@mcmahon>
Source record: 77986

Mark L. Simonson <marksim@bitstream.net> wrote in article
<marksim-0912961242120001@port7.bitstream.net>...
> In article <58h3ju$2o7e@www.univie.ac.at>, a5321mai@mailbox.UniVie.AC.AT
> (Helmut Drobny) wrote:
>
> > Chris Cholette (cholette@pilot.msu.edu) wrote:
> > : Hi everyone,
> >
> > : I was wondering if a implementation of C ever came out on the Atari
> > : 8-bit? If not, I was wondering if it would be possible to do so? I
> > : heard there was a Pascal out for the Atari, but it required 2 disk
> > : drives and was pretty clunky. I would like to get my hands on either
to
> > : see if I can still crank out some software.
> >
> > YES, there was at first: KYAN-Pascal on two disk(drives)
(obligatory)
> > and later there was the DEEP-BLUE C-compiler from ???
>
> Didn't OSS also have a version of C called C65? I think Deep Blue C was
> available through APX... Also, I've never used it, but I understand
> Action! (from OSS) is very similar to C...
>
> Mark
> marksim@bitstream.net
>

Lets not forget Lightspeed 'C'..

Rory

4566. Re: Mountain King - how to play?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961211150824.563D-100000@user1.ptd.net>
Source record: 77987
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

On Wed, 11 Dec 1996, Scott Butler wrote:

> What's the object of this game?

First, you must collect enough diamonds to get the flame. The number on the right hand bottom tells you all many to collect. You can even use your flashlight to find chests with lots of diamonds and you press down to open them, but you can't collect the diamonds while using the flashlight.

Then the numbers will start counting down from 3000 and you must find the flame. You can tell if you're getting closer by the music been played. Again you must use the flashlight to find the flame.

After you found the flame, go to the throne room and kneel down before the skull(seen only with flashlight). It turns blue and you can climb up it.

Go right up to the chair and kneel underneath the crown. Once you got it, then get out of the room. The music will start playing and you have to get to the top of the moutain up near the big fire at the peak. Avoid the bats though, and you must get up there before the music is done playing.

If you're not sure about where the fire is, watch the demo before starting the game. Now go close enough so the screen is flashing and stay there, don't actually 'touch' the fire!

It wasn't that long ago when I ask the newsgroups how to play this game, so I'm returning the favor. :)

> P.S. Whatever happened to the 2600 manuals archive?

It's at http://www.sponsor.net/~gchance/2600Stuff/2600Docs/docsindex.html

But the instructions for Moutain King isn't there :(

Eric Noss
a.k.a
Mr. Maddog

4567. FS: Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: produnl2@teleport.com
Message-ID: <58luu0$q6n@nadine.teleport.com>
Source record: 77988

For Sale:

Atari 800XL Computer, mint condtion in box.
includes all original hardware & manual.
Will sell for $50 + shipping.
I never used it much and could use the
extra money. E-mail if interested.

Thanks.

David P. Loewen
Salem, Or USA
produnl2@teleport.com

4568. FS: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: pope@rutherford.ucdavis.edu
Message-ID: <58naa6$6q1@mark.ucdavis.edu>
Source record: 77989

Hello,

I have the following catridges for Atari 8-bit computers for
sale. All of them come with their original packaging and instructions,
which are in very good condition. I would like $3 per cart, but I am
willing to negotiate. I'll take $100 for the lot (40 carts). Contact
me at the email address below with your offer.

- George Pope

Atari Donkey Kong
Atari Pole Position
Atari Robotron: 2084
Atari Joust
Atari Pengo
Atari Qix
Atari Galaxian
Atari Asteroids
Atari Defender
Atari Centipede
Atari Missile Command
Atari Star Raiders
CBS Software K-Star Patrol
CBS Software K-Razy Kritters
CBS Software K-Razy Antiks
CBS Software K-Razy Shoot-out
Synapse Slime
Synapse Picnic Paranoia
First Star Boulder Dash
Parker Bros. Super Cobra
Parker Bros. Gyruss
Activision The Dreadnaught Factor
Activision H.E.R.O.
Activision Zenji
Thorn EMI Computer War
Thorn EMI Orc Attack
Thorn EMI River Rescue
Thorn EMI Submarine Commander
Thorn EMI Soccer
IDSI Survival of the Fittest
Roklan Gorf
SEGA Star Trek
Adventure Intl Rally Speedway
HES Gridrunner
Sierra Mr. Cool

Sierra Crossfire
Sierra Oil's Well
Big Five Miner 2049er
Epyx Gateway to Apshai
Epyx Jumpman Junior

--
pope@rrwilson.ucdavis.edu
http://bhabha.ucdavis.edu:8080/~pope/home.shtml

4569. thanx

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: Chris Cholette <cholette@pilot.msu.edu>
Message-ID: <32AF445F.4A18@pilot.msu.edu>
Source record: 77990

Thanks to everyone for all the information! I'm pretty surprised at all the responses! Especially from Bill W., you were my idol in the old days buddy!

Chris

4570. Re: I need ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: chambera@cs.pdx.edu
Message-ID: <58nel7$36b@vega.cs.pdx.edu>
Source record: 77991

Doesn't Computer Software Services now own the rights to all the old OSS languages---Action, BASIC XL, Mac/65, and BASIC XE? They had ads in all but the most recent issue of Atari Classics...

Alex Chamberlain
chambera@cs.pdx.edu

4571. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <58kudr$542@triglav.iwaynet.net>
Source record: 78061

Jim Treber <jtreber@cris.com> wrote:

>Am I the only one here getting tired of the smart-alec replies to posts
>that their prices are too high. What is the matter with these people?
>Are they worried that someone else might make a buck, so they have to
>jump in and attempt to spoil a sale maybe to someone in dire need of an
>item and willing to pay the price? This trend seems to have become a
>game here. Granted, there have been problems in the past of a high
>priced marketer failing to deliver, but I've dealt with many 8 bitters
>in the past and found them to be the most trustworthy around.

> Jim

I look for old computer hardware at thrift stores, flea markets, and used computer stores. I typically pay prices like $12.50 for a working 1702 Commodore monitor. I also got a 130XE and an Indus GT drive for $7.50. I picked up one working 800 for $5 and I got another working 800 and an 810 disk drive for another $5. I have had to deal with things like power supplies being missing and the like but the incidentals to make one of these work are neither hard to find or expensive. When I see people charging like $100 for a 130XE or similarly ridiculous prices I cannot help but think that they deserve the flames that they get (but then some people actually PAY that kind of money for this stuff so maybe the sellers know something I don't. As a buyer, I sure do look for more reasonable sellers though!).

The only way I can see high prices being justified are those charged for rare items and prototypes of vaporware. Sure $200 or even more may be justified for a 1450XLD but for a 130XE? No way! Even a 130XE in excellent shape does not justify that kind of price because they are common. You can find them for next to nothing. Even those in good condition. Even those with all accessories and original box.

Look people, these are dead computers. They are only of use to hobbyists like us that can still either get some use out of them or like to play with them. I can see no reason for flaming high priced posters. But I sure do marvel at 'em!

4572. Vintage 6502 Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: wallace daniels <wdaniels@fox.nstn.ca>
Message-ID: <18241.wdaniels@fox.nstn.ca>
Source record: 78062

Hello to all,

I am in search of the following 6502 texts that were published many
years ago. If you have any of these texts and would like to see them
have a good home, let me know and maybe we can work a deal.

a. Programming and Interfacing the 6502 with Experiments.
Marvin L.DeJong, Blacksburg Press.

b. 6502 Assembly Language Programming
Lance Leventhal, McGraw Hill
(1st or 2nd Edition)

c. 65816/65802 Assembly Language Programming
Michael Fischer, McGraw Hill

d. Programming the 6502
Rodnay Zaks, Sybex

- And any others that I may have missed. Any pointers or offers
are greatly appreciated !

Many Thanks, Wally

Wallace Daniels " Look Around..choose your
Nova Scotia, Canada own ground....."
wdaniels@fox.nstn.ca - Pink Floyd

4573. Re: 8bit custom chip specifications

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <58l2la$mgu@news1.fast.net>
Source record: 78063

Robert Pinchbeck <rpinchbeck@mindspring.com> wrote:

>I've downloaded over a dozen emulators for the Atari 8bits (800 etc.).

>I looked at the source code to several of them, and I wondered:
>"Where did they get the specs for the hardware that they're emulating?"

>The 6502 is easy enough to come by (I have several books on it)
>But what about Antic? What about Pokey?
>I looked around the web, but I can't seem to find any info on these
>custom chips. The FAQs talk about design, layout, and interaction, but
>not about the low-level details of these devices.

>Anybody have a good starting point?
>I'm stumped.

>-Bob

I haven't tried programming an emulator of any sort- however, I'd
suggest "Mapping the 800xl" by Compute! Books.

It at least has all the memory addresses of all the chips and stuff
like that.

4574. WTB : Custom Program

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: ericcron@wwa.com
Message-ID: <58l7kb$bri@kirin.wwa.com>
Source record: 78064

A couple of weeks (or months, I can't remember) I posted a message about using an Atari as a timer to control a household appliance. A couple of replys were posted and for that I am very grateful. One user even mailed me a program.

Unfortunately, I am not a programmer. I cannot modify software or hardware (yet, I'm working on it!). I know there are a couple of you out there who can do what I need.

What I need: The software and hardware to use an Atari as a precision timer. When I say precision, I mean that I need to be able to turn an applicance on for two minutes, and off for twenty (approx). I need to be able to continue that cycle indefinitely. The program would just ask me:

On for?
Off for?

A countdown display would be great, but it isn't essential.

I do have a couple of Ataris(unmodified) Disk drives, 850, all the goodies.

Remember, I would need the hardware to do it too, and I am not very technical. I have heard that I would need an Rtime8 cart. I would have no problem buying anything that I would need.

So, what would it take to get somebody out there to do this for me? I really have no idea what to offer, but I am going to throw out a number anyway. Please don't get offended if it is too low, like I said, I have no idea what to offer:

One hundred smackers. I came up with this figure at a rate of $20 an hour for five hours. I would buy any hardware of course also.

Any takers?

Email Eric_Cron@addus.com
thanks.

4575. Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: d.cosmo@altanet.it
Message-ID: <58ktod$q3t@dante.italia.com>
Source record: 78065

Dear Portfolio friend,
i hope you can answer me:
Can I change the ram cipset in my portfolio for more internal ram ?
Where I found a serial port for my portfolio ?
If yes How ?
Can you send me material about portfolio big write?
Have you the ATARI PORTFOLIO's electric map ?
I LOVE PORTFOLIO and I wount all material about it
I hope you answer me soon.

A Friend

Donato Cosmo
d.cosmo@altanet.it

4576. Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: t.andrews16@genie.com
Message-ID: <199612110436.EAA05596@relay1.geis.com>
Source record: 78066

I have a couple of text files kicking around here on the ASM/ED cart
that were written by Mat*Rat himself. They summarize the commands, etc.
for those who bought the cart from ATV & others without docs. Very little
info on programming, but more on operation of the cart than I've seen almost
anywhere else. I believe they are the text of a couple of articles for Analog.
However, way at the top it says, "Released" and a date, so I assume Matt
put them into the public domain.

I would be happy to email the files if someone wants them. Genie won't
let me attach files to Internet mail, so I would simply email the straight
text.

Anybody interested?

Tom Andrews The Atari Farmer

4577. Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: dracul@wbris.starnet.net
Message-ID: <9612110001.D8608Do@wbris.starnet.net>
Source record: 78067

I am looking for a copy of PC Xformer 3.2 for DOS...does anyone know where I might be able to find one? If you have PC Xformer, but do not use it, name a price. I have an 800XL I would like to sell in the future, but I wish to see if my current Atari stuff can be run on my IBM.
If you can help me, please send e-mail because usenet news is not easily read by me. Thanx!

Troy Benoist
dracul@wbris.starnet.net

<A request for a reply has been issued>

"Sint Roman. Dar dumneavoastra?"

To: comp.sys.atari.8bit@pubnews.demon.co.uk
comp.sys.atari.programmer@pubnews.demon.co.uk

4578. Re: 8bit custom chip specifications

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-11 00:00:00 UTC
From: davepat@total.net
Message-ID: <32ae59f9.0@news.total.net>
Source record: 78068

In article <32ABAC2F.242B@mindspring.com>, rpinchbeck@mindspring.com says...
>
>I've downloaded over a dozen emulators for the Atari 8bits (800 etc.).
>
>I looked at the source code to several of them, and I wondered:
>"Where did they get the specs for the hardware that they're emulating?"
>
>The 6502 is easy enough to come by (I have several books on it)
>But what about Antic? What about Pokey?
>I looked around the web, but I can't seem to find any info on these
>custom chips. The FAQs talk about design, layout, and interaction, but
>not about the low-level details of these devices.
>
>Anybody have a good starting point?
>I'm stumped.
>
>-Bob

Take a look at Atari's hardware manuals; they give a good deal of detail.
Best has the set for $15, I believe.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
It takes a rare kind of wisdom to accept change and redemption in another.
Many would refuse, seeing only what was, not what is.
- Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"

4579. Your GOD Loves You - YES YOU!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: Someone <Someone@home.thinking.about.you.com>
Message-ID: <12121996024025833766696250 11Someone@home.thinking.about.you.com>
Source record: 77992

I hope that you know your GOD loves you, no matter what GOD you believe in. Thank your GOD for life and ask your GOD to let you live as your GOD would want you to. When we look closely at GOD we begin to realize that we all believe in the same GOD, we may see GOD in different ways, but GOD will always be GOD. There can only be one GOD, and that one GOD loves us all, and wants nothing but the best for us. If your in doubt, just remember GOD works in mysterious ways, there is a reason for everything...

God thank you.

Someone

4580. Re: Mountain King - how to play?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: gkomatsu@Hawaii.Edu
Message-ID: <58og6j$cii@news.Hawaii.Edu>
Source record: 77993
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <Pine.GSO.3.95.961211150824.563D-100000@user1.ptd.net>,
Mr. Maddog <mrmaddog@ptdprolog.net> wrote:
>> P.S. Whatever happened to the 2600 manuals archive?
>It's at http://www.sponsor.net/~gchance/2600Stuff/2600Docs/docsindex.html
>But the instructions for Moutain King isn't there :(

huh? There is a Mountain King manual transcription on Greg's page.
Typed it up myself, figured it would be the best way for me to get around
to learning how to play the game.

...probably one of the prettier looking transcriptions if I may say
so myself. =^)
--
gkomatsu@hawaii.edu
feynman lives!

4581. Re: Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32AFEDFC.7B82@ncweb.com>
Source record: 77994

dracul@wbris.starnet.net wrote:
>
> I am looking for a copy of PC Xformer 3.2 for DOS...does anyone know
> where I might be able to find one? If you have PC Xformer, but do not
> use it, name a price. I have an 800XL I would like to sell in the
> future, but I wish to see if my current Atari stuff can be run on my
> IBM.
> If you can help me, please send e-mail because usenet news is not easily read by me.
Thanx!
>
> Troy Benoist

Troy:

Don't bother ... PC Xformer is crap .. and its author rarely offers
support for his crap. You are better off running your Atari stuff on
your 800xl!

Bill
--
```
*********************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
*********************************************************************
```

4582. Re: atari800-emulator on amiga

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32B07173.10D6@zeus.fh-pforzheim.de>
Source record: 77995

for all amiga-users here is the soultion...

put in your user-startup-sequenz

ASSIGN OBJECT: pathname where your xl-rom-files are...

or look with the snoopdos-program where the xl-emulator tries to
access the files...

bye HeAvEn/TQA

thanx bernard...

4583. SW for sale... some additions and price reductions.

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: slackey@slackey-sun.lightstream.com
Message-ID: <SLACKEY.96Dec12092443@slackey-sun.lightstream.com>
Source record: 77996

A deal fell through so here's what I have left. Some price
reductions. Also, I found a few I thought I had lost - the disks were
in my Fooblitsky box.

Policies -

I pay shipping on all orders $15 and up.
You may examine for free for a week, keep what you want, and return
the rest (return shipping at your expense, however!)
Personal check accepted.
Prices are negotiable. If you take a lot, they're even more negotiable.

Infocom Text adventures. All in the bookshelf-style packaging (the
gray box with manual glued to opening cover, plastic cover holding
materials in.) All original materials are present except as indicated
(I checked an infocom web page for the list.)

Asking price is $8 each. No hint books are left.

Wishbringer - The wishing stone is missing. I have substituted an
interesting colored glass stone I stole from my kid. Who probably
lost the real one in the first place.

Enchanter - Complete

Seastalker - Complete

Infidel - Complete

Cutthroats - Complete

Deadline - Complete

Other Infocom:

$12 Fooblitsky - Complete, box not damaged at all. Includes all the game
boards (for taking notes) and all 4 original wipe-off markers.

Other Graphics adventures

$10 221B Baker Street
Boxed with all original materials. My wife played it a few times but
nearly all of the sheets on the pre-printed note-taking pad are left.
The box is a little bit crushed but is mostly OK.

$12 The Pawn Firebird
Boxed with all original materials.

$6 Hacker Activision
In the phonongraph record-style packaging.

$6 Silicon Dreams Firebird
In the black plastic box.

$6 Jewels of the Darkness Firebird
In the black plastic box.

$4 Gunslinger Datasoft
3 disks. Manual but no box. A hint sheet I downloaded is included.

$2 The Quest Dallas Snell ...
No box or manual.

$2 Transylvania Penguin SW
No box, but the manual is included.

$2 Spider-man Questprobe
No box or manual. I think this version has a bug - we couldn't
get the web-shooter to work. Cute game though.

$1 The Hulk - Never got it to run at all. Included with Spider-man
for free.

$1 Fantastic Four - I think this one has a bug, too - never was
able to save that rock creature or the fire dude, right at the
start. I even forgot their names. Included with Spider-man for
free.

Publishing, Printing

$8 Print Shop, Print Shop Companion, and 3 graphics disks Broderbund
(Manuals included. It's all in just the Print Shop Companion box.)

I also have an MPP-something (hardware) that allows you to put a
parallel printer onto the serial cable. It may let you print using
an inkjet printer, although I've never tried it. I'll include it
with Print Shop for an additional $5. I don't think I have any
manuals, but I have used it with a 9-pin printer so I know it works.

$3 Cut & Paste Electronic Arts
Word processor. In the phonongraph record-style packaging.

$2 Partyware Hi Tech Expressions
No box. Manual is included.

Utilities

$10 Disk-based SpartaDos. Manuals included. I used the US Doubler
upgrade that came with it on one of my 1050s, which is not included;
you get software and manuals only. I'll consider selling the US
doubled 1050, because I still have an XF551 for double density.
Original box and packing would be used in shipping, includes power
adapter and manual.

$10 Atari Macro Assembler & Text Editor Atari
Includes manuals for the assembler and the editor, and the cheat sheet.
No box.

$15 Visicalc
Includes high quality documentation, in the looseleaf notebook with
plastic looseleaf disk holder.

Arcade-style games - boxed with manual.

$1 Caverns of Mars Atari
$1 Agent USA Scholastic
$1 Last V8 Mastertronic
$3 Golden Oldies - Adventure, Eliza, Life, Pong
Includes the book, with interesting articles about the early evolution
of home computers and home computer companies.
$2 Master of the Lamps Activision
$1 Run For It Weekly Reader Family Software
$2 Movie Maker Interactive Picture Systems
$1 Murder on the Zinderneuf Electronic Arts
$1 Superman featuring Darkseid Main Street
$1 Dunjonquest: Temple of Apshai Epyx

Other disk, no box. Manual included where indicated.

$1 Grandma's House, Story Machine, Kidwriter, Kindercomp Spinnaker
(manual for Grandma's House only)

$1 Aztec Challenge Cosmos Manual
$1 Bandits Sirius
$1 Caverns of Khafka Cosmi Manual
$1 Crypts of Plumbous Cosmi Manual
$1 Dimension X Synapse Manual
$1 Dr Suess fixup the mixup CBS SW Manual
$1 Forbidden Forest Cosmi Manual
$3 Ghostbusters Activision Manual
$1 Kareteka Broderbund Manual
$1 Meltdown Cosmi Manual
$3 Mr. Do! Datasoft Manual
$1 Nautilus Synapse
$2 Pole Position Datasoft Manual
$1 Protector Synapse

$1 Rasterblaster Bill Budge Manual
$1 Sea Bandit Gentry
$1 Shamus Synapse
$1 Sky Blazer Broderbund Manual
$2 Tapper Sega Manual
$1 Tutti Frutti Adventure International

Tape, boxed with manuals

$2 Conversational Spanish (5 tapes)
$1 Frogger! - Complete

Cartridge, boxed w/ manual

$3 Computer Chess

Plus lots of carts. If I get motivated I'll type in the titles.
Otherwise, just ask.

4584. FS: 520 ST w/lots of stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: kmiller@mines.edu
Message-ID: <NEWTNews.850411653.21208.kmiller@int2.mines.edu>
Source record: 77997
Cross-posted to: rec.games.video.marketplace,rec.games.video.classic,rec.games.video.atari,comp.sys.atari.st,comp.sys.atari.8bit,comp.forsale.computers

Hi,

I have ne item left that I'd like to sell, although if I don't it'll make a nice addition to my permanent collection. EVERYTHING works. All cables and power supplies are included. Software included in package ranges from Altered beast, and Pascal to A BBS program and Swiftcalc. Please only inquire if you are interested and want to buy the system...for the whole thing: $120 SHIPPED!

-520 ST upgraded to 1 meg
-1 SC 1224 color monitor
-1 high res mono monitor
-2 SF314 DD
-1 mouse
-1 box of Atari disks (blank)
-100+ disks filled with archived and regular software

I am also willing to trade for Atari 8-bit stuff or old Macintosh stuff.

thanks for reading.

karl.

4585. Re: Amiga connection

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <58pfvu$icv@sjx-ixn7.ix.netcom.com>
Source record: 77998

In <58mjnc$2gtg@usenetp1.news.prodigy.com> UASZ40A@prodigy.com (Robert Stone) writes:
>
>If you plan to try PC emulation on an Amiga to run SIO2PC or APE, I'd at
>least use one that has an actual 8088 or 80286 somewhere in there. If not,
> the emulation will be even slower. Remember, the stock Amiga 500 runs at
>only 7 MHz or so. The super graphics chips that make the Amiga special

>won't help much with this application.
>I was wondering. Since the Amiga was designed by Jay Miner as a sort of
>super version of Jay's Atari 800, maybe an Atari 8 bit emulation on the
>Amiga would be a neat project. Has someone already done this? I know the
>Amiga uses sprites in a way much like Atari's player/missles, using
>vertical "stripes" of memory as an overlay. Does the Amiga have collision
>registers, color priorities, and stuff like that too?
>
>Did I stray too far from the subject again? Oh well....
>
>- Bostone
>
>
The Amiga's Copper chip is basically a very fance version of the Antic and GTIA. Both chip sets were designed by the same people and have very similar operation. I will look up the info on the copper for the specifics you asked for and get back to you tomorrow.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4586. Re: Vintage 6502 Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: brat@interlog.com
Message-ID: <58pq31$g0s@news.interlog.com>
Source record: 77999

In article <18241.wdaniels@fox.nstn.ca>, <wdaniels@fox.nstn.ca> wrote:
> d. Programming the 6502
> Rodnay Zaks, Sybex

Be aware that this book contains a number of errors in the documentation of opcodes, and the descriptions of JSR/RTS are inconsistent (RTS is incorrect, if I remember correctly).

Bernie

--
Bernie Rataj brat@interlog.com qth://toronto.on.ca
Member: Ontario DX Association, Tsuruoka Canadian Budokai
--

4587. Connecting EGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: "B.Starek" <bstarek@vtx.cz>
Message-ID: <01bbd015$4bade9c0$1dbfc4c2@mstova>
Source record: 78000

Hi,
help me, how connecting EGA monitor and Atari 130XE.
B.Starek
bstarek@vtx.cz

4588. Re: Amiga connection

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: mignash@rust.net
Message-ID: <850387514.18384@dejanews.com>
Source record: 78001

In article <58mjnc$2gtg@usenetp1.news.prodigy.com>,
UASZ40A@prodigy.com (Robert Stone) wrote:
>
> If you plan to try PC emulation on an Amiga to run SIO2PC or APE, I'd at
> least use one that has an actual 8088 or 80286 somewhere in there. If not,
> the emulation will be even slower. Remember, the stock Amiga 500 runs at
> only 7 MHz or so. The super graphics chips that make the Amiga special
> won't help much with this application.
> I was wondering. Since the Amiga was designed by Jay Miner as a sort of
> super version of Jay's Atari 800, maybe an Atari 8 bit emulation on the
> Amiga would be a neat project. Has someone already done this? I know the
> Amiga uses sprites in a way much like Atari's player/missles, using
> vertical "stripes" of memory as an overlay. Does the Amiga have collision
> registers, color priorities, and stuff like that too?

According to the Christmas 1996 issue of Amiga Format their is one it's
called merely "Atari 800". It was developed for Unix and ported to
Amiga.

BTW - I have a software only PC emulator for simple dos use, it's called
PC-TASK 3.1 and it emulated a 6 meg 9 mhz 286 with SVGA, high density
floppy
3 1/2 inch and hard drive. Not bad for $100. Also unlike buying a used
old PC, I can run it in a window on my Amiga, and run multiple copies
at once...

Matt.
>
> Did I stray too far from the subject again? Oh well....
>
> - Bostone
----------====== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4589. Atari 800 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: rory@menzoberranzan.artemis.com
Message-ID: <RORY.96Dec12144019@menzoberranzan.artemis.com>
Source record: 78002

I have an Atari 800, 1050 Disk Drive and a joystick. I also have a few carts for it.

$80 obo.

--
Rory Toma rory@corp.webtv.net WebTV Networks http://www.webtv.net
---
2 + 2 = 5 for relatively large values of 2.

4590. Re: FS: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: pope@rutherford.ucdavis.edu
Message-ID: <58q19o$4pi@mark.ucdavis.edu>
Source record: 78003

The lot of 40 carts sold immediately.

- George Pope

--
pope@rrwilson.ucdavis.edu
http://bhabha.ucdavis.edu:8080/~pope/home.shtml

4591. Re: Nir Dary PAL/NTSC mod

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: Patrick Mulvey <pmulvey@li.net>
Message-ID: <Pine.SUN.3.95.961212205525.24837B-100000@linet01>
Source record: 78004

On Fri, 6 Dec 1996 rwoolley@pacbell.net wrote:

> James R. Gilbert wrote:
> >
> > Nobody said where to find the Nir Dary mod, so I searched my
> > FAQs. Not in upgrade faq, nor the newbie or regular FAQ.
> > But IS in the vendor list where to contact him.the NIRPAL upgrade is available from the pages of Atari Classics
> magazine! as are a number of other esoteric 8-bit goodies. I would be
> willing to upload them if the group can point me in the right direction.
>
> Bob
>
>

I was in contact with Nir a number of months back, and purchased the ONLY Nir created upgrade. (I also purchased the Eprom programmer he had so I don't expect that he will be producing any more of them.) The last message I got from Nir was he had returned to Israel.

4592. Re: Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: Robert Pinchbeck <rpinchbeck@mindspring.com>
Message-ID: <32B10473.1D1E@mindspring.com>
Source record: 78005

> You are better off running your Atari stuff on your 800xl!

But since you asked for IBM PC stuff...
Check out the Atari 8-bit FAQ, it has references to MANY emulators.
Most of which are FREE.

-Bob

4593. Re: Need power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <32B0C2F2.7277@cdsnet.net>
Source record: 78006

Sorry,

9VAC 31VA

Brien K. Meehan wrote:
>
> (I was wondering the same thing!)
>
> ... at what current? What's the amperage? I'd ask "What's the watts," but
> that would be silly.
> --
> Brien K. Meehan
> brien@msn.com
> (These opinions are mine.)
>
> Mike LaRue <bandit@cdsnet.net> wrote in article
> <32ACE5D5.2E64@cdsnet.net>...
> > The power supply for the 400/800/810/850 ect was 9VAC.
> >
> >
> >
> >
> > he Chadwick's wrote:
> > >
> > > I was criusing through the neighborhood recently and rescued an Atari
> > > 400 out of someones trash. The only problem was there wasn't a power
> > > supply to go along with it. I used to own several atari 800 and
> 800xl's
> > > but I can't remember the input voltage they require. Could someone
> tell
> > > me what input voltage I need to see if the poor ol' 400 works?
> > > --
> > > "For God sent not his Son into the world to condemn
> > > the world; but that the world through him might be
> > > saved." -John 3:17
> >

4594. TIA, POKEY sound emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: "Bruner, Glenn S., SSgt" <BRUNERGS@fafb.af.mil>
Message-ID: <32B12027@2sops.fafb.af.mil>
Source record: 78007

Date: Tue, 10 Dec 1996 09:34:48 -0500
From: Michael Ellis <michael@anest4.anest.ufl.edu>
Subject: TIA, POKEY sound emulators
To: info-a8marist.bitnet@cunyum.cuny.edu

>> In article <32AA306D.3368@osu.edu>, ramos.15@osu.edu wrote:
>>
>> > I've got my computer and 2600 in the same room and was hard pressed
>> > (besides the speed difference) to tell them apart, audio-wise.
>> > side note: Am I the only Mac user in this group? It seems like all the
>> > discussion here is about sound boards and types of Intel processors.
>> > Thankfully, I never have to worry about these things, just load up
these
>> > great emulators and enjoy! I get close to 100% speed out of the 2600
>> > emulator, with just an 80MHZ PPC.
>>

>Count me in as a Mac user. I've got a PowerMac 8100/110, but I prefer
>my real 1200XL with 256K to Rainbow (even though it's a well-done
>program).

>-Michael Ellis

I'm a Mac user also. But my problem is that I'm using a Mac II with a Daystar Powercache 50Mhz 68030 processor upgrade, which puts it just under a Mac IIfx. I'm only getting about 15-20% speed of a Atari 8bit with my machine. Until I can get a Power Mac, I can't enjoy my purchased copy of Rainbow yet. I will admit though, Rainbow is the best emulator available on any machine.

Glenn Bruner
brunergs@pcisys.net

4595. Iomega Bernoulli drive help

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: "Bruner, Glenn S., SSgt" <BRUNERGS@fafb.af.mil>
Message-ID: <32B11FBC@2sops.fafb.af.mil>
Source record: 78008

I was wondering if anyone has had any success in connecting a Iomega 44megabyte Bernoulli removable drive to a 8bit Atari with a Black Box interface. I recently picked some up and I'm having some trouble getting them to connect to my 130XE. These drives have the standard 50 pin SCSI interface connector that you find on most SCSI harddrives and use a 5 1/4 inch removable cartridge for the media. They are similar to Syquest drives, but are not totally compatiable. I have revision 7 of the Harddrive Bible, but it don't list this drive or the similar Syquest drive. I did try the HDFMT.COM utility that comes with the Black Box and selecting the SCSI Embedded controller selection. All I get is MODE SENSE failed and REQUEST fail messages.

I would appreciate if anyone out there can share any experience on connecting these type of drives to a 8bit Atari computer or if it is at all possible. I did try using the drive with my Macintosh and using the HD format utility I have on there (Silver Lining 5.53). The harddrive format utility on the Mac wouldn't recognize the drive. I ended up having to use Iomega's own special programs to make it work.

Thanks for your time.

Glenn Bruner
brunergs@pcisys.net

4596. Re: ECI

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B0B3DC.5A9C@tcd.net>
Source record: 78009

Sure ICD did a PBI interface for it, along with K-Products they purchased the rights to make it a 50 pin PBI interface.

bob

4597. Re: Atari XMM801 Ribbon replacement

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B0B2EA.437F@tcd.net>
Source record: 78010

Well, if it's not available will re-INK it for $2.00 plus return mail.

Interested..send it with check/Money order to Bob Klaas
4267 W. Midway Dr..
Salt Lake City,Ut 84120..

Return mail 2nd day souldn't cost over $3.00..max..

bob

4598. Re: Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B0B761.1DC5@tcd.net>
Source record: 78011

Just happen to have a few of these in stock..say $7.00 shipped..

Copy this to order and send c/mo to Bob Klaas
4267 W. Midway Dr.
Salt Lake City, Ut..84120

bob

4599. Re: Need power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B0B936.6FD8@tcd.net>
Source record: 78012

Silly is as silly does..up to 35 Watts AC is acceptable! Don't ever
hesitate to ask..you may even receive an accurate answer!

bob

4600. Re: Need power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B0B89E.38D9@tcd.net>
Source record: 78013

Sorry to rain on your parade but the Atari 800, 800xl 1050 disk drives
along with the 810 disk drive require 9v AC! at about 5 Watts..Do not
connect a DC power supply to these unit or you will screw them up.

You can actuall attach an Atari power supply 9v AC to a 400, 800,
1200XL
1050, or 810 disk drive with up to 31 Watts..and not have a problem and
the higher the watts output the less the problem!

bob

4601. Re: Now MY 1050 doesn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B0C079.16CE@tcd.net>
Source record: 78014

Ok sounds like you have a power problem?

Not being there can not say for sure..do in fact borrow your friends
power supply. Then if it doe

4602. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B0BD27.5DD2@tcd.net>
Source record: 78015

I agree with your posting. I sell used item that I aquire through auctio or outright sales..but I goe one step further, I run them through Atari's diagnostics and gurantee them for 30 days..and $35.00 for a stock working 130XE guranteed working is not out of order..

We all can buy items from thrift stores ect..but they are not complete and there is no way to tell at t

4603. Re: Now MY 1050 doesn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B0BAC0.1518@tcd.net>
Source record: 78016

Sounds like you definataly have a power Problem? Borrow the 800's power supply, it it doesn't come up then possibly the diaodes 1 or more have crapped out.??

It wouldnt't be much to chang it out if you have another 1050..just strip it down..remove the shield..check where it plugs in and remove the required chips on the second drive. Replace the plug in board on the second drive and see what happens..if you can't get it up and running then I will fix it for $10.00 plus shipping both ways?

bob

4604. Copy Rights Last Post

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-12 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B0C008.54A2@tcd.net>
Source record: 78017

Being a small ower of Copyrights this will be my last post reguarding this issue.

Read an article two days ago and the Big Guns are out reference the Internet. Hollywood producers ect are jumping thier Congressmen reguarding their rights and have made somewhat of a breakthrough..$250,000.00 fine and from 3- years improsiment for infridgment.

So, do not wish to rain on anyone's parade but double check what you put out as a site author..could come back to bite you big time?

bob

4605. Stuff for sale - Atari/C64/Trs80/TI

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E2BvLt.D3t.0.bloor@torfree.net>
Source record: 77919
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.ti,comp.sys.apple2

I have the following items for sale:

Hardware:

Commodore 64 computer without power supply, works but screen flickers. $10

Okidata Microline 182 printer, 9-pin dot-matrix. $20

Audiotronics amber monochrome composite video monitor. $12

Zenith ZVM121 green monochrome compsite video monitor $20

Texas Peripherals internal SS/DD (180K) floppy drive for TRS80 Model 3. Also works with IBM-PC. $10

Texas Peripherals internal SS/DD (180K) floppy drive for TRS80 Model 3. Door missing but drive works OK. $3

Multitech 300/1200 baud modem with power supply. $8

Software:

TRS-80 Pascal for TRS-80 Model 3, original binder & docs. $10

TRS-80 Editor Assembler for Model 3, Original binder & docs $10

TRS-80 Budget Management for Model I or 3, Cassette for both systems, disk for Model 3 only, original binder & docs. $6

TRS-80 Statistical Analysis,cassettes for Model 1 or Model 3 (5 tapes), original binder & docs $5

Timeworks Data Manager for Atari XL/XE or C64 computers. Comodore program is on side one of disk, Atari program is on side 2. Original box & book. $10

Atari Silent Butler home bookkeeping software for Atari XL/XE. 2 disks, box, and manual. $7

Box of misc. about 10 misc. TRS-80 Model 3 disks, mostly games. $5

Books:

25 Advanced Games for the Commodore 64. $4.50
TI-99/4A Beginners Basic $3

TI-99/4A User's Reference Manual $3

Prices do not include shipping. All items are tested and working unless
otherwise stated. Payments must be in US funds. I will only ship to the
US and Canada. I accept cash, check or money order.
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

4606. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: lbarber@sonymusic.com
Message-ID: <58qjsh$rti@news1.sjc.in.sel.sony.com>
Source record: 77920

```
In article <32acf0ab.0@newsfeeder.total.net>, davepat@total.net says...
>
>There's
>also another Pascal that was re-released as shareware, but the name slips my
>mind right now.

There was something simply called Pascal by Norm Draper, but it's probably
not the one you're thinking of.
```

4607. Re: Connecting EGA monitor

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: davepat@total.net
Message-ID: <32b0da53.0@news.total.net>
Source record: 77921

In article <01bbd015$4bade9c0$1dbfc4c2@mstova>, bstarek@vtx.cz says...
>
>Hi,
>help me, how connecting EGA monitor and Atari 130XE.
>B.Starek
>bstarek@vtx.cz
>

Atari Classics 2/5 or 2/6 had plans for hooking up a TTL monitor; ask Bob
Woolley for the details, since they were his plans.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
It takes a rare kind of wisdom to accept change and redemption in another.
Many would refuse, seeing only what was, not what is.
- Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"

4608. HELP: Paint Editor?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E2C4ql.sp.0.bloor@torfree.net>
Source record: 77922

I recently came across a program called Paint Editor for the Atari.
It requires a translator to run on my 1200XL. I can't boot the disk
because it needs a data disk to start. I tried using a blank DOS 2.0
formatted disk, but that didn't work. Can anyone tell me what this
program is, and if someone could send me a blank data disk I will
pay for postage and disk mailer.

Thanks,
Justin
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

4609. New location Jellystone Park

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E2C82F.MG6@nonexistent.com>
Source record: 77923

```
Jellystone Park Home PAge (comm. archive)
has moved to http://www.blast.net/scharles
Please update your bookmarks and links accordingly.
I don't know how long the superlink pointer will be there.
I havent paid my bill for 2 months!
```

4610. Re: FS: Atari 8-bit carts

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: rpribish@wheel.dcn.davis.ca.us
Message-ID: <58qvmv$lmo@mark.ucdavis.edu>
Source record: 77924

Argent & Aura (pope@rutherford.ucdavis.edu) wrote:
:
: The lot of 40 carts sold immediately.
:
Thanks George ;)

-Reinhard

4611. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <58q3gl$rf8@triglav.iwaynet.net>
Source record: 77925

cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

>(Dave ? says he got a 130xe and Indus GT for $7.50.)
>Right, Dave, but would you sell them for that?
Somebody sold it to me for that......

>pay $2 for a single cart. Anyway, this person advocated
>essentially stealing from a Salvation Army because he
>didn't like something about the pricing.
Hold on dere pard'! I don't advocate stealing from thrift stores but I
sure do recommend BUYING from them.

4612. Q: where to find 5200 cartridge roms?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: appleo@raven.cybercomm.net
Message-ID: <58r03p$gdg@raven.cybercomm.net>
Source record: 77926

I've got the Rainbow & VSS 5200 emulators w/5200 bios and need some games to play (16k, 32k)

These are hard to find/identify - every atari 8 bit site I've found only has like 1 out of 40 games that says 5200 (the rest I assume are for the home computers), and even those don't work. Still others are in *.atr image files. I've tried extracting single ROMs with a program called imageman but so far none of the extracted files or game5200.bin games run on either emulator. Rainbow gives an error "only runs 16k and 32k ROMs)" - the cartridge files are odd sizes, 9k, 17k, 11k, etc.

So where can you find the right files?

4613. WTB: 8-bit comm program

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: kmiller@mines.edu
Message-ID: <NEWTNews.850491454.2255.kmiller@int2.mines.edu>
Source record: 77927

Hi,

I would like to get a comm program for my 8-bit. I don't want to have to go through any crap like setting it up; I want it to be ready when I get it. If you have this item, and you'd like to sell it, please EM me with details.

thanks.

karl.

4614. Airline for the Atari XL

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <32b170fa.0@info4.uni-rostock.de>
Source record: 77928

Hi,

I am looking for the game AIRLINE by AriolaSoft for the Atari Xl.
Ist it still available?
Where can I get it?

Please, could someone help me.

Thanx
Holger
--
****
* Holger Janz ; University of Rostock ; Germany *
* Holger.Janz@informatik.uni-rostock.de *
* http://www.informatik.uni-rostock.de/~hjanz/ + PGP Public Key *
* pgp finger print = E8 A9 BD 8F 0C 8F 6A E6 06 EA 65 87 A6 5F 3D 7A *
****

--
****
* Holger Janz ; University of Rostock ; Germany *
* Holger.Janz@informatik.uni-rostock.de *
* http://www.informatik.uni-rostock.de/~hjanz/ + PGP Public Key *
* pgp finger print = E8 A9 BD 8F 0C 8F 6A E6 06 EA 65 87 A6 5F 3D 7A *
****

4615. Paperclip with key

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: am604@cleveland.Freenet.Edu
Message-ID: <58s34l$f6e@alexander.INS.CWRU.Edu>
Source record: 77929

My father is looking for a coy of Paperclip with the accompanying key.
If you have this available for sale, please send me a message at
bat@apk.net

Sincerely yours, Lee Batdorff

4616. Re: Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: ulf@antic.cls.de
Message-ID: <6MlqTCE1S7B@antic.cls.de>
Source record: 77930

On 12 Dec 96, cooncat@ncweb.com wrote ...

> Don't bother ... PC Xformer is crap .. and its author rarely offers
> support for his crap. You are better off running your Atari stuff on
> your 800xl!
Well, I wouldn't go that far :). You are right, PC Xformer is crap (hey, Darek works for Microsoft, so what do you expect ;-)))?!?!?!?). However, emulators like XL-IT! or RAINBOW 95 are already quite good. Personally, I haven't used a real ATARI 8-bit for months - only emulators - and that should give you an impression of how satisfied I am with the way it is now.

I really wonder why people still want to get PC Xformer!!! Sounds to me like someone keeps misinforming people about the non-existing quality of that - erm - "product". Hm, I really wonder who that could be ;-))).

I think the main reason why people still talk about Xformer is the fact that you need the OS-files for other emulators. Now, I could be wrong, but is ATARI actually still in business over here in Europe (or the US)? I only know that ATARI keeps selling JAGUARS and LYNX games. Does anybody know more about that?

Ulf

4617. Misc Atari books for sale/trade! :-)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: chase@muon.rutgers.edu
Message-ID: <58sdic$2b0@muon.rutgers.edu>
Source record: 77931

Hi y'all,

I'm trying to trim down my collection of old computer stuff.
I don't want much for these books, I only wish to find a good home
for them:

Free Software for your Atari, by David and Dorothy Heller
Atari Explorer, Summer 1985 (magazine)
Atari Basic, a self-teaching guide by Albrecht, Finkel and Brown
Whole Earth Software Catalog 2.0 for 1986

I also have an old Atari 410 Tape Recorder I'd like to find a good
home for. I could ship it, but it would cost more than it's
worth I suspect. But if you live in the NJ area or along the
route from Central NJ to Boston, MA I can probably drop it
off. Email me if you can help keep this piece of history from a
landfill.

--Kevin

BTW, if anyone has extra copies of Antic v.3 #2 (May/Jun 84?),
v.5 #12 (Apr.87) I would love to buy them from you. Those two are
the only ones I'm missing except for volume one, which I suspect
is rather rare.
--
__O | Kevin Chase | O__
_+\<+_ | chase@physics.rutgers.edu | _+>/+_
( )/ ( ) | http://www.physics.rutgers.edu/~chase/ | ( ) \( )

4618. Re: Nir Dary PAL/NTSC mod

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: mjewison@irus.rri.uwo.ca
Message-ID: <58s9n4$jpm@falcon.ccs.uwo.ca>
Source record: 77932

```
|> > James R. Gilbert wrote:
|> > >
|> > > Nobody said where to find the Nir Dary mod, so I searched my
|> > > FAQs. Not in upgrade faq, nor the newbie or regular FAQ.
|> > > But IS in the vendor list where to contact him.

I don't remember seeing this mentioned in this thread before, but if you're
looking for an online location of the PAL/NTSC mod, check out Nir's web
page at:

http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm

- Mike Jewison
mjewison@irus.rri.uwo.ca
```

4619. WTB: 8-bit comm program

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <58sn4h$1ttk@usenetp1.news.prodigy.com>
Source record: 77933

Not so fast. If you want a disk that boots up the right drivers and all that, you have to specify the modem you're using and any interface you might need too. And in the case of the SX212, you have to decide how you're connecting it, whether it's via the 13 pin SIO port, or the RS232 port.

- Bostone

4620. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <58sofq$bjo@stratus.skypoint.net>
Source record: 77934

Here's one from the vaults...actual email from THE Scott Adams (the Adventure International guy). I posted this in response to one of the monthly copyright threads.

Enjoy!
Scott

Subject: Copyrights: Scott Adams (AI) speaks
From: sydtech@skypoint.com (Scott Butler)
Date: 1996/03/15
Message-Id: <4iarid$18@stratus.skypoint.net>
Organization: SkyPoint Communications, Inc.
Newsgroups: comp.sys.atari.8bit

I recently got some email from Scott Adams, the Adventure guy. I took the opportunity to ask his opinion on the whole copyright and FTP issue, and (with his permission) am forwarding his comments on for discussion....

Scott (Butler)

Scott Butler wrote:
>
> ----------
> From: Scott Butler
> Sent: Wednesday, March 06, 1996 4:11 PM
> To: 'Scott Adams'
> Subject: RE: What happened to Scott Adams?
>
> Hey! Fantastic! Glad to hear from you! I hope your post-AI life has
> treated you well. I was a big fan of your games, and I'd really be
> interested in finding out about your updated versions for Windows 95 as
> they become available.
>
> And while I have your attention, here's an interesting question for you:
> on comp.sys.atari.8bit, a Usenet newsgroup, there's been a lot of talk
> about putting up an FTP site with software for Atari's old 8-bit line of
> computers, since most of it is no longer available for purchase, and
> many people are worried that some of it may be lost forever.
>
> This has been a thorny issue, both from a legal (copyright) and ethical
> standpoint. Although most of the companies that put out this software
> are long gone, their copyrights will stand for quite some time. Also,
> even though most of this stuff is not available for purchase anymore,

> there's concern that the developers who created the software might
> have a problem with it being distributed free of charge via FTP,
> especially without permission.
>
> I'd be really interested in hearing your opinion on this, since you're
> obviously well-qualified to speak to the issue. How would you feel about
> your AI games for discontinued platforms such as the Atari 8-bit being
> put on an FTP site and given away for free? Are these items still a
> significant source of revenue for you? As far as other software for
> obsolete platforms, how do you think an FTP "preservation" project
> should be pursued for an obsolete system like the Atari 8-bits? Do you
> think it even *should* be done? Should people try to locate the original
> developers of some of the software for permission, or should they
> merely put up the site with a note saying that they'll promptly remove
> any software if the original developer or copyright holder takes issue
> with it being made available online?
>
> Thanks again, and take care....
> Scott

I recieve no monies at all from previous Advenute efforts. Personally I
would love to see the Atari 8 bit stuff up on a web site. But I'm not
sure "who" owns the previous copyrights these days. (probably no one!) Anyway
I'm working on WIn95 version of games...

--
Scott Adams (Not Dilbert, Adventure!)
msadams@pcii.net
http://users.mwci.net/~msadams/index.htm

<end of message>

4621. Re: Vintage 6502 Books

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: Kent Simon <kent@instanet.com>
Message-ID: <32B24123.17B@instanet.com>
Source record: 77935

Bernie Rataj wrote:
>
> In article <18241.wdaniels@fox.nstn.ca>, <wdaniels@fox.nstn.ca> wrote:
> > d. Programming the 6502
> > Rodnay Zaks, Sybex
>
> Be aware that this book contains a number of errors in the documentation of
> opcodes, and the descriptions of JSR/RTS are inconsistent (RTS is incorrect,
> if I remember correctly).
>
> Bernie
>
> --
> Bernie Rataj brat@interlog.com qth://toronto.on.ca
> Member: Ontario DX Association, Tsuruoka Canadian Budokai
> --

This was in fact my favorite book (errors and all) since it was my guide
at the beginning of my assembly language career.

-kent

4622. The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: cathryn@junglevision.junglevision.com
Message-ID: <slrn5b0akv.r0m.cathryn@junglevision.junglevision.com>
Source record: 77936

I'm looking for some Atari 8-bit demos for testing. I'm interested
in amazing Atari graphics and sound trickery.

1. What is the best Demo out there? (Or the top 5 or so)

2. Where can I get them?

Reply either in the newsgroup. Or email to cathrynm@aol.com

4623. Re: Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-13 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <58q8fv$m1n@news1.fast.net>
Source record: 78018

samuelrebelo@mail.telepac.pt (Samuel Rebelo) wrote:

>Can any one help me on getting more out of the sound capabilities of
>my atari ????
>i only know the sound statment but that dont gives me the results i
>want (those sounds i ear in games)
>big thanks in advance

>sam

In a Compute! book for the 800xl, it gives the source for a 16 bit
sound mixer(2 16 bit channels) you need to use peek/poke afterwards,
but...

I bet this would work on a 130xe, and it might give the desired
results.

Should I post the code?

4624. The Atari 8bit Manual Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: morbid@best.com
Message-ID: <32b21c17.13511607@nntp.best.com>
Source record: 77937

An Atari 8bit Manual Archive has been started at:

http://www.best.com/~morbid/manuals/manindex.htm

There are a few manuals there so far, but in order for the archive to grow, we need more. I am typing up as many as I can (which is not many, due to schoolwork and stuff) so if you have any atari8bit manuals of your own, PLEASE type them up and send it to:

morbid@best.com

4625. ! MASS POST Was Here (oqedot)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: Ones-And-Zeros@Prodigy.net
Message-ID: <58u6ce$7a1m@usenet1w.prodigy.net>
Source record: 77938

MASS POST, by Ones And Zeros, will let you post to as many newsgroups as you want!

To find out more about this exciting new program, visit a business newsgroup.

(This ad was sent to thousands of newsgroups!)

(nzmrsr)

4626. Atari Computer Goods For Sale! Free Catalogs Too!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <58uckt$2c8@maureen.teleport.com>
Source record: 77939
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking. And something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, Local to Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4627. ATARI 1040 ST package for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: Marvin Frandsen <frandsen@tng.net>
Message-ID: <32B2CCEC.61B9@tng.net>
Source record: 77940
Cross-posted to: comp.sys.atari.st,maus.biete,maus.sys.atari.talk,comp.sys.atari.8bit,comp.sys.atari.st.tech,maus.suche,alt.music.midi,fr.petites-annonces.informatique,alt.atari-jaguar.discussion,fido.ger.flea,nl.markt,rec.music.makers.marketplace

******* COMPLETE ATARI 1040 ST PACKAGE FOR SALE *******

* Atari 1040 ST

* SM 124 High Resolution (Monochrome) Monitor

* SupraDrive Atari 20 MB Hard Disk

* Epson LX-86 dot matrix printer

* Cut-sheet paper feeder to printer.

* Avatex 2400 Baud modem

* Universal Mac Inker (re-ink your printer ribbons to
extend life, virtually unlimited)

* Lots of extra printer ribbons

Software includes:

* Timeworks Wordwriter

* Publishing Partner

* Edit Plus ASCII word processor (e.g. for Internet use)

* STalker 3 Internet connection software

* Flash internet connection software

* Opus spreadsheet

* Fortran compiler

* C compiler

* Misc Atari software bundled with 1040 ST

Yes, it all works. Everything is in perfect condition with the
exception that the printer feeder can be a little flaky off and on.

Asking Price: $300 plus shipping, OBO

4628. Re: TIA, POKEY sound emulators

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: jx91@cityscape.co.uk
Message-ID: <jx91-1412961013500001@cisjx91.demon.co.uk>
Source record: 77941

In article <marksim-0912961310590001@port7.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:

> There do seem to be a few of us here. I'll have to check out Stella...

Yep, Mark, do look at Stella... the new version has sound and is cool!

Chris Lam,
Rainbow/Horizon Keeper.

E-mail: jx91@cityscape.co.uk
WWW: http://www.cityscape.co.uk/users/jx91/emulators.html

4629. ATARI monitor!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: Gcs@digital.iwg.nl
Message-ID: <2dc_9612141700@iwg.nl>
Source record: 77942

* Crossposted from: PAS.HARDWARE

Hello All

Does anyone of you have a SERVICE DOCUMENTATION of ATARI monitor:

Make : ATARI
Model No: PTC1426
U : 220 V
Hertz : 50
I : 0,8 A

The powersupply doesn't work anymore, who can help me, please?!?!

Greetings from Amersfoort, Utrecht, The Netherlands

Hugo Geijteman

* E-MaiL: gcs@digital.iwg.nl
* BuZZeR: o6-59678944

4630. SCSI drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32B30506.484E@iag.net>
Source record: 77943

Anyone have a SCSI setup for use with an MIO they want to part with?

4631. Re: Mountain King - how to play?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: "Dr. Demento" <gchance@sponsor.net>
Message-ID: <32B2FC01.29E@sponsor.net>
Source record: 77944
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Scott Butler wrote:
>
> What's the object of this game?
>
> Thanks,
> Scott
>
> P.S. Whatever happened to the 2600 manuals archive?
>
It's still around, the domain just got shut down by Internic--the
powers that be at SponsorNet say they have no idea why. At least I
know nobody owns it, hehe.

Anyway, you can access it via the URL I had before videogames.org was
made. See my sig below. :)

--
The History of Video Games Homepage is now accessible from its "main"
URL, http://www.sponsor.net/~gchance/! Please update your links while I
update the page...

4632. Re: Composite Video & Atari 7800

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <58utpe$e8e@triglav.iwaynet.net>
Source record: 77945

malay@tds-gn.lmco.com (Bob Malay - Loral - X7750) wrote:

>Are there any tech notes or instructions available for
>getting composite video out of an Atari 7800. I'd
>be interested in hearing from somebody who has tried
>this.

>Bob Malay

>--
>//
>/ /
>/ Robert M. Malay Lockheed Martin TDS /
>/ 9255 Wellington Road /
>/ Manassas, VA 22110-4121 /
>/ /
>/ malay@tds-gn.lmco.com /
>/ 703.367.2403 /
>/ /
>//

I've seen instructions on how to do it in some of the Atari related Websites. There is an Atari 2600/7800 FAQ that gives details on doing exactly that. Unfortunately I don't know exactly how to find it. I needed info on how the two button sticks work (since I don't scrounge for impossible to find items like that, I build 'em). I found the FAQ after about twenty minutes of Webcrawler searching. It also tells how to get split Y/C and composite out of a 2600 as well.

4633. FS/T: Atari 8-bit computer items [12/14/96] {Christmas season special}

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <58v6ra$aq6@sjx-ixn9.ix.netcom.com>
Source record: 77946

If you are looking for something that isn't listed, please don't ask (because if I had it, I'd list it). Also, please be sure to read the entire message carefully before you ask me any questions. This will save us both some time. Thanks! -- MJN

*****

All VGA FS/T lists are updated weekly and are available on the WWW at http://www.io.com/~vga2000/

This list was last updated on 12/14/96

NOTE: There are currently 1010 ORIGINAL game screen shots available on my web site, including 52 for the Atari 8-bit computers!

I have the following Atari 8-bit software, hardware, and accessories for sale or trade.

There are a few items that are listed as untested. When I bought these items I was told that they all worked, but due to a lack of time, I have been unable to test them myself.

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

Christmas season special

From 11/27/96 until 12/21/96, all Computer item orders over $50 will receive a 10% discount.

Computer systems included in this special are Atari 8-bit, Atari ST, Apple][, C64/C128/Vic-20, IBM, Tandy and TI. All of these FS/T lists are available on my web site.

NOTE: I am also running specials for other video game and computer systems. You can find those FS/T lists on my web site.

-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-*-=+>&<+=-

SALE CONDITIONS:

1) Sales are first come, first served. Please include your full postal mailing address in your reply, along with a list of the item(s) that you are interested in. This information is for internal VGA use ONLY, and will NOT be sold! Also, you will only be added to the VGA mailing list at your request!

2) Everything is sold as is. Unless specified, all games and systems have been tested and are in working order. I very

rarely sell items that aren't working, but if I do, they are clearly labeled as such.

3) Trade offers, in particular for items that I need, will be considered (especially if the trade offer overwhelms me). I collect for over 50 different systems, so please feel free to send me a trade list. My want lists are on my web site.

4) Buyer has ten (10) days to send payment, and pays all shipping costs. Shipping cost depends on both the weight of the order and the distance that the order must travel, unless a set amount is already listed. No orders will be sent C.O.D.

5) Since items will be held specifically for you, if you aren't serious about buying, please don't place an order!

6) No package deals on games or systems. All prices are clearly listed.

7) If you have a problem with the listed price, please remember that nobody is forcing you to buy from me. I have been in business since 09/05/93, so I have a good idea how to price items. My personal philosophy is that something is only worth what someone is willing to pay for it.

8) Payment must be made in U.S. funds, by either check or money order, drawn from a U.S. bank branch. Orders from outside the U.S. are also accepted (also, please check out my want lists, since some items are only available outside the U.S.)

9) I reserve the right to refuse any sale or trade offer, and to correct mistakes made while typing this message.

SOFTWARE:

NOTE: If the company name isn't listed, then the game was released by the same company as the system.

NOTE: All cartridges are loose (ie. without box and manual), unless specified.

NOTE: Since all cartridges are used, some labels will have small defects. Major defects will be listed.

ATARI 8-BIT COMPUTER:

Loose cartridges, no box or manual:
$ 5.50 Atariwriter
$ 4.50 Basic -- for the 400 and 800
$ 9.50 Delta Drawing (Spinnaker)
$ 6.00 Missile Command
$ 6.00 Space Invaders
$ 4.50 Star Raiders

Cartridges with case and manual:
$14.50 Alphabet Zoo (Spinnaker)

Accessories:
$ 1.00 "A Note Regarding Software" letter: Atari Home Computers
-- some rips
$ 3.00 Atari 1050 Disk Drive Owner's Guide (8 pages).
$ 9.00 Atari 65XE Personal Computer Owner's Manual (126 pages).
$ 5.00 Atari 800XL Home Computer Owner's Guide (22 pages).
$ 5.00 Atari BASIC Reference Guide: For Experienced Programmers
(14 pages).
$ 7.00 Atari Disk Operating System Reference Manual: DOS 3
(100 pages).
$ 5.00 Atari Home Computers: The Next Generation catalog
(32 pages).

HARDWARE:

NOTE #1 FOR THOSE BUYING SYSTEMS: If you buy certain systems (they
are marked) you will have the option of buying a BRAND NEW RF
switchbox for $5 that is virtually identical to one sold at Radio
Shack for $7, plus tax. It allows for the connection of both 300 OHM
and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with
it. Some systems still include one, please read carefully.

NOTE: The Lots listed below include only what is listed!

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800XL COMPUTER with original power supply.

I will also throw in a second non-working ATARI 800XL for parts, FREE.

This is a complete system, except for RF switchbox and RCA cable.

$39.00

*****

LOT #2

ATARI 1050 (127K) DISK DRIVE.

This disk drive doesn't include the power supply, or Molex
connector cable.

$32.00

*****

LOT #3

ATARI 410 PROGRAM RECORDER, with built-in power cord and Molex
connector cable.

This item has not been tested.

$ 5.00

*****

LOT #4

ATARI 820 PRINTER, with one (1) roll of paper and built-in
power cord.

This item has not been tested.

$14.00

*****

LOT #5

OKIMATE 10 COLOR PRINTER, with built-in power cord, "Learn to Print"
Atari DOS 2.0 and 3.0 disk, "Learn to Print" cassette tape [for
400/800, 800XL, 1200XL and 600XL], and extra ribbon (Okidata).

This item has not been tested.

$19.00

*****

To reserve any item(s) listed here, please contact me (please read
the SALES CONDITIONS section first). Thank you!

Michael J. Novak Jr.
(The most dangerous man on rec.games.video.classic!)
VGA2000@ix.netcom.com -- for quickest response
VGA2000@io.com
dw901@cleveland.freenet.edu

--
Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

4634. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58v84l$m77@login.freenet.columbus.oh.us>
Source record: 77947

Ryan 'Gozar' Collins (gozar@kenton.com) wrote:
: In article <58djne$du3@kirin.wwa.com>, host name@earthlink.net (andrea) wrote:
: >I have been reading this group for about 8 months now. Does anybody out
: >there use an Atari 8bit for anything other than playing games? All I ever
: >read about is hardware hacks, for sale, stupid copyright stuff (I have
: >downloaded a couple of cracked games, email me if you would like to take
: >me to court), etc...
: >
: >I would love to read about how people use the 8bit. Word Processing?
: >Email? MIDI?

: I think the majority of people here have either an IBM or a Mac that
: they do most of their work on. As much as I like AtariWriter, I don't
: think I will give up Word 6.0 anytime soon.

Aren't Macs just "school" computers?Much in the same way that Pascal is.
I remember seeing one in a store once.I remember vaguely that you had to
manipulate little B&W pictures to do things.I about laughed out loud.
(B&W like a newspaper,not a TV)
Like a pictures of a sliding control to adjust volume or something.
I think Atari with MyDOS is a easy-to-use interface.
(if only DUP.SYS didnt re-load after loading every little binary file!)
The PC has a better interface than Mac.But the programmes are hard to use.
Klunky interfaces and no ERROR MESSAGES!
I mean if you try to load a file and something goes wrong,it won't
actually TELL you what it is.It'll just say "error loading file".
Or even worse,"file not found" for any error,giving you the impression
that it knows what it's talking about.
Also,you have to BOOT handlers.You can't just load your RS232 handler
when/if you happen to want to call a BBS.Of course this isn't a
problem,since there is NO RS232 handler!!!
Programmes access the hardware directly.
(which means that they won't work on a PCjr)
(yes,I know about FOSSIL,but that's a daemon,not a handler)
And the PC doesn't have P/M graphics.Nor a text winodw in graphics mode.
(that's why lots of games use 40col text.Because they can't use a text window,
and switching to 640x200 would be out of the question,they have to
bit-map the text on to the 320x200 screen.Hence,40columns!)

: What I basically use mine for now is to mess around programming every

At least the Atari has a (real) centralized OS.

: once in a while and playing games. It is also nice to be able to buy
: all the little toys I couldn't afford ten years ago!!

Me Too!I love buying stuff that I couldn't before.But now I can't find it!!!

But it's that error message problem with the PC that really turned me off
to it.Really painful when you run a BBS.I'd have to try out all sorts of
things to figure out what the error was.I'd love to port Waffle to the Atari!
(make the "files" command a seperate module)

Oh yeah,the incredibly HUGE slack!!!
Waffle keeps each and every message in a seperate file.But on
MS-DOS,sectors are huge.My HD had 8k sectors.A 512+MB drive would have 16k
sectors.A gigabyte drive would have 32k sectors!!!
(every time you double the size,double the sector-size.MS-DOS can only
have 65536 sectors("allocation units",really))
So my few megabytes of messages took up 20MB!
Oh,and you can't really un-delete files!
Well,enough PC bashing for now.
--
The Doctor

4635. Re: Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58v8a7$mur@login.freenet.columbus.oh.us>
Source record: 77948

Randy Kramer (rhkramer@fast.net) wrote:
: samuelrebelo@mail.telepac.pt (Samuel Rebelo) wrote:

: >Can any one help me on getting more out of the sound capabilities of
: >my atari ????
: >i only know the sound statment but that dont gives me the results i
: >want (those sounds i ear in games)
: >big thanks in advance

: >sam

: In a Compute! book for the 800xl, it gives the source for a 16 bit
: sound mixer(2 16 bit channels) you need to use peek/poke afterwards,
: but...

TurboBASIC lets you use 16-bit FM sound,like you say.
It's free,too!

: I bet this would work on a 130xe, and it might give the desired
: results.

All the Atari HCS's have the same sound capability.
(but the un-released 1400XL and 1450XLD would've had a speach synthesizer)

: Should I post the code?

Yes!!!
--
The Doctor

4636. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58v8gc$nfj@login.freenet.columbus.oh.us>
Source record: 77949

Ryan Goolevitch (ryang@computerhelp.ca) wrote:
: William Fisher <blackat@direct.ca> wrote:

: > I thought the XE Game System had Missile Command built in instead of the
: > BASIC? Or did they replace the Self Test mode instead? I forget which one
: > it was, but I do remember my old XE game system had an Atari BASIC
: > cartridge... ??

: I had the opportunity to borrow one of those babies for a few weeks
: about four years ago from a friend who has now moved away, and I can say
: that it was quite a unique machine! It had basic AND missile command in
: ROM. I suspect missile command replaces the self test, i dont remember
: seeing the self test screen ever coming up.

It has it.Type "BYE" from BASIC.OR use the "M" command of AtariDOS or the
"RUN" command of SpartaDOS and use address E471.

: I traded one of my disk drives (a rana 1000) and a bunch of disk games
: for their light gun, bug hunt cart, and Flight simulator 2 on cart
: (128K!). They work great on my upgraded 130XE's, and 800XL. The
: coolest thing about the XEGS was the detachable keyboard, it was just
: so... cool! :)

From what I read of the manual,Flight Simulator 2 is a 64k cartridge.
--
The Doctor

4637. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58v8q3$oa1@login.freenet.columbus.oh.us>
Source record: 77950

Mike LaRue (bandit@cdsnet.net) wrote:
: Does the XE game system have the basic rom with missle command? or
: is the missle command part of the OS.

Neither BASIC,nor Missle Command are part of the OS.They're just built-in
cartridges.IF the OS sees that OPTION is not held down when starting,it
swaps in BASIC.(swapping out 8k of RAM in the process)
If it sees the SELECT key held down,it swaps in Missle Command.
And,in case you didn't know,if it sees START held down,it boots off of the
cassette.
--
The Doctor

4638. Re: 8bit custom chip specifications

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58v917$ovg@login.freenet.columbus.oh.us>
Source record: 77951

Robert Pinchbeck (rpinchbeck@mindspring.com) wrote:
: I have good ol' "Mapping the Atari"
: Among a great many other 8-bit books.
: Guess I'll blow off the dust and pore over them a bit...
: I was hoping for online (i.e. up-to-date & non-dusty) references.

Since they chips have never changed (except for CTIA in to GTIA),any info
would be,by definition,"up to date".

I'm lucky in that I have both "Mapping The Atari" and the Atari hardware
manual.(and the OS manual & listings)
--
The Doctor

4639. GTIA programming:playfield

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58v96f$pfn@login.freenet.columbus.oh.us>
Source record: 77952

I know how to tell the GTIA (with ANTIC de-activated) to display P/M
graphics.But how do I display playfield graphics with out ANTIC?
--
The Doctor

4640. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <58v9nq$qs7@login.freenet.columbus.oh.us>
Source record: 77953

David A. Maxwell (dmaxwell@iwaynet.net) wrote:
: Jim Treber <jtreber@cris.com> wrote:

: >Am I the only one here getting tired of the smart-alec replies to posts
: >that their prices are too high. What is the matter with these people?
: >Are they worried that someone else might make a buck, so they have to
: >jump in and attempt to spoil a sale maybe to someone in dire need of an
: >item and willing to pay the price? This trend seems to have become a
: >game here. Granted, there have been problems in the past of a high
: >priced marketer failing to deliver, but I've dealt with many 8 bitters
: >in the past and found them to be the most trustworthy around.

: > Jim

: I look for old computer hardware at thrift stores, flea markets, and
: used computer stores. I typically pay prices like $12.50 for a
: working 1702 Commodore monitor. I also got a 130XE and an Indus GT
: drive for $7.50. I picked up one working 800 for $5 and I got another
: working 800 and an 810 disk drive for another $5. I have had to deal
: with things like power supplies being missing and the like but the
: incidentals to make one of these work are neither hard to find or
: expensive. When I see people charging like $100 for a 130XE or
: similarly ridiculous prices I cannot help but think that they deserve
: the flames that they get (but then some people actually PAY that kind
: of money for this stuff so maybe the sellers know something I don't.
: As a buyer, I sure do look for more reasonable sellers though!).

I know what you mean!

: The only way I can see high prices being justified are those charged
: for rare items and prototypes of vaporware. Sure $200 or even more
: may be justified for a 1450XLD but for a 130XE? No way! Even a 130XE
: in excellent shape does not justify that kind of price because they
: are common. You can find them for next to nothing. Even those in good
: condition. Even those with all accessories and original box.

Aparently not in Columbus,OH!
I'm hard pressed to find Atari stuff.

: Look people, these are dead computers. They are only of use to
: hobbyists like us that can still either get some use out of them or
: like to play with them. I can see no reason for flaming high priced
: posters. But I sure do marvel at 'em!

They have the same usefulness as before.
The Atari didn't get small,the computer world did! <heh>
--

The Doctor

4641. Re: 1984 Atari Antic issue needed...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: Jeff Potter <74030.2020@CompuServe.COM>
Message-ID: <58vbjp$i1a$1@mhade.production.compuserve.com>
Source record: 77954

Paul:

The issue you seek may be November 1984, where ANTIC contained several
articles on Adventures. Pages 28-33 describe the MindWheel po□rogram.
The interviewer seemed to talk to Richard Sanford.

Jeff
h0142kdd@joker.rz.hu-berlin.de (Paul David Doherty) writes:
> I'm looking for an article that has appeared in ATARI ANTIC magazine,
> presumably around Fall 1984. It was a background article on the
> BTZ electronic novels (e.g. Mindwheel) by Synapse, probably including
> an interview with William Mataga and Steve Hales.
>
> If anyone knows the exact ANTIC issue this appeared in, or maybe even
> has that issue and could provide me with a copy of the article, please
> contact me at <h0142kdd@rz.hu-berlin.de>. Thanks in advance,
>
> -- Dave
>

--
Jeff Potter
74030.2020@compuserve.com
jdpotter@worldnet.att.net
potterj@real3d.com

4642. JayMinor dead? What's the Story?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: Charles Richmond <richmond@plano.net>
Message-ID: <32B336A1.6642@plano.net>
Source record: 77955
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit

I recently read on <alt.folklore.computers> that Jay Minor died. Can anyone
give me any information--how did this happen, why, etc.???

FYI, Jay Minor designed the graphics chip set on the Amiga computer, and I
believe after Commodore bought the company he was a vice president. He also
previously worked for Atari and designed the Antic graphics chips on the 8-bit
Ataris. (I may have some of this wrong, so please post to correct or add.)

--
+---+
| Charles and Francis Richmond
<richmond@plano.net> |
+---+

4643. Re: Hard-Interlacing Picture

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: Jeff Potter <74030.2020@CompuServe.COM>
Message-ID: <58vcbd$i1a$2@mhade.production.compuserve.com>
Source record: 77956

Nick:

HIP is a neat graphics mode that interlaces GR.9 16 level gray screens with
GR.10 8 level gray screens. Effective resolution is 160x200 with up to 32
levels of gray. Some flicker due to interlacing, but less than COLRVIEW.
I'm working the changes to JVIEW, but a new version would not support both
HIP and all the other modes.

Jeff
--
Jeff Potter
74030.2020@compuserve.com
jdpotter@worldnet.att.net
potterj@real3d.com

4644. Re: No more coders????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: Jeff Potter <74030.2020@CompuServe.COM>
Message-ID: <58vcnv$i1a$3@mhade.production.compuserve.com>
Source record: 77957

The screen you get from the PAL ANTIC chip is very stable and clear, but with some noticeable flicker. Lowering the screen brightness, over even your room ambient light level helps reduce this effect. I have found no incompatibility with any old NTSC programs at all, although key repeats are a little slower, and the "bell" sound is lower in pitch. The Bobterm clock runs slow. These observations were made in an unmodified OS. Note that some monitors and home TVs won't sync (Commodore 1702 and Magnavox color monitor sync fine at 50 Hz).

Jeff
--
Jeff Potter
74030.2020@compuserve.com
jdpotter@worldnet.att.net
potterj@real3d.com

4645. Re: JayMinor dead? What's the Story?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: thechyld@pcc-uky.campus.mci.net
Message-ID: <850686532_OASIS_@pcc-uky.campus.mci.net>
Source record: 77958

In article <32B336A1.6642@plano.net>
Charles Richmond <richmond@plano.net> said:-

>I recently read on <alt.folklore.computers> that Jay Minor died. Can
>anyone
>give me any information--how did this happen, why, etc.???
>FYI, Jay Minor designed the graphics chip set on the Amiga computer, and
>I
>believe after Commodore bought the company he was a vice president. He
>also
>previously worked for Atari and designed the Antic graphics chips on the
>8-bit
>Ataris. (I may have some of this wrong, so please post to correct or
>add.)

Goto comp.sys.amiga.misc and post these same questions there...I do know
that he is dead (for a few years now) and that he was a true genius. I
think you're right about the design work he did on the Atari 8-Bits and
the Amiga chipset. He also did a lot of other work that was very, very
beneficial to humankind. (Pacemakers, I think) I still have an old A1000
that I keep simply because it has his signature (as well as the rest of
the team) on the inside cover...Later! :)

--

```
_/_/_/
```

4646. Weird Atari 1050 Disk Drives?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B33D94.75E9@tcd.net>
Source record: 77959

How many of you out there knew Atari put out a few drives that instead of the 2793, they used a 2797 FDC? Both the Happy Board and the USD had minor problems with this modification..

bob

4647. Re: ATTENTION: Bob Klaas

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B336FA.474D@tcd.net>
Source record: 77960

Thank you, at least one person does in fact understand. Darn hard after so many years of typing one way to convert over and get every thing perfect. Pays to be a prefectionest in some instances but then there times it only becomes a pain.?

bob

4648. Re: pokey chip sound generation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B33AA5.46C9@tcd.net>
Source record: 77961

Not sure if you are asking me or not due to the message you sent. If so I have been fixing Atari since the early 80's, helped one of the better dealers at that time get his Atari Repair certification, but his luck ran out and he demised at an early age from cancer.

I have the Atari Repair Library for most of the older 8-bit stuff complete with diagnostic error codes ect. I also have the chips to use the Scope on the Rana disk drive's mother board and the manual which I am pretty sure is long lost by now, along with the Indus Repair Manual with tech notes before Indus went out of business the first time..

Bob

4649. Old Atari 800 256k Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B33F3B.2DAA@tcd.net>
Source record: 77962

Somewhere here I have the old upgrade modification by a person in Las Vegas, can not remember his name but made that upgrade 130xe compatable (axalon)-sp? compatble..does anyone remember his name,or have the added 1 chip documentation for the 800? I do remember you had to do a dead bug type chip on one board...worked..more than I can say for some I have seen.???

bob

4650. Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B34052.7F77@tcd.net>
Source record: 77963

I have noticed since I have been chastised by a few on my messages have attempted to proff read and correct spelling...well maybe I missed a few but within the past couple days...have noticed my posts are not coming across as I have read and sent them..??

Anyone else having a problem with Netscape Gold Ver 3.0? I know user error if enevitable but when one does make an effort and the messages come out partialy sent ect...Is it Netscape or is it the server..Will have to go back to Eudora for a while and compare??

bob

4651. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-14 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B33CA6.3EAD@tcd.net>
Source record: 77964

Ok So I LIED!...

JTS, owns all the copyrights Atari Corp held. Reason I know is that I have been talking to them within the past couple weeks. They JTS still place value on those rights. I am not an Attorney but I think if you or anyone that wants to have accurate information would check with one will find that If YOU, by your actions of placing their Software out to the public with or without charges being received, you in fact impeed their sale of the product they own the rights to and they have the right to take legal action to regain lost sales???

Just an opinion, not fact but from what I have been advised I will reguard it as fact and seek the Owner of a Copyrighted product permission with compensation prior to my releasing anything now owned by myself. And will have it backed up in writting..ie: contract of some sort.

bob

4652. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <+IBtyMezGyga092yn@kenton.com>
Source record: 77869

In article <58v8q3$oa1@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>Mike LaRue (bandit@cdsnet.net) wrote:
>: Does the XE game system have the basic rom with missle command? or
>: is the missle command part of the OS.
>
>Neither BASIC,nor Missle Command are part of the OS.They're just built-in
>cartridges.IF the OS sees that OPTION is not held down when starting,it
>swaps in BASIC.(swapping out 8k of RAM in the process)
>If it sees the SELECT key held down,it swaps in Missle Command.
>And,in case you didn't know,if it sees START held down,it boots off of the
>cassette.

Does this mean that the OS is slightly different in the XEGS?

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

4653. Re: Need power!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <32B43364.2336@cdsnet.net>
Source record: 77870

BobKlaas wrote:
>
> Sorry to rain on your parade but the Atari 800, 800xl 1050 disk drives

800XL........ 5 VDC!

> along with the 810 disk drive require 9v AC! at about 5 Watts..Do not
> connect a DC power supply to these unit or you will screw them up.
>
> You can actuall attach an Atari power supply 9v AC to a 400, 800,
> 1200XL
> 1050, or 810 disk drive with up to 31 Watts..and not have a problem and
> the higher the watts output the less the problem!
>
> bob

4654. IN NEED OF SX-EXPRESS...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: ajbufort@mail1.sas.upenn.edu
Message-ID: <591ddj$poc@netnews.upenn.edu>
Source record: 77871

Can anyone either supply me with, or tell me where I can download/get, a copy of the SX Express Terminal program for the SX-212 modem, by Ledbetter? I have used 1030 Express for years and I love it... is SX Express basically the same thing only for the SX-212?

-Tony

4655. Re: JayMinor dead? What's the Story?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: marat@Glue.umd.edu
Message-ID: <5919d5$qmm@hecate.umd.edu>
Source record: 77872
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit

Charles Richmond (richmond@plano.net) wrote:
: FYI, Jay Minor designed the graphics chip set on the Amiga computer,
One more time, together: MinEr! MinEr! MinEr! Where did this "Minor"
come from, anyway?

Marat

4656. Parts, and pieces F/S

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: Mike LaRue <bandit@cdsnet.net>
Message-ID: <32B45626.15C6@cdsnet.net>
Source record: 77873

All Items have been tested and are in good condtion
unless Stated.

Shipping, mostly by US Priority mail, had excellent
results. $3.00 to $8.00 shipping charges.

Payment, Checks take 8 days to clear, Money orders
are shipped same/next day, COD with $5.00 deposit
only.

1 RamRod board for XL/XE computers, with book,
And OmniMOnXL With Doc's $35.00
1 256X1 ram chips for 800/XL/XE (new) $ 4.00 for 8
1 800XL motherboards, fully socketed TESTED!! $15.00
1 1050 service manual, Atari's $15.00
3 PIA's C014795 NEW $ 4.00
2 Pokey's C012294 NEW $ 4.00
1 5200 OS C019156 NEW $ 5.00
1 850 ROM (Very hard to find!) NEW $10.00
8 Atari Joystick centers (white plastic) NEW $ 2.50
5 Atari 2600/A Switchs, Both types NEW $ 1.50
1 1200XL service manual, Atari's $10.00
1 1025 Atari service manual $10.00

I have more, and will do another later, If you
need a part not listed, I might have it, ask.

Mike LaRue
830 W 2nd St.
Medford, Or 97501
541-772-7830

4657. color scroll.

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <591p09$odh@nnrp1.news.primenet.com>
Source record: 77874

Next weekend when school is out I will endeavor to find that color
scrolling code that I was going to show at the NWPAC meeting yesterday,
had I not showed up an hour later than everyone was to get ther. I've
found the disks but I'll be too busy studying to hook up the Atari.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~
I've been fooling you all this time! I live in ARIZONA!
98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4658. Re: color scroll.

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: Chet Chudasama <CChudasa@pacbell.net>
Message-ID: <32B49366.15BC@pacbell.net>
Source record: 77875

Nick S Bensema wrote:
>
> Next weekend when school is out I will endeavor to find that color
> scrolling code that I was going to show at the NWPAC meeting yesterday,
> had I not showed up an hour later than everyone was to get ther. I've
> found the disks but I'll be too busy studying to hook up the Atari.
>
> --
> N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
> ~
> I've been fooling you all this time! I live in ARIZONA!
> 98-KUPD Red Card Holder #710563 WedSpc License #71.0563

What color scrolling code is this then?

What is it supposed to do?

Just curious ... :)

Chet

4659. Using the Sega controller...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <nJLtyMezGaLT092yn@kenton.com>
Source record: 77876

Ok, I know this was discussed a while ago, but I thought I would bring
it up again. I know that the Sega controllers can be used on the Atari,
with the B-button being fire. C-button can be read through one of the
paddle locations. What about the A-button and Start? Can I read them
without rewiring the controller?

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

4660. Re: JayMinor dead? What's the Story?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: peterk@combo.ganesha.com
Message-ID: <peterk.0uzh@combo.ganesha.com>
Source record: 77877
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit

In article <32B336A1.6642@plano.net> Charles Richmond <richmond@plano.net> writes:
>
>I recently read on <alt.folklore.computers> that Jay Minor died. Can
>anyone
>give me any information--how did this happen, why, etc.???

He was named Jay Miner and died some years ago from some kidney
problems. He must have suffered from it for years before.

--
Best Regards, Dr. Peter Kittel // http://www.pios.de
Private Site in Frankfurt, Germany \X/ office: peterk@pios.de

4661. Re: WTB: 8-bit comm program

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B4AD57.B4A@tcd.net>
Source record: 77878

One would need a little more information on your system in order to set up a communications program for it complete with autorun.sys ect..

What are you useing as a modem? Interface to the modem ect..would be most helpful..

As to the communicatons program several out there in public domain shouldn't cost you much to have it set up to boot from disk..I use to use Smart Dos to set up several inline autoruns, when I ran 850 Express.

bob

4662. Re: Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <58vra7$itk@nexp.crl.com>
Source record: 77965

In article <58v8a7$mur@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: Randy Kramer (rhkramer@fast.net) wrote:
: : samuelrebelo@mail.telepac.pt (Samuel Rebelo) wrote:

: : >Can any one help me on getting more out of the sound capabilities of
: : >my atari ????
: : >i only know the sound statment but that dont gives me the results i
: : >want (those sounds i ear in games)
: : >big thanks in advance

: : In a Compute! book for the 800xl, it gives the source for a 16 bit
: : sound mixer(2 16 bit channels) you need to use peek/poke afterwards,
: : but...

: TurboBASIC lets you use 16-bit FM sound,like you say.
: It's free,too!

My dad once wrote a program (Music16) that let you use four channel
16-bit sound on the 8 bits. It worked on our 800 and later on our
800xl. I don't know how it worked (I was in elementary school at the
time) but I think we still have the source somewhere. If I can find it,
should I post it? My dad wouldn't mind; he considers the Atari a dead
platform.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

4663. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: davepat@total.net
Message-ID: <32b3b9c7.0@news.total.net>
Source record: 77966

In article <slrn5b0akv.r0m.cathryn@junglevision.junglevision.com>,
cathryn@junglevision.junglevision.com says...
>
>
>I'm looking for some Atari 8-bit demos for testing. I'm interested
>in amazing Atari graphics and sound trickery.
>
>1. What is the best Demo out there? (Or the top 5 or so)
>
>2. Where can I get them?
>
>Reply either in the newsgroup. Or email to cathrynm@aol.com
>
My two favorites are Veronika and Das Omen. The dancing girl in Veronika is
a great piece of minimalist art, and I love the music in Das Omen. But
heck, that's just me.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
It takes a rare kind of wisdom to accept change and redemption in another.
Many would refuse, seeing only what was, not what is.
- Citizen G'Kar, "Whatever happened to Mr. Garibaldi?"

4664. Apple II (and other old computer) books

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: sheldon@atlcom.net
Message-ID: <sheldon-1512960837350001@lpm3-5.atlcom.net>
Source record: 77967
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc

As a posted about two weeks ago (in comp.sys.apple2), a MicroCenter near
my house always seems to have old computer books. I went back yesterday
with a notepad and wrote down a lot, but not all of them. I am willing
to purchase and mail these books. Please e-mail me for for details if
you are interested.

Apple II

Apple IIgs Firmware Reference
BASIC Programming with ProDOS
ProDOS 8 Technical Reference
Imagewriter II Technical Reference
Imagewriter LQ Technical Reference
Apple IIe Technical Reference (2 of these)
Applesoft BASIC Programmer's Reference
Programmer's Introduction to the Apple IIgs
Apple IIc Technical Reference
Applesoft Tutorial
Apple IIgs Toolbox Reference, volume 2
Appleworks User's Handbook, by Rose (seems to be 1.0 based)
Appleworks for Teachers, by Nogales & McAllister

Atari

Atari XL User's Handbook, by WSI
Atari ST Programmer's Guide, by Held
Atari Assembly Language Programmer's Guide, by Moose & Lorenz (8-bit)
Atart XE User's Handbook, by WSI

Amiga

Amiga ROM Kernel Reference Manual, Includes and Autdocs, 3rd ed.
Amiga ROM Kernel Reference Manual, Devices, 3rd ed.
Amiga Hardware Reference Manual, 3rd ed.

Other

Sanyo MBC 550/555 User's Handbook, by WSI (what the heck is a Sanyo MBC 550?)
A bunch of "Go Penpoint" technical books (I didn't write these down)

--
W. Sheldon Simms III - sheldon@atlcom.net

4665. SpartaDOS users

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-15 00:00:00 UTC
From: Nelson@cybernetworking.com
Message-ID: <850662176.8884@dejanews.com>
Source record: 77968

If you are a SpartaDOS 3.2/X user you may want to receive my NN Tools programs. Among these programs are direct IBM/Norton Utilities ports that I ported over to the 8-bit Atari. Included are accessories for the Diamond Graphical Operating System.

You can receive the entire set from my auto response e-mail box at:

nntools@cybernetworking.com

This auto response e-mail contains a uuencoded, arc file that is 160k in length.

If you have limited resources you can download NN Tools in three parts (and then combine them before uudecoding) at:

nn1arc@cybernetworking.com
nn2arc@cybernetworking.com
nn3arc@cybernetworking.com

nn1arc and nn2arc are 60k in length, and nn3arc is 45k.

If you want to see what you will be receiving before downloading the entire package, you can receive undel.com (an undelete program that also recovers SpartaDOS directories) at:

undel@cybernetworking.com

Undel is 16k.

Receiving these files thru e-mail is easy. Just send an e-mail to the auto response e-mail addresses listed previously in this post. No need to enter a subject or a command in the body of your e-mail. Just an empty e-mail is all that it takes to receive these programs.

BTW, don't just download the programs. Let me know what you think and or/if you have questions. I can be reached at Nelson@cybernetworking.com.

Enjoy.

Nelson Nieves
Cyber Networking
----------==== Posted via Deja News ====----------
http://www.dejanews.com/ Search, Read, Post to Usenet

4666. SIMPLE CONCEPT FOR EXTRA MONEY

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: MR.MORGAN@worldnet.att.net
Message-ID: <32B5658C.6A3@worldnet.att.net>
Source record: 77879

Hello$

Would you like to make thousands of dollars, quickly, legally, with NO CATCH? then keep reading....please take two minutes to read this article - it can change your life, just like it changed mine. It's true! You can make up to or over $50,000 dollars in 4-6 weeks, maybe sooner! I SWEAR I'M NOT LYING TO YOU, AND THIS IS NOT A SCAM! If you're interested in making some big bucks, keep reading; if you're not, I apologize for wasting your time. Here we go.
A little while back, I was browsing through these newsgroups, just like you are now, and came acress an article similar to this that said you could make thousands of dollars in weeks, with only an initial investment of $5! So, I thousght, "Yeah, right, must be a scam", but I was curious, like most of us, so I kept reading.
Anyway, it said that you send $1 to each of the 5 names and addresses stated in the article. You then place your own name and address in the article at the bottom of the list at #5, and post the article in at least 200 newsgroups (there are thousands). No catch, that was it! So after thinking it over, talking to a few people first, I figured what have I got to lose except for 5 stamps and $5, right?
This is from someone who has tryed it and it worked like a charm.
I started getting money in the mail! I was shocked! I still figured it would end soon, and didn't give it another thought.
But then the money kept comin IN. tripling in size and multiplying by 10 - 20 times the amount that I got the first week! In my first week I made about 20 to 30 dollars. But by the end of the second week, I had made a total of over $1,000!!! In the third week, I had

over $10,000 dollars, and it's still growing! This is my fourth week (Nov 29) and I've made about $42,000 TOTAL, and believe it or not the money is still coming in.... Let me tell you how this works and most importantly, WHY it works.... also, make sure you print a copy of this article NOW, so you get the information from it, and begin making money.

The process is very simple, and it consists of 3 easy steps:

STEP 1: Get 5 sepearte pieces of paper and write the following on each sheet of paper..."PLEASE PUT ME ON YOUR MAILING LIST. YOU ARE NUMBER 4."

Get five $1 bills, and place ONE inside each piece of paper that you have just written on, and fold each piece of paper so the bill will not be seen in the envelope (otherwise, nosey people who like to steal envelopes with money in it will get yours). Put one paper inside the envelope and seal it. Do the same for all 5. You should now have 5 envelopes sealed, EACH having a piece of paper AND the $1 bill inside.

NOTE: Make sure those words that were stated above are written on each piece of paper. What you are doing is creating a service by this. This is PERFECTLY LEGAL. Now, mail the 5 envelopes with the paper and $1 in each to the following 5 addresses:

1. Mark Guerra

3811 Garden Lake Dr.

Kingwood, TX 77339

2.Gillian Taverns

1109 Southwest Parkway #1305

College Station, TX 77840

3. Sarah Simmons

P.O. Box 120

College Station, TX 77841

4. John McRackin

P.O. Box 7548

College Station, TX 77844

5. Bryan

1350 Greens Pkwy #911

Houston, TX 77067

STEP 2: Now take the #1 name off the list that you see above, move the other 4 names up (5 becoming 4, 4 becomin 3, etc.) and put YOUR NAME as number 5 on the list. You can slightly alter this article if you need to, editing what you need to edit.

STEP 3: Post your amended article (with your name at #5) to at least 200 news groups (there are around 18,000 of them!). All you need is say at least 200. HOW TO DO THIS: If you have Netscape 3.0 do EXACTLY the following:

1)Click on any news group like normal, THEN click on 'TO NEWS", which is on the far left when you're in the newsgroups page. This will bring up a box to type a message in.

2)Leave the newsgroup box as it is, but CHANGE the subject box to something eye-catching, like, 'NEED CASH$$$ READ HERE" or "FAST CASH"!!!

3)Tab once and you should be ready to type or copy and paste the article from a text program. Now, retype (only once) or copy and past (ctrl - c to copy + ctrl-v to paste each time) THIS WHOLE ARTICLE, word for word, except to insert your name at #5, and to remove #1 off the list, plus any other small changes you think you need to make. Keep almost all of it the same.

4)When you're done typing the WHOLE article, click on FILE in THIS BOX, right above send, NOT where it says netscape news on the first box. Click on SAVE AS when you're under FILE. Save your article as a text file to your C: or A: drive. DO NOT SEND OR POST YOUR ARTICLE UNTIL YOU HAVE SAVED IT. Once saved, move on to number 5 below.

5)If you still have all of your text, send or post to this newsgroup now by simply clicking Send, which is right below FILE, and right above the Cc: button.

6)Here's where you're going to post all 200. OK, click on any news group then click on "TO NEWS', again (in the top left hand corner of your netscape navigator. Leave the newsgroups box alone again, put your eye-catching title in the SUBJECT BOX, hit TAB once you're in the body of the message, and then click on ATTACHMENT, which is below the Subject box. You will get another box to come up. Click on ATTACH FILE, then find YOUR FILE THAT YOU HAVE SAVED; click once on this file, and then click OPEN. Now click on OK. If you did this right, you should see your file name in the attachments box, and it will be shaded green. IF YOU USE I.E. EXPLORER, IT'S JUST AS EASY: Holding down the left mouse button, highlight this article. Then press the "CTRL" key and the "C" key at the same time, to copy this article. Then print this article for your records to have the names of those you will be sending $1 bills to. Next, go to the newsgroups and press "POST AN ARTICLE".
A window will open. Type in your headline in the subject area and then click in the large window below. If you want to edit the article, do so and then highlight and copy it again. Now everytime you post the article in a new newgroup all you have to repeat is "CTRL and "V" and press POST.
7)That's it! Each time you do this, all you have to do is type in a different newsgroup, so that way, it posts to 200 DIFFERENT newsgroups. You see? Now you just have 199 to go! (Don't worry, each one takes about 30 seconds, once you get used to it). REMEMBER, 200 IS THE MINIMUM. The more your post, the more money you will make. AND THAT'S IT!!! You are now in the mail-order business and will start receiving your $1 envelopes from various people all over the world, within days! HINT: THE MORE NEWSGROUPS YOU POST TO, THE MORE MONEY YOU WILL MAKE. You may want to rent a PO Box eventually, because of all the mail. If you wish to stay anonymous, you can come up with a name, such as "manager" or "investor". Just make sure all the addresses that you have typed in for the 4 people plus yourself are

correct, please. LET ME TELL YOU WHY THIS SYSTEM WORKS! Out of every 200 postings, let's say I ONLY recieve 5 replies, which is actually VERY LOW. So I made $5 dollars with my name at #5. Now, each person who just sent me $1 dollar makes, say 200 postings, now with name at number 4, WHICH IS A TOTAL OF 1000 POSTINGS, not including yours too. 50 people send you $1 dollar now - that's $50 dollars you have made! Next, your new 50 agents each post 200 newsgroups with your name at number 3, or 10,000 POSTINGS (50 X 200 = 10,000). The average returns at $1 dollar each, or $500 dollars. They in turn make 200 postings, which is 5,000 returns at $1 dollar each, which is $5,000 dollars! And finally, 5,000 people make 200 postings with YOUR NAME AT NUMBER 1. YOU NOW GET A RETURN OF $50,000 DOLLARS BEFORE YOUR NAME DROPS OFF THE LIST. AND THAT'S IF EVERYONE ONLY MAKES 200 POSTINGS, AND IF ONLY 5 PEOPLE RESPOND!!! When your name is no longer on the list, you simply take the latest posting that is appearing in the newsgroups, and SEND OUT ANOTHER $5 DOLLARS TO THE NAMES ON THE LIST, PUTTING YOUR NAME AT #5 AGAIN. And start posting again. The thing to remember is, THOUSANDS OF PEOPLE ALL OVER THE WORLD ARE JOINING THE INTERNET AND READING THESE ARTICLES EVERY DAY - just like you are now!!! So can you afford $5 dollars to see if it really works? I think so.. People have said, "What if the plan is played out and no one sends you the money?" So what! What are the chances of that happening when there are TONS OF NEW HONEST USERS AND NEW HONEST PEOPLE whos are joining the internet and newsgroups every day and are willing to give it a try? Estimates are at 20,000 to 50,000 new users every day, with THOUSANDS of those actually joining the internet. Remember, PLAY FAIRLY, AND HONESTLY, and this WILL WORK. I promise you!! You just have to be honest. Make sure you print this article out RIGHT NOW. Also, try to keep a list of everyone that sends you money and

always keep an eye on the newsgroups to make sure everyone is playing fairly. REMEMBER: HONESTY IS THE BEST POLICY! you don't need to cheat the idea to make money. GOOD LUCK TO ALL, PLEASE PLAY FAIRLY, AND YOU WILL REAP THE HUGE REWARDS FROM THIS - TONS OF EXTRA CASH!!! One last note: if you try to decieve people by posting the messages with your name on the list and not sending the money to the people already on the list, you will not get much in return. Someone I talked to knew someone who did that and she only made $150 dollars, and that's after eight weeks! Then she sent the 5 $1 dollar bills, people added her to their lists, and in 4-5 weeks she had over $10,000 dollars!!! THIS IS THE FAIREST AND MOST HONEST WAY I HAVE EVER SEEN TO SHARE THE WEALTH OF THE WORLD WITHOUT COSTING US

4667. Genterm

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: ai065@freenet.hamilton.on.ca
Message-ID: <592f2a$97g@main.freenet.hamilton.on.ca>
Source record: 77880

Hey 8-bit Atari Users! Ever wanted a terminal program for the IBM which did ATASCII graphics? Well, Genterm does! And, very well. Send Email to Division Software at d.soft@freenent.hamilton.on.ca

Do not REPLY to this message, as this has nothing to do with my Users Group.

PRESS RELEASE

Genterm is a high quality MS-Dos based PC terminal program. The main benefit of Genterm is its quick execution. Even an orginal IBM PC can operate a 14.4 modem WITHOUT losing characters! Not a stripped down terminal, Genterm is a FULL FEATURED terminal with context sensitive help, pull down menus and a variety of protocols and translations including ATASCII (with VGA monitors). Genterm operates with CGA, EGA, VGA, SVGA and TTL monitors. Quite simply, if your PC can run DOS, you can run Genterm! Other features of Genterm include Wave and Speaker alarms, BIG FONT support

```
#####  ##  ##  #######  ##  ##  ##
##  ##  ##  #  ##  #  ##  ##
##  ####  ##  ##  #####  ##  ######  ####  #####  ##
##  ##  #####  ##  ##  ##  ##  ##  ##  ##  ##
##  ##  ####  #######  ##  ##  ##  ##  #####  ##
##  #  ##  #####  ##  ##  ##  ##  ##  ##
#######  #####  ##  ##  #####  #####  ##  ##  #####  #####  ##
```

and ASCII image online dumps.

```
.--_ "CURSE YOU RED BARON!!!"
_-0(_))
'(__ )/
)=(---__--,=
{}== \--__--'=
,-; \
_____L_===__)=,______
/ '. \
/_______________________\
/ '. \
/___________________________\
/ '. \
/==============================\
|-----------------|
|-----------------|
|-----------------|
|-----------------|
```

Like this....

Create Ads quickly and easily featuring various BIG FONTS and graphics.

Genterm's ATASCII support is EASY to use. Yes, there may have been some
PC terminal programs which emulated ATASCII in the past, but none as well
as Genterm. A verbal agreement with Fine Tooned Engineering will allow
internal LMODEM upload and download protocols to be included in a future
release of Genterm (If FTe ever resurfaces). Five years in development,
Genterm has gone through extensive improvements and testing. No Atari
8-bit owner should be without a copy of Genterm for their IBM PC or Clone.

Price $20

Contact Division Software
d.soft@freenent.hamilton.on.ca

--

4668. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <592ef5$bdt@macaw.cyberport.com>
Source record: 77881

In article <slrn5b0akv.r0m.cathryn@junglevision.junglevision.com>,
cathryn@junglevision.junglevision.com says...
>

I'm looking for some Atari 8-bit demos for testing. I'm interested
>in amazing Atari graphics and sound trickery.

1. What is the best Demo out there? (Or the top 5 or so)

2. Where can I get them?
>
>Reply either in the newsgroup. Or email to cathrynm@aol.com
>

Allthough they are pretty old, I think Ballsong and Ballsong 2,
put out by the Atari Research Lab, were pretty amazing for their time.

4669. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961216071300.CAA01553@ladder01.news.aol.com>
Source record: 77882

>Didn't OSS also have a version of C called C65? I think Deep Blue C was
>available through APX... Also, I've never used it, but I understand
>Action! (from OSS) is very similar to C...
>
>Mark
>marksim@bitstream.net

Yes, OSS did have C65, but it was eventually released to PD as CC65.
There are also ACE C and CC8, but they compile as pseudo-code (sort of
like Atari's tokenized Basic), requiring a runtime file but still pretty
fast. CC65 compiles to 6502 machine code, as does Action!, but for speed,
Action! is the runaway champ (no pun intended).

4670. Re: WTB: 8-bit comm program

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961216072700.CAA01883@ladder01.news.aol.com>
Source record: 77883

>I would like to get a comm program for my 8-bit. I don't want to have to
go
>through any crap like setting it up; I want it to be ready when I get
it. If
>you have this item, and you'd like to sell it, please EM me with
details.
>
>thanks.
>
>karl.

BobTerm is about as close to plug-and-play as you are going to get. The latest version I know of is 1.22. But there is the issue of how your modem is connected to your Atari. Are you using a direct-connect (1030, XM301, or SX212 modems) or an RS232 interface (850, P:R:Connection, etc.)? If you are using the 850 or PRC, you can let Bobterm boot the handler from the interface, but you will have to preload the handler for the direct-connect modems. Fortunately, all the handlers you need are included in Bobterm, as is some pretty good documentation.

Hope this helps.....

4671. Re: IN NEED OF SX-EXPRESS...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961216073600.CAA02465@ladder01.news.aol.com>
Source record: 77884

>Can anyone either supply me with, or tell me where I can download/get, a

>copy of the SX Express Terminal program for the SX-212 modem, by
Ledbetter?
>I have used 1030 Express for years and I love it... is SX Express
>basically the same thing only for the SX-212?

If memory serves, SX-Express was virtually 850 Express with the addition of an SX212 handler. You can use the original 850 Express if you can find a file called SXHANDLR.COM. This loads a handler specifically designed for direct-connect, Hayes-compatible modems, like the SX212. Another handler is RVERTER.COM, which comes with Bobterm, a program I prefer over Express. (Don't ask me how, but I accidentally formatted a disk with Express!)

4672. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: d_pike@Husky1.StMarys.CA
Message-ID: <593nrh$5qh@News.Dal.Ca>
Source record: 77885

In article <592ef5$bdt@macaw.cyberport.com>, cmoore@cyberport.com (cm) writes:
>In article <slrn5b0akv.r0m.cathryn@junglevision.junglevision.com>,
>cathryn@junglevision.junglevision.com says...
>>
>
>I'm looking for some Atari 8-bit demos for testing. I'm interested
>>in amazing Atari graphics and sound trickery.
>
>1. What is the best Demo out there? (Or the top 5 or so)
>
>2. Where can I get them?
>>
>>Reply either in the newsgroup. Or email to cathrynm@aol.com
>>
>
>Allthough they are pretty old, I think Ballsong and Ballsong 2,
>put out by the Atari Research Lab, were pretty amazing for their time.
>

What was the big deal with Ballsong? I don't get it. A ball bouncing back and
forth with meaningless music playing. Am I missing something here?

I liked the CES Demos(power without the price knock-off of the Amiga ball
and the robot/spaceship ones)

randy

4673. Help me

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: Pawel Lapinski <paul@cc.uni.torun.pl>
Message-ID: <593snc$66u@Waldemar.mat.uni.torun.pl>
Source record: 77886

I would like to transfer files from IBM to Atari 130XE. I didn't know
how do it. I have XF-551. Please help.......

Pawel Lapinski

paul@cc.uni.torun.pl

4674. Re: JayMinor dead? What's the Story?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: SVP527@news.salford.ac.uk
Message-ID: <5949li$ei0_001@salford.ac.uk>
Source record: 77887
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit

In article <32B336A1.6642@plano.net>,
Charles Richmond <richmond@plano.net> wrote:
>I recently read on <alt.folklore.computers> that Jay Minor died. Can
>anyone
>give me any information--how did this happen, why, etc.???
>
>FYI, Jay Minor designed the graphics chip set on the Amiga computer, and
>I
>believe after Commodore bought the company he was a vice president. He
>also
>previously worked for Atari and designed the Antic graphics chips on the
>8-bit
>Ataris. (I may have some of this wrong, so please post to correct or
>add.)
>

jay did work on the graphics for the atari 400/800 and amiga's denise chip.
clever designer and sorely missed - he died two or three years ago. anyone
who would like to look at my dissertation on amiga's history, please mail me.

4675. Atari sales

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: DanVernon@msn.com
Message-ID: <00001bd9+00002206@msn.com>
Source record: 77888

Seems like there's alot of communication regarding buying and selling of old 8-bits around here. I just wanted to share a little experience of mine the other day. I walked into the Value Village down the street from my house and they had 2 Ataris. One 800, a little smudged, priced at $10.00 and a 130XE in mint condition for $7.99. I suppose they thought the 800 was bigger and therefore better. I guess I was a little greedy so I bought both. Both systems work perfectly and now the 800 looks mint too with the help of a little 409. Anyhow, just a word of reminder for those seeking these classic systems to not neglect the thrift shops.

Another thing, does anyone have a user's manual for the MAC/65 (Macro Assembler). I have used AA/E before but this package is in another league. I tried writing an Email to FTe, the company that released this disk version, but so far no response. If anyone knows of any docs sitting around on the 'net I would be very appreciative.

Dan Vernon
Seattle, WA

4676. Re: IN NEED OF SX-EXPRESS...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: jmcgowan@metric.inch.com
Message-ID: <59455m$rst@sleepy.inch.com>
Source record: 77889

In article <591ddj$poc@netnews.upenn.edu>, Anthony Bufort (ajbufort@mail1.sas.upenn.edu) wrote:
> Can anyone either supply me with, or tell me where I can download/get, a
> copy of the SX Express Terminal program for the SX-212 modem, by Ledbetter?
> I have used 1030 Express for years and I love it... is SX Express
> basically the same thing only for the SX-212?

Get BobTerm... it is like Express but better. SX-Express is the same thing as the last version of 850Express (for the Atari 850 R: device) but with an autoloading R: handler for the SX modem included. BobTerm comes with many handlers (including one for the SX modem).

The manual for SX Express is a simple manual... it does not cover all the features of the programme. If you get SX Express, also download 850Express just so you can print out a more complete manual.

If you get the SX Express disk, it has what is supposed to be an extra, external, R: handler for the SX modem which one is supposed to use for writing one own's programmes using the modem. It does not work and is junk. Apparently, during the development process, the programme was uploaded to the production department for inclusion on the disk. However, it was uploaded as ASCII (all the non-ascii codes are trashed... not the best way to transfer a binary file!). Apparently no one ever tried out a production disk to see if the programme would load/run. Heck of a statement about Atari quality, isn't it (do not know how to treat binaries, nor check the production copies). When I had written them about the problem, of course, I never got a response.

So... don't get SX Express for the included R: handler. Instead get BobTerm which includes an R: handler. BobTerm is like, but better, than Express. SX Express works (but not the extra programme included) fine, but you should also get 850Express, because the printed manual for SX Express is not complete.

As you can guess, I don't recommend it.

4677. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: davepat@total.net
Message-ID: <32b587f0.0@news.total.net>
Source record: 77890

In article <+IBtyMezGyga092yn@kenton.com>, gozar@kenton.com says...
>
>In article <58v8q3$oa1@login.freenet.columbus.oh.us>,
>dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>>Mike LaRue (bandit@cdsnet.net) wrote:
>>: Does the XE game system have the basic rom with missle command? or
>>: is the missle command part of the OS.
>>
>>Neither BASIC,nor Missle Command are part of the OS.They're just built-in
>>cartridges.IF the OS sees that OPTION is not held down when starting,it
>>swaps in BASIC.(swapping out 8k of RAM in the process)
>>If it sees the SELECT key held down,it swaps in Missle Command.
>>And,in case you didn't know,if it sees START held down,it boots off of the
>>cassette.
>
>Does this mean that the OS is slightly different in the XEGS?

Yeah, the OS has been changed, and the use of PIA is sligtly altered, as
well, to control the extra select line required for Missile Command. Ever
notice on an 800xl that the keyboard test includes the four missing function
keys? They're gone on the XEGS.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

4678. Re: IN NEED OF SX-EXPRESS...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: davepat@total.net
Message-ID: <32b58898.0@news.total.net>
Source record: 77891

In article <591ddj$poc@netnews.upenn.edu>, ajbufort@mail1.sas.upenn.edu says...
>
>Can anyone either supply me with, or tell me where I can download/get, a
>copy of the SX Express Terminal program for the SX-212 modem, by Ledbetter?
>I have used 1030 Express for years and I love it... is SX Express
>basically the same thing only for the SX-212?
>
>-Tony
>

SX express is probably at Umich, but I'd go for BobTerm, which to my mind is the best all-inclusive term setup for the 8-bit. Though, to be fair, FlickerTerm is the Best VT100 I've seen, on PC or 8-bit. And Larry Black's Atar-Z-Modem is invaluable as well.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

4679. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1612961331240001@port11.bitstream.net>
Source record: 77892

In article <58v84l$m77@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

> Aren't Macs just "school" computers?Much in the same way that Pascal is.
> I remember seeing one in a store once.I remember vaguely that you had to
> manipulate little B&W pictures to do things.I about laughed out loud.
> (B&W like a newspaper,not a TV)
> Like a pictures of a sliding control to adjust volume or something.

And now, some 200 million computers have been sold that work that way!
People just don't know what they've got til it's gone. Go figure...

Mark (with tongue planted firmly in cheek)
marksim@bitstream.net

4680. Re: Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: infoman@xmission.xmission.com
Message-ID: <5945mt$mln@xmission.xmission.com>
Source record: 77893

BobKlaas <bobkla19@tcd.net> wrote:
: Just happen to have a few of these in stock..say $7.00 shipped..

: Copy this to order and send c/mo to Bob Klaas
: 4267 W. Midway Dr.
: Salt Lake City, Ut..84120

: bob

What is it that you are selling? The Indus Drive?? Or a manual? Or
something else?

Thanks,
/InfoMan

4681. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <32B59508.5BCD@uofrlaw.urich.edu>
Source record: 77894

>
> I know that these are not the only SAGA games out there. I had the one
> where you have crash-landed on a planet and must wear a space suit in most
> places. I lost it when we traded our entire Atari 800 setup for a fish
> tank.
>
> --
> N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
> ~
> I've been fooling you all this time! I live in ARIZONA!
> 98-KUPD Red Card Holder #710563 WedSpc License #71.0563
>
> Sounds like Mission Asteroid. But I don't think that this adventure was a SAGA.
>

Actually, I think he is referring to Strange Odyssey, where you begin in a spacecraft and must wear a space suit, recover some treasures and eventually fix your own spacecraft (if memory serves me correctly). It was a lot of fun, not too hard, some of the puzzles were actually solvable, I first played the text version as a kid about ten years ago.

It was Adventure #6 of the original 12, and from what I gather, also #6 of the SAGAs.

Anyone know where these are, or if you've played them, what did you think?

Falcon

4682. important--you must read this!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: InfiNet
Message-ID: <594bpi$j80@oolong.memphis.edu>
Source record: 77895

Take five minutes to read this and it WILL change your life.

The Internet has grown tremendously. It doubles in size every 4 months. think about it. You see those 'Make.Money.Fast' posts more and more. That's ... because it WORKS! So I thought, all those new users might make it work. And I decided to try it out, a few months ago.
Besides, whats $5.00, I spend more than that in the morning on my way to work on coffee and cigs for the day. So I sent in my money and posted.
Everyone was calling it a scam, but there are SO many new users from AOL, Netcom, etc. they will join in and make it work for you.

Well, two weeks later, I began recieving bucks in the mail! I couldn't believe it! Not just a little, I mean big bucks! At first only a few
hundred dollars, then a week later, a couple of thousand, then BOOM. By the end of the fourth week, I had recieved nearly $47,000.00. It came
from all over the world. And every bit of it perfectly legal and on the up and up. I've been able to pay off all my bills and still had enough left over for a nice vacation for me and my family.

Not only does it work for me, it works for other folks as well. Markus Valppu says he made $57,883 in four weeks. Dave Manning claims he
made $53,664 in the same amount of time. Dan Shepstone says it was only
$17,000 for him. Do I know these folks? No, but when I read how they say they did it, it made sense to me. Enough sense that I'm taking a similar chance with $5 of my own bucks. Not a big chance, I admit--but one with incredible potential, because $5 is all anyone ever invests
in this system. Period. That's all Markus, Dave, or Dan invested, yet their $5 netted them tens of thousands of dollars each, in a safe, legal, completely legitimate way. Here's how it works in 3 easy steps:

STEP 1.

Invest your $5 by writing your name and address on five seperate piecesof paper along with the words: "PLEASE ADD ME TO YOUR MAILING LIST."
(In this way, you're not just sending a dollar to someone; you're paying
for a legitimate service.) Fold a $1 bill, money order, or bank note

inside each paper, and mail them by standard U. S. Mail to the
following five
addresses:

1- Natalie Jansen
Lancveldlaan 18
5671 CN Nuenen
Holland

2- Victor Chen
2021 Hearst Ave
Berkeley, CA. 94709

3- Steve Boltinghouse
1009 Bird St.
Hannibal, MO 63401

4- Sean T. Stevenson
14933 Blackwood Lane
White Rock, BC
CANADA
V4B 2A8

5- B. Bradley
284 Deloach
Memphis, TN 38111
USA

STEP 2.

Now remove the top name from the list, and move the
other names up.This way, #5 becomes #4 and so on.
Put your name in as the fifth one on the list.

STEP 3.

Post the article to at least 250 newsgroups. There are at
least 19000 newsgroups at any given moment in time.
Try posting to as many newsgroups as you can. Remember
the more groups you post to, the more people will see your
article and send you cash!

STEP 4.

You are now in business for yourself, and should start seeing
returns within 7 to 14 days! Remember, the Internet is new
and huge. There is no way you can lose.

Now here is how and why this system works:

Out of every block of 250 posts I made, I got back 5 responses.
Yes, thats right,only 5. You make $5.00 in cash, not checks or
money orders, but real cash with your name at #5.

Each additional person who sent you $1.00 now also makes 250
additional postings with your name at #4, 1000 postings. On
average then, 50 people will send you $1.00 with your name at
#4,....$50.00 in your pocket!

Now these 50 new people will make 250 postings each with your
name at #3 or 10,000 postings. Average return, 500 people= $500.
They make 250 postings each with your name at #2= 100,000
postings=5000 returns at $1.00 each=$5,000.00 in cash!

Finally, 5,000 people make 250 postings each with your name at
#1 and you get a return of $60,000 before your name drops off
the list.And that's only if everyone down the line makes only 250
postings each! Your total income for this one cycle is $55,000.

From time to time when you see your name is no longer on the list,
you take the latest posting you can find and start all over again.

The end result depends on you. You must follow through
and repost this article everywhere you can think of.
The more postings you make, the more cash ends up in
your mailbox. It's too easy and too cheap to pass up!!!

So thats it. Pretty simple sounding stuff, huh? But believe me, it
works. There are millions of people surfing the net every day, all
day, all over the world. And 100,000 new people get on the net
every day. You know that, you've seen the stories in the paper.
So, my friend, read and follow the simple instructions and play
fair. Thats the key, and thats all there is to it. Print this out
right now so you can refer back to this article easily. Try to
keep an eye on all the postings you made to make sure everyone is
playing fairly. You know where your name should be.

If you're really not sure or still think this can't be
for real, then don't do it. But please print this article and pass

it along to someone you know who really needs the bucks, and see
what happens.

REMEMBER....HONESTY IS THE BEST POLICY.YOU DON'T
NEED TO CHEAT THE BASIC IDEA TO MAKE THE BUCKS!
GOOD LUCK TO ALL, AND PLEASE PLAY FAIR AND YOU WILL
WIN AND MAKE SOME REAL INSTANT FREE CASH!

*** By the way, if you try to deceive people by posting the messages
with your name in the list and not sending the bucks to the people
already included, you will not get much. I know someone who did this
and only got about $150 (and that's after two months). Then he sent
the 5 bills, people added him to their lists, and in 4-5 weeks he had
over $10,000!

TRY IT AND YOU'LL BE HAPPY !!!!!!!!!!

4683. The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: "W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu>
Message-ID: <32B596B2.6C8D@uofrlaw.urich.edu>
Source record: 77896

Questions for the Atari community:

1) Does anyone have a cartridge version of Bounty Bob? I haven't been able to find one anywhere. If you have one, and you're interested in selling, please mail me with price.

2) The Goonies: what is this game all about? What am I supposed to do?

3) I'm interested in finding out what everyone thinks is the best Role Playing Game ever made for the Atari 8 bit. I've played the Ultima series and I'm wondering if that's as good as it gets.

Falcon

4684. Re: Assembler Question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <594dqv$5h1@login.freenet.columbus.oh.us>
Source record: 77897

t.andrews16@genie.com wrote:
: I have a couple of text files kicking around here on the ASM/ED cart
: that were written by Mat*Rat himself. They summarize the commands, etc.
: for those who bought the cart from ATV & others without docs. Very little
: info on programming, but more on operation of the cart than I've seen almost
: anywhere else. I believe they are the text of a couple of articles for Analog.
: However, way at the top it says, "Released" and a date, so I assume Matt
: put them into the public domain.

I would like them!

: I would be happy to email the files if someone wants them. Genie won't
: let me attach files to Internet mail, so I would simply email the straight
: text.

Since they're text,how else would you mail them.

If you're going to just ASCII upload them,you should still UU-encode them
to preserve the formatting since some editors will word-wrap and corupt it.
Even if the editor doesn't,still UU-encode them since I (and 20,000 more
on the Freenet) have no way to directly download our mail.So if there's a
character that's even a little bit non-standard,it gets turned in to a
under-line.

You should only use UU-encode since that's the only encoding method that I
know of on the Atari.No base64 MIME stuff.
--
The Doctor

4685. Re: WTB: 8-bit comm program

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <594f8o$dd2@login.freenet.columbus.oh.us>
Source record: 77898

Lenspencer (lenspencer@aol.com) wrote:
: >I would like to get a comm program for my 8-bit. I don't want to have to
: go
: >through any crap like setting it up; I want it to be ready when I get
: it. If
: >you have this item, and you'd like to sell it, please EM me with
: details.
: >
: >thanks.
: >
: >karl.

: BobTerm is about as close to plug-and-play as you are going to get. The
: latest version I know of is 1.22. But there is the issue of how your
: modem is connected to your Atari. Are you using a direct-connect (1030,
: XM301, or SX212 modems) or an RS232 interface (850, P:R:Connection, etc.)?
: If you are using the 850 or PRC, you can let Bobterm boot the handler
: from the interface, but you will have to preload the handler for the
: direct-connect modems. Fortunately, all the handlers you need are
: included in Bobterm, as is some pretty good documentation.

You just re-name the disk handler to "RS232.COM" and BobTerm will
auto-load it.And it frees up the memory used by it afterwards.
--
The Doctor

4686. Re: Help me

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: "Luis R. Pena" <lrpena@hackerz.com>
Message-ID: <32B5C6A3.112@hackerz.com>
Source record: 77899

Pawel Lapinski wrote:
>
> I would like to transfer files from IBM to Atari 130XE. I didn't know
> how do it. I have XF-551. Please help.......
>
> Pawel Lapinski
>
> paul@cc.uni.torun.pl
check this pge out..

http://www.hackerz.com/atari/atari8.html

4687. steven Lashower

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: Kit Kimes <kkimes@lucent.com>
Message-ID: <32B5B005.2B86@lucent.com>
Source record: 77900

Steven Lashower wrote:
>
> In a totally irrelevant followup post :),

Welcome to the group. Maybe you have been posting here lately, but I'm
way behind. Your Antic Music Processor is still the music program by
which all others are measured (at least by me). <grin>

--
Kit Kimes
Lucent Technologies Bell Labs
Naperville, IL
phone: (630)-979-8113
email: kkimes@lucent.com or KitKimes@AOL.COM

4688. Re: The right to comment on high prices? was: Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <594cam$qtt@login.freenet.columbus.oh.us>
Source record: 77901

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (Newbie wants to know 'reasonable' prices for A8 stuff.)
: How much is a '49 Studebaker worth? Probably a miniumum of
: $25 or $50, but if in pristine shape, could be a collector's
: item. The best you can do for any A8 item that you want is
: do what you said in your post, look around for a while, sit
: and wait and watch.
: B&C has a 130xe for $175. I'd say that's the high end.

DAMN!

: It is brand new, in box, you're buying it from a reputable
: dealer with zero chance of being ripped off. CSS (Bob Puff)
: sells a 320k 130xe with usp os for $250, if he has any.

That'd be nice with SpartaDOS X!
But does he have a XL version.The XE keyboards kinda sorta just self-destruct.

: And you're getting it from Bob Puff. Any problems are sure
: to be addressed.
: Probably you can get a used 130xe in good condition for
: $35 to $75 bucks. You might find one in a thrift shop
: for $10.
: The $125 for a 65xegs is a high end, but, if the unit is

65xegs?
The only computer I can think of worth $125 (maybe) is the XEGS,which
comes with Missle Command and Flight Simulator 2,Bug Hunt and a light gun.
Damn ugly Atari,though.Those pastel buttons.
--
The Doctor

4689. Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <594a21$qf5@freenet-news.carleton.ca>
Source record: 77902

Whats the best assembler for the Atari 8 bit? I would
like to get something that uses makes good use
of macros, string (or at least macros to print/get strings),
etc.

Should I learn Action? I know 6502 pretty much forwards
and backwards since I coded my 6502 sim package, but Action
may offer lots of higher level goodies?

I've never used Action, so im a bit confused by all the
talk about it. There is a cartridge and a disk version? There
is a version that requires a runtime and one that does not?

I would like to be able to create fast standalone executables that
do not require a runtime program.

Where can I buy the items you reccomend? I would like to get a
whole development setup going, so I can work on some of the
ideas I have without lots of false starts on compilers I
will hate/are too weak, etc

Steve

(perhaps we should write an FAQ just for programming?)

4690. Re: Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <594f1e$c5j@login.freenet.columbus.oh.us>
Source record: 77903

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: In article <58v8a7$mur@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: : Randy Kramer (rhkramer@fast.net) wrote:
: : : samuelrebelo@mail.telepac.pt (Samuel Rebelo) wrote:

: : : >Can any one help me on getting more out of the sound capabilities of
: : : >my atari ????
: : : >i only know the sound statment but that dont gives me the results i
: : : >want (those sounds i ear in games)
: : : >big thanks in advance

: : : In a Compute! book for the 800xl, it gives the source for a 16 bit
: : : sound mixer(2 16 bit channels) you need to use peek/poke afterwards,
: : : but...

: : TurboBASIC lets you use 16-bit FM sound,like you say.
: : It's free,too!

: My dad once wrote a program (Music16) that let you use four channel
: 16-bit sound on the 8 bits. It worked on our 800 and later on our
: 800xl. I don't know how it worked (I was in elementary school at the
: time) but I think we still have the source somewhere. If I can find it,
: should I post it? My dad wouldn't mind; he considers the Atari a dead
: platform.

Well,what did it do?
Did it play a song,or ask you for notes?
Yes,post it.I don't know if you'll have to UU-encode it.
(I once got a BASIC LIST file off of umich,but I had to re-connect all the
long lines that got split by line wrap)

: "There are no significant bugs in our released software that
any : significant number of users want fixed." -- Bill Gates

(#@$#@ PICO corupted yet another message)
You know I remember reading in "un-authorized Windows" that the reason
that USER.EXE for Windows 95 (i.e."Windows 4") is so similar to the one in
Windows 3.1 is because they were trying to maintain all the bugs so that
software would all work.Since they had no way of remembering what all the
bugs were,they had to make a almost-perfect copy rather than just a
USER.EXE with all the same commands/function calls.
--
The Doctor

4691. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <594cvt$14t@login.freenet.columbus.oh.us>
Source record: 77904

```
Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <58j149$b0t@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: >
: >Robert Smith Ely (rely@ix.netcom.com) wrote:
: >: In <329dbad8.4294574@news.magg.net> eightbit@magg.net (eight)
: writes:
: >: >
: >: >To All -
: >: >
: >: >Hello! I am using an Atari 800XL with P:R: Connection with a P133
: PC I
: >: >am trying to transfer Atari files from the PC to my eight-bit
: Atari.
: >: >Can I get some help/tips on how this is done?
: >: >
: >: >Thanks,
: >: >
: >: >eightbit@magg.net
: >
: >What's a "P133" PC?
: >
: >: This is one way, but the SIO2PC/APE would probably be better. For
: the
: >: null modem, all you have to have is a comm program on both machines
: >: have one in originate (probably on the Atari side) and the other in
: >: answer (PC side). If you have Bobterm, originate is dome with G from
: >
: >How can you set the "Null modem" for originate/answer when a "null
: modem"
: >is just a RS232 cable?!?
: >
: >: the main menu. Be sure to have both systems set for 19200bps and
: ascii.
: >
: >The P:R:C doesn't go at 19200 with BobTerm.It probably doesn't go that
: >fast at all!
: >
: >: (actually the PC side could be on ANSI BBS.) Then upload the files
: on
: >
: >"glass tty" or "tty" would be the setting for the PC side.
: >If you're running a BBS on the PC side to send files easily to the
: >Atari,you'd use VT102 (or something close to that) and FlickerTerm or
```

: >Ice-T on the Atari side.If the BBS only supports ANSI,then VT100 is
: close
: >enough to use on the Atari side.But a VT100 emulator on the Atari side
: >will probably use the standard character set (for VT100) rather than
: the
: >PC's unique one.(You might check out (the SLOW!) ANSITerm on the
: Atari)
: >
: >: one machine (y-modem batch is probably the best you'll have for
: x-fer
: >: protocol) and download on the other. No big deal. I do this all the
: >: time.
: >
: >If you're downloading to the Atari,you can use Atar-Z-Modem for
: Z-modem
: >transfers.But uploads must be done using Y-modem.(on a 64k machine,at
: least)
: >--
: > The Doctor
: P133 is a Pentium 133MHz PC. I use ANSI BBS setting all the time
: with no problems. VT100 works fine too. In any case binary transfers
: are best (Y/Z-modem) and if you can compress (ARChive) the files first,
: you'll save x-fer time. When I said ANSI BBS, that doesn't mean running
: a BBS (although you could). It's a setting similar to ANSI. It just
: supports full 8-bit binary communication.
: Doc, Is Atar-Z-Modem available for Bobterm? Where can I latch on to
: this?

You can check out the atari/8bit@atari.archive.umich.edu directory via FTP.
Check the telecomm directory.
--
The Doctor

4692. Re: Atari XE System

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <594hjm$pl6@login.freenet.columbus.oh.us>
Source record: 77905

David A. Paterson (davepat@total.net) wrote:
: In article <+IBtyMezGyga092yn@kenton.com>, gozar@kenton.com says...
: >
: >In article <58v8q3$oa1@login.freenet.columbus.oh.us>,
: >dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
: >>Mike LaRue (bandit@cdsnet.net) wrote:
: >>: Does the XE game system have the basic rom with missle command? or
: >>: is the missle command part of the OS.
: >>
: >>Neither BASIC,nor Missle Command are part of the OS.They're just built-in
: >>cartridges.IF the OS sees that OPTION is not held down when starting,it
: >>swaps in BASIC.(swapping out 8k of RAM in the process)
: >>If it sees the SELECT key held down,it swaps in Missle Command.
: >>And,in case you didn't know,if it sees START held down,it boots off of the
: >>cassette.
: >
: >Does this mean that the OS is slightly different in the XEGS?

: Yeah, the OS has been changed, and the use of PIA is sligtly altered, as
: well, to control the extra select line required for Missile Command. Ever
: notice on an 800xl that the keyboard test includes the four missing function
: keys? They're gone on the XEGS.

All the lines are used up on the 130XE.Does it use the PORTB lines
normally used for the extra 64k in the 130XE?
(thus making memory upgrading impossible without disabling Missle Command)
--
The Doctor

4693. Re: pokey chip poly counter operation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <594h3c$n4v@login.freenet.columbus.oh.us>
Source record: 77906

Ron Fries (rfries@tcmail.frco.com) wrote:
: Perry,

: Our news server isn't very consistent, so all I received was the
: following reply to your message:

: cathryn wrote:
: >
: > In article <E1z3sG.Lo3.0.queen@torfree.net>, Perry McFarlane wrote:
: > >I have experimented and i believe i have the exact formula which is
: > >used. let x=0 then
: > >x=((x<<a)+(x>>b)+c)%m
: > >gives the next value of x, and x%2 is the bit used. if n is the #
: >
: > I'm really impressed. How long did this take you to figure out?

: I'd be curious to see your original message. I've done some careful
: examination of the output of the actual Atari and have created tables
: which are the original bit patterns. I have tables for both the 4-bit
: and 5-bit polys; I choose not to create tables for the 9-bit and
: 17-bit as they would have 511 and 131071 entries respectively!

: I'd be curious to see your full algorithm and the results it produces.

: Regards,

: Ron Fries
: rfries@tcmail.frco.com

: P.S. I assume you need the polys for generating sound. I've already
: created a set of routines which will do that based on my tables.
: Let me know if you're interested. And be sure to reply to my
: e-mail address. Again, our news server isn't very reliable.

The poly-counters are used to induce "distortion" in to a sound channel.
If a programme is producing simple (pure) tones,then it's not using polys.
Games that make sound effects like explosions ARE using polys.
--
The Doctor

4694. Happy 1050 Rev 7 docs ready!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <594fag$dol@dfw-ixnews6.ix.netcom.com>
Source record: 77907

Ok, who all requested the Happy 1050 rev 7 docs. I now have them
complete. I also lost my list of requester. I am posting the file
HAPPY7.ZIP to the umich archive. look there soon for this file. I will
e-mail this files or an .ARC version if requested to anyone that
e-mails me at either of the addresses below.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4695. Re: Atari emulator

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <594msq$p31@news1.fast.net>
Source record: 77908

ulf@antic.cls.de (Ulf Petersen) wrote:

>On 12 Dec 96, cooncat@ncweb.com wrote ...

>> Don't bother ... PC Xformer is crap .. and its author rarely offers
>> support for his crap. You are better off running your Atari stuff on
>> your 800xl!
>Well, I wouldn't go that far :). You are right, PC Xformer is crap (hey,
>Darek works for Microsoft, so what do you expect ;-)))?!?!?!?). However,
>emulators like XL-IT! or RAINBOW 95 are already quite good. Personally, I
>haven't used a real ATARI 8-bit for months - only emulators - and that
>should give you an impression of how satisfied I am with the way it is
>now.

>I really wonder why people still want to get PC Xformer!!! Sounds to me
>like someone keeps misinforming people about the non-existing quality of
>that - erm - "product". Hm, I really wonder who that could be ;-))).

>I think the main reason why people still talk about Xformer is the fact
>that you need the OS-files for other emulators. Now, I could be wrong, but
>is ATARI actually still in business over here in Europe (or the US)? I
>only know that ATARI keeps selling JAGUARS and LYNX games. Does anybody
>know more about that?

>Ulf

Sort of. Shortly after signing a distrobution deal with WalMart to
sell Jaguars, Atari was bought by JTS. JTS is letting the rest of the
Jaguar inventory rot away. The only thing left of Atari is Atari
Games, which, by the way, is doing quite well. Wayne Gretzky Hockey 3d
(or something like that) for the Arcades and N64 is drawing alot of
attention.

4696. Archiver 810's Forsale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <594n8e$3vt@freenet-news.carleton.ca>
Source record: 77909

I have 2 810 Archiver Enhanced drives I no longer need. Sold as a
set only, and include all the software and manuals needed
to copy most any copy protected disks.

$75 as a set only please.

Steve

4697. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <594dbk$372@login.freenet.columbus.oh.us>
Source record: 77910

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <58j149$b0t@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: >
: >Robert Smith Ely (rely@ix.netcom.com) wrote:

: >: null modem, all you have to have is a comm program on both machines
: >: have one in originate (probably on the Atari side) and the other in
: >: answer (PC side). If you have Bobterm, originate is dome with G from
: >
: >How can you set the "Null modem" for originate/answer when a "null
: modem"
: >is just a RS232 cable?!?
: >
: >: the main menu. Be sure to have both systems set for 19200bps and
: ascii.
: >
: >The P:R:C doesn't go at 19200 with BobTerm.It probably doesn't go that
: >fast at all!

: > The Doctor
: ---------------(some stuff removed above)--------------

: I missed a couple of things. You don't set the null modem to
: originate/answer, you set the comm programs. One has to be the calling
: party and one has to be the host/answering party. If poth are set to
: answer (ATA) you get no communication.

You're still not making sense.If you're null-modeming then no one is the
"calling party" since there's no modem nor phone involved!

: You're right about the PRC not doing 19200. I got so use to using
: my MI/O at 19200, I simply forgot. The PRC can do up to 9600, but you
: need a patch to the R: handler to get that fast. I forget, but I think
: the PRC abd 850 max, normally ar 2400 or 4800bps. I'll locate the patch
: and e-mail it to anyone that needs it.I'll also post it to the Umich
: archive.

I don't know about the 850,but the P:R:C can go at 9600.
Perhaps 19200 could be done with ANTIC de-activated.
Since the P:R:C handler has to create the baud rate,interupts by ANTIC
would disrupt it in the middle of a byte.
(disk drive,printer and et cetera baud rates are done by the hardware(POKEY))
--
The Doctor

4698. FS: Atari 400/800 Cartridges, Visa, Mastercards OK

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: Cstever@on-ramp.ior.com
Message-ID: <Cstever.1813.0063AF50@on-ramp.ior.com>
Source record: 77911

SteveR's Classic Cartridges 12/16/96
-=-=-=-=-=-=-=-=-=-=-=-=-=-

FREE SHIPPING on ALL Cartridge orders OVER $30.00 - US and Canada ONLY
^^^^^^^^^ ^^ ^^^^^^ ----
>>>>>>> 20% DISCOUNT on All CASH ORDERS <<<<<<<<<<<<<<<<<<<<<
>>>>>>> This does NOT include Checks, MO's or Credit cards!!

>>>> Overseas Shipping Cost More, See End of Files <<<<

--All Prices are in US Funds. Cartridges and Prices Change WEEKLY--
----Visa/Mastercard SAME As Cash----
^^^^^^^^^^^^^^^
This list contains: Atari 2600/5200/7800, Intellivision, ColecoVision
Odyssey 2, Atari 400/800, C-64, Vic-20, Channel F, Arcadia-2001
Hand-Helds, Texas Instruments, Sega Saturn, Timex Sinclear,
Aquarius, IBM Hardware, Books, Magazines, VECTREX

If you need a LABEL VARIATION, Let me know, I might be able to
help you with what you need, at no extra cost!!!!!!!!!

This is NOT an Auction-all cartridge are sold for the price listed
^^^ ^^^^^^^

ATARI 400/800 TESTED and Works

BOOK: Atari Basic 332 Pages $8.00
BOOK: Atari Basic XE 125+ pages $8.00
BOOK: ATARI Games & Recreations 338 pages $12.00
Atari 1027 Printer $5.00 PLUS $5.oo shipping (UNTESTED/No Cables)
Atari Speed Reading $10.00 Plus $5 Shipping
205 Pages, 5 Data Cassettes
Atari XM301 Modem $8.00
Atari ARTIST $25.00 Touch Tablet (TESTED)
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Astro-Grover $15.00 by CBS
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BasketBall $5.00
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Caverns of Mars $5.00
Centipede $3.00 (4)
Choplifter $9.00
Defender $8.00
Delta Drawing $3.00
Dig Dug $6.00

Donkey Kong $6.00
Donkey Kong: Junior $15.00
Final Legacy $18.00 RARE
Frantic Freddy $15.00 by Spectravideo
Frogger $6.00 (3) Nice Label, Colorful graphics
Frogger $4.00 End label tear
Galaxian $5.00
Gorf $3.00 Didn't Work in Testing
Journey of the Planets $15.00 by Roklan
Joust $8.00
K-Razy Kritters $15.00 by CBS Software
Kickback $15.00 by Thorn Emi
Missile Command $5.00
Moon Patrol $10.00
Music Composer $4.00 (2)
Night Strike $30.00 TG Software
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Pitfall $13.00
Pilot Lang $8.00
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Q*Bert $8.00
Qix $5.00
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Smart Terminal $8.00 by Microbits
Songwriter $5.00 Case, Cable, DISK, Docs (not a Cart)
Space Invaders $8.00
Space Shuttle $15.00
SpartaDOS $10.00 Cart. ONLY
Star Raiders $3.00 (6)
Submarine Commander $15.00 by Thorm Emi
Telelink $5.00 WASTED Label

ATARI 400/800 Stuff
-=-=-=-=-=-=-=-=-=-

Books

Atari Graphics 49 Pages
$7 Plus $2 Postage

Atari Programming w/55 Programs by Linda Schreiber 1982
244 pages $8.00

Atari ST BAsic Sourcebook and Tutorial, 240 pages $7.00

Atari ST, Owners Manual, 93 Pages $5.00

Atari Writer Manual w/ referance card 55 pages $5.00

Compute's Second Book of ATARI (2)
250 pages, Copyright 1982
$8 Plus $3 shipping

Compute's FIRST Book of ATARI GRAPHICS
248 Pages, copyright 1982
$12.00 Plus $3 shipping

Compute's Second Book of ATARI GRAPHICS
220 Pages, copyright 1984
$8.00 Plus $3 shipping

Cubabe Lite Manual, for Atari ST, STE 100 pages $4.00

Inside Atari DOS
120 Pages, copyright 1982
some writing in book
$8.00 Plus $3 shipping

The AtariBASIC SOURCE BOOK (2)
296 Pages 'a COMPUTE! Book Publication'
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SpartaDOS X
1/2 inch thick, referance Book for SpartaDOS
$8 Plus $3 postage

Technical Reference Notes for ATARI
Includes: Operating System User's manual
Operating System Source Listing
HardWare manual PLUS Schematics
About 500 PAGES in 3-ring binder
$50 or BEST OFFER/TRADE

Magazines

ANALOG - Sept 1985 - 96 pages (1) $3.00
ANALOG - March 1987 - 104 pages (1) $2.00
ANTIC - Jan 1987 - 130 pages $3.00
ANTIC - Nov 1987 - 82 pages $3.00
ATARI EXPLORER - Nov/Dec 1987 - 80 pages $3.00
ATARI INTERFACE - Feb 1990 - 51 pages $3.00
ATARI INTERFACE - March 1990 - 56 pages $3.00
ATARI USER - Oct/Nov 1990 - 75 pages - EUROPE Mag $4.00
ATARI USER - Dec/Jan 1990 -75 pages - EUROPE Mag $4.00
BASIC COMPUTING - Feb 1984 - 79 pages (TRS-80 Mag) $3.00
COMPUTE! - Jan 1984 - 216 pages LARGE ISSUE $8.00
COMPUTE! - May 1985 - 128 pages $4.00
COMPUTE! - June 1985 - 128 pages $4.00
COMPUTE! - July 1985 - 96 pages $4.00
COMPUTE! - Aug 1985 - 95 pages $4.00
COMPUTE! - Sept 1985 - 128 pages $4.00
COMPUTE! - Oct 1985 - 128 pages $4.00
COMPUTE! - Nov 1985 - 160 pages $4.00
COMPUTE! - Jan 1986 - 128 pages $4.00
COMPUTE! - March 1986 - 128 pages $4.00
COMPUTE! - April 1986 - 128 pages $4.00

COMPUTE! - Feb 1986 - 128 pages $4.00
Compute!'s Gazette C-65/Vic-20 April 1986 $4.00
Computers & Electronic May 1984 130-pages $3.00
Home Computer Magazine focuses on Apple, Commodore, IBM and TI ONLY
Home Computer Mag. Vol4,No1 1984 192 pages $5.00
Home Computer Mag. Vol4,No2 1984 161 pages $5.00
Home Computer Mag. Vol4,No4 1984 130 pages $4.00
Home Computer Mag. August 1984 162 pages $4.00
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Home Computer Mag. Vol5,No4 1985 130 pages $4.00
Home Computer Mag. Vol5,No5 1985 146 pages (Atari too) $4.00
inCIDER - Aug 1985 - 112 pages (APPLE II Mag) $3.00
PUGET SOUNG:ATARI NEWS - Aug 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Oct 1988 - 36 pages $3.00
PUGET SOUNG:ATARI NEWS - Dec 1988 - 36 pages $3.00
ST:LOG - Aug 1988 - 98 pages $3.00

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2 items $2.00 $4.00
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4 items $3.00 MAX $5.00 or More for Hardware/Books

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a concern of the Labels Condition Please ask first.
All Boxes/carts will be mailed within 1-4 days after money is recieved!
After I tell you that I've got you down for any certain cart,
you will have 'SEVEN' days to have a check, money order or Cash
to me before the cart goes back on sale again.
If my cartridge count was wrong and I am OUT of the cartridge you
ordered, I will E-mail you to see if you want a REFUND or
a Second Choice-This RARELY happens.

E-mail: Stever@on-ramp.ior.com
http://www.ior.com/~stever (Classic Cart Web Page)
Call: Prowler's DOMAIN bbs 509-327-8922 9-lines 18.0+GIGS
Contact: Night Prowler

http://www.ior.com/~stever (Classic Video Game Page)
SteveR@on-ramp.ior.com
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 6-lines 20.0-Gigs+30 CD-ROMS

4699. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <594na4$2ct@macaw.cyberport.com>
Source record: 77912

In article <593nrh$5qh@News.Dal.Ca>, d_pike@Husky1.StMarys.CA says...
>
>In article <592ef5$bdt@macaw.cyberport.com>, cmoore@cyberport.com (cm)
writes:
In article <slrn5b0akv.r0m.cathryn@junglevision.junglevision.com>,
cathryn@junglevision.junglevision.com says...

I'm looking for some Atari 8-bit demos for testing. I'm interested
in amazing Atari graphics and sound trickery.

1. What is the best Demo out there? (Or the top 5 or so)

2. Where can I get them?
>
>Reply either in the newsgroup. Or email to cathrynm@aol.com
>
>
>>Allthough they are pretty old, I think Ballsong and Ballsong 2,
put out by the Atari Research Lab, were pretty amazing for their time.

What was the big deal with Ballsong? I don't get it. A ball bouncing back and
forth with meaningless music playing. Am I missing something here?

I liked the CES Demos(power without the price knock-off of the Amiga ball
and the robot/spaceship ones)

randy

try programming something like it, 3'd scaling. shadowing,
music, allways similar,but never repeating, each music track, having a
gravitational 3d pull on the ball. in a relatively tiny amount of code.
pretty slick i think. and even 2 variations.

4700. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <W2ctyMezG+nO092yn@kenton.com>
Source record: 77913

In article <32B596B2.6C8D@uofrlaw.urich.edu>,
"W. David Falcon, Jr." <wfalcon@uofrlaw.urich.edu> wrote:
>Questions for the Atari community:
>
>2) The Goonies: what is this game all about? What am I supposed to do?

My brothers and I really liked this game, so much that after we
finished it we had to go rent the Goonies!! Anyway, you have to use
your two people on each screen together to solve the puzzle for each
screen. Its been 7-8 years since I did this, so I do not remember each
one. Watching the movie does help though. You can control both
characters with one joystick, switching between them, or (better) get a
friend to control one while you control the other, a lot easier.

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

4701. Re: Atari sales

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: Barry Gordon <bgordon@ecst.csuchico.edu>
Message-ID: <Pine.HPP.3.95.961216203551.4176A-100000@pathogen.ecst.csuchico.edu>
Source record: 77914

On 16 Dec 1996, Daniel Vernon wrote:

> Another thing, does anyone have a user's manual for the MAC/65 (Macro
> Assembler).

I don't have the complete text of the MAC/65 manual in file format, but I did create some thorough reference sheets when I was doing lots of Atari Assembly programming. I'd be happy to send them to you. Just give me an Email address.

They are currently in TextPro format, but can easily be stripped down to raw text if necessary. I've got them sitting right here on my PC.

4702. Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-16 00:00:00 UTC
From: Dave Troy <dave@toad.net>
Message-ID: <32B60228.7EC5@toad.net>
Source record: 77915
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!

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if
you're the Atari fan, giving hints to the ones you love is certainly
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Games List & Prices as of Dec 11, 1996

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Malibu Bikini $19.95
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US and Canada, and anywhere else in the world!! Call for more details!!

4703. Re: Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32B643AA.374A@mail.utexas.edu>
Source record: 77819

anybody have the documentation for mac/65?

yogi has mac/65 in atr format.

thanks,

robert

4704. Re: Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <594se6$gbi@nexp.crl.com>
Source record: 77820

In article <594f1e$c5j@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: Kyle R. Hofmann (rhofmann@crl.com) wrote:
: : My dad once wrote a program (Music16) that let you use four channel
: : 16-bit sound on the 8 bits. It worked on our 800 and later on our
: : 800xl. I don't know how it worked (I was in elementary school at the
: : time) but I think we still have the source somewhere. If I can find it,
: : should I post it? My dad wouldn't mind; he considers the Atari a dead
: : platform.

: Well,what did it do?
: Did it play a song,or ask you for notes?
: Yes,post it.I don't know if you'll have to UU-encode it.
: (I once got a BASIC LIST file off of umich,but I had to re-connect all the
: long lines that got split by line wrap)

Darn it, my memory tricked me. I dug up the documentation, and it only supports two voices. It does support most musical notations, i.e., you can do tremolos, triplets, repeats, D.S. al Coda, different tempos, volumes, attack, decay, etc. It was a set of macros for MAC 65 that did stuff in the VBI. I do remember that it sounded beautiful. I had it playing Telemann's Duet in G Major for flute and violin constantly. :) Anyway, now that I've figured out that it wasn't any sort of black magic, but just a (major) convienience, I'm not willing to type it in anymore. I at least attempt to have a life. :) Most of the time. :)

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any significant number of users want fixed." -- Bill Gates

4705. The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <595144$h8e@usenetp1.news.prodigy.com>
Source record: 77821

The music of the Ballsongs was what made the demo great. The programmer (Crockford?) was showing how little memory was needed to create a number of interesting musical passages mixed with randomness. The ball is just an interesting afterthought for the fun of it. I liked his maze with the medieval music too.
There's a demo called Swing from Europe I like. I think it was designed for PAL systems, but still looks great on NTSC.
- bostone

4706. Re: SIMPLE CONCEPT FOR EXTRA MONEY

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961217044200.XAA28758@ladder01.news.aol.com>
Source record: 77822

Sorry, but this is just another one of those chain-letter/pyramid scams,
and despite all your claims of legality throughout the message, it is
ILLEGAL.

4707. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_850804000@rtfm.mit.edu>
Source record: 77823
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: 60 days
Last-modified: October 14, 1996

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

"A comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users"

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
URL:mailto:mcurrent@carleton.edu

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated bimonthly:
URL:ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web version, automatically generated bimonthly:
URL:http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
URL:http://www.lib.ox.ac.uk/internet/news/faq/archive/atari-8-bit.vendev.html

Usenet newsgroups where this list is automatically posted bimonthly:
URL:news:comp.sys.atari.8bit URL:news:comp.answers URL:news:news.answers

You can also send for this list by mail.
URL:mailto:mail-server@rtfm.mit.edu message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at URL:mailto:mcurrent@carleton.edu

Conventions
-----------
All commercial vendors, developers, publishers, and repair shops should be
listed here. "Major" PD/freeware/shareware developers should also be listed.

"Vendor" = Reseller of products produced by others. Types of products
sold are given in categories: new hardware, used hardware, PD/freeware/
shareware, (new) commercial software, used (commercial) software.

"Developer" = Producer of products. Titles of products produced by the
developer are listed. No product can be developed by more than one
```

developer. No prices are given.

"Publisher" = Publishes a print or disk magazine, or a book. Complete subscription or ordering information should be given, including prices.

"Repair Shop" = Can repair many 8-bit Atari and related hardware devices. Be sure to make advance contact before sending anything to work on!

Entries are presented alphabetically by company name, or publication title. If no company name exists, a personal name is used. "See" references indicate complete information may be found under the given heading. "See also" references indicate closely-related information may be found under the given heading.

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope. When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

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Verfications -> YOU!

This list is in a constant state of development, and comes with no guarantees. Information of this nature constantly ages; therefore, the information contained in this list is constantly updated. Please use the latest release of this list whenever possible!

I collect information for this list from wherever I can find it. While most updates to this list come from you, the user of the list, I'd like to recognize a few of my more prominent sources:
- Atari Classics magazine, published by Jim Hood and Bob Woolley
- The Atari 8-Bit Omnibus, published by David A. Paterson

"Hi!" to Marek Tomczyk, who has supplied SO much information from Germany.

Remember, the success of this list is dependent on YOU, the reader, to send me updates that correct errors that you find. If you use this list, please do your part in keeping it useful for everyone!

Subject: A

8-Bits Forever (book)
See: GFH Marketing

Aerion Software
PO Box 1222
Bronx NY 10471-0601
USA
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
See also: DataQue
See also: Jeff Potter
Developer: Maze of AGDAgon, GameLink-II (cable)

Paul V. Alhart
524 North Zee St.
Lompoc, CA 93436
Publisher: The AtariWriter+ Companion (book) - $5

Altronic E.I.R.L.
Bolognesi 952
Bellavista
Callao 2
Peru
tel: (51)(1) 429-4298
Vendor: New and used hardware and software
Repair shop.

AMC-Verlag
Bluecherstr. 17
W-65195 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension),
STEREO Blaster (several versions), STEREO Blaster PRO, Herbert I, Herbert II,
other games, infrared mouse

Amethyst Software
211 S Kansas Ave
Danville IL 61834-5272
USA
Vendor: commercial/PD/freeware/shareware

David Aronson
2911 Bree Hill Rd
Oakton VA 22124-1213
USA
tel: (703) 620-6183
Vendor: used hardware

Artacyis Software (James Catalano)
639 W Grace St Apt 336
Chicago IL 60613-4005
USA
tel: (312) 248-6065
Developer: over 60 original game titles

AS
See: Mirage

Assisting Children to Excel
PO Box 1213
Camarillo CA 93011-1213
USA
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape sets each in: Reading, Spelling, Math, Economics, Physics, Psychology, U.S. History, World History, Digital Electronics)

Atari 8-Bit Omnibus (publication)
See: David A. Paterson

Atari Bit Byter User Club e.V. (ABBUC)
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Germany
Tel./Fax +49 2366 39623
Mailbox: +49 5439 3265
Offline: Mon.-Fri.: 2 p.m. - 6:45 p.m.
Mon.+Thu.+Fri.: 7 p.m. - 8 p.m.
Sat.+Sun.: 12 p.m. - 2:45 p.m.
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/abbuc/
URL:mailto:0236639623-0001@t-online.de
Developer: various hardware and software
Publisher: ABBUC Magazin (disk magazine)
Repair Shop.

Atari Classics
5507 Langford Ct
Concord CA 94521-1614
USA
URL:mailto:75126.3446@compuserve.com --or--
URL:mailto:rwoolley@ix.netcom.com (Bob Woolley, Editorial Director)
URL:mailto:j.hood9@genie.com (Jim Hood, Editor-In-Chief)
Publisher: Atari Classics (print magazine) 6 mags & 3 disks per year
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARImagazin (print magazine)
See: Power Per Post

Atari PD Software
c/o Andrew Pittman
418 Marilyn Dr
Pearl MS 39208-3715
USA
Vendor: PD/freeware/shareware

Atari Video Club
c/o Dan Iacovelli
1411 N 36th Ave
Melrose Park IL 60160-2726
USA
tel: (708) 345-4127
Vendor: games

The AtariWriter+ Companion (book)
See: Paul V. Alhart

ATCOM Micro Center (address mail to Barry Keyes, *not* ATCOM Micro Center)
PO Box 294
Newbury Park CA 91319-0294
USA
tel: (805) 376-0299
FAX: (805) 370-0972
Vendor: new/used hardware, new/used software, PD/freeware/shareware
Repair Shop. full-service, all items

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Pl
Seal Beach CA 90740-5909
USA
tel: (310) 430-5433
tel: (310) 596-6123
URL:mailto:d.mcalliste2@genie.com
Developer: hardware and software for model railroading applications

Avatar (Ulf Petersen)
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/418260 (ISDN)
tel: +49/4381/418261 (ISDN)
tel: +49/4381/418262 (ISDN)
FAX: +49/4381/418243
URL:mailto:ulf%antic@cle.de
FIDO: Ulf Petersen@2:240/4060.22
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Publisher: User-Mag (disk magazine)
bi-monthly

Subject: B

B&C ComputerVisions
1725 De La Cruz Blvd Ste 7
Santa Clara CA 95050-3011
USA
tel: (408) 986-9960 Phone Orders: Tue - Fri 10am-6pm
FAX: (408) 986-9968 Store Hours: Thur & Fri 10am-6pm / Saturday 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware.
MAJOR ATARI PARTS SOURCE

Marlin Bates, IV (Fuji-dom)
mailto:mbates@s3.sonnet.com
http://www.stocko.com:80/Fujidom/
Vendor: used hardware, used software

Bensley Consulting
PO Box 301
Westfield IL 62474-0301
USA
tel: (217) 967-5465
URL:mailto:csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda Ste 290
San Jose CA 95126-1127
USA
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun.
MAJOR ATARI PARTS SOURCE

Larry Black
2337 Douglas Rd
Panama City FL 32405-5902
USA
Developer: Atar-Z-Modem

Black Moon Systems (BJ Martnick)
PO Box 152
Wind Gap PA 18091-0152
USA
URL:mailto:benm@sectv.com
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St
Simi Valley CA 93065-5646
USA
tel: (805) 579-9954
Vendor: used hardware
Repair Shop.

Bravo Sierra Computers (Ben Smith)
tel: (503) 256-9974 24hrs
BBS: (503) 255-9657
URL:mailto:bensmith@teleport.com
URL:http://www.teleport.com/~bensmith/bscomputers.shtml
Vendor: new/used hardware/software

BRE Software
352 W Bedford Ave Ste 104
Fresno CA 93711-6190
USA
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware St
Mansfield MA 02048-2947
USA
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals,
Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
Mailbox
2012 S 314th St
Federal Way WA 98003-5622
USA
Vendor: PD/freeware/shareware

A DIFFERENT ADDRESS TO TRY?:
B. Utschig (vendor)
Suite G-304
208 SW 319th Lane
Federal Way, WA 98023

Subject: C

C&T ComputerActive
PO Box 893
Clinton OK 73601-0893
USA
tel: (405) 323-5890

Vendor: ???what???

Change In Heat
12 Bella Vista Pl
Iowa City IA 52245-5840
USA
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Pl N
Minneapolis MN 55427-2259
USA
Developer: various software

Classic Atari OnLine (online magazine)
See: David Schmudde

Closer To Home (Tom Hunt)
BBS: (419) 368-4413, 3-14.4, USR
URL:mailto:tomhunt@brutus.bright.net
URL:http://www.bright.net/~tomhunt/
Developer: Sound Utility, Term80 Version 1.6, Hyper-Desktop (Under Construction), Long-Integer Library, Armorizer, Shell For Sparta 3.2d, Shell For Sparta 3.2g/gx, SelF eXtraction Utility, Read It, Snapshot 3.3m, Disk Fragmentation Displayer, Filenote Utility, HELP Maker (MAC/65), Zip-Compatable CRC32 File Checker

The Complete and Essential Map (book, in 2 volumes)
See: TWAUG

Compsult
PO Box 5160
San Luis Obispo CA 93403-5160
USA
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Dungeon
tel: (708) 547-7085
Vendor: used hardware

COMPUTER FLOHMARKT (print magazine / newspaper)
See: Verlag Thomas Eberle (in the "V" section)

Computer Games Plus
1839 E Chapman Ave
Orange CA 92667-7774
USA
tel: (714) 639-8189 Noon-6pm Tue-Fri, Noon-3pm Sat
FAX: (714) 538-1707
URL:mailto:aturco@netcom.com (Art Turco)
Vendor: commercial software

Computer Software Services
See also: Bob Puff
PO Box 17660
Rochester NY 14617-0660
USA
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Black Box Printer/Spooler,
Hard Drive Pro Backup, SIO Power Booster, Super E-Burner, Quintopus,
Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade,
XF Dual Drive Upgrade, Super Archiver, Super Archiver II, Bit-Writer,
Ultra Speed Plus OS, Floppy Board, XF551 Update, Bit-Writer
Repair Shop.

Creative Software Systems (Rob Satonica)
7775 S Scottdale Rd
Berrien Springs MI 49103-9711
USA
tel: (616) 473-3904
URL:mailto:ddjt62c@prodigy.com
Service: converts disks from Atari to IBM PC 3.5" for SIO2PC/PC Xformer
Vendor: PD/freeware/shareware, formatted for SIO2PC/PC Xformer
Developer: Atari Virtual Disk Shell (for MS-DOS)
DEMO: URL:http://www.halcyon.com/brasoft/freefile/avddemo.zip

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Subject: D

Daisy Dot Software
c/o Roy Goldman
2440 S Jasmine St
Denver CO 80222-6313
USA
Developer: Daisy-Dot III

D'Antiques (Dan Dotson)
URL:mailto:dand1@azstarnet.com
URL:http://www.dantiques.com/atari4.htm or http://www.dantiques.com/
Vendor: used hardware and software

Nir Dary
19185 Castlebay Ln
Northridge CA 91326-1046
USA
tel: (818) 831-2353 evenings only
URL:mailto:nirdary@pacificnet.net
URL:http://www.pacificnet.net/~nirdary/palntsc/palntsc.htm
Developer: PAL/NTSC Upgrade

Data 8
PO Box 210
Mouthcard KY 41548-0210
USA
Vendor: used hardware, used/commercial/PD/freeware/shareware

DATABYTE
c/o Matthias Faust
Fanny-Leewald-Ring 102
D-21035 Hamburg
Germany
tel.: +49 (0)40 7352184
Vendor/Developer(?): Wordprocessors TEXT800, TEXT130 (probably closeout sale)

DataQue
See also: The AGDA Group
1623 W 4th St
Mansfield OH 44906-1701
USA
tel: (419) 529-9797 1pm-5:30pm EST M-F
URL:mailto:dataque.1@genie.com
URL:mailto:71777.3223@compuserve.com
Developer: 4 Megabyte Bank Select Cartridge, 16K Standard EPROM
Cartridge, TransKey (attach a PC keyboard), Battery Backed ZRAM,
Programmer's Pal, Turbo-Calc 1.01, various Turbo-Calc source list
options, 6502/65816 PC Cross-Development Package, 8-Bit Survival Kit,
Maze of AGDAgon 1.02 Disk and Cartridge, 6ft Atari-8 TriLink GameLinkII Cable

David M. Deaven
URL:mailto:deaven@ishmael.ameslab.gov
URL:http://www.public.iastate.edu/~deaven/Software/top.html
Developer: Atari IRG (InfraRed Gateway) 0.1 (hardware/software project)

Digi-Key
701 Brooks Ave S
Thief River Falls MN 56701-2723
USA
tel: 1-800-344-4539 Orders
tel: (218) 681-6674
FAX: (218) 681-3380 Orders
FAX: (218) 681-3380
URL:http://www.digikey.com/
Vendor: general electronic parts

Digital World (Sam Gunda)
711 W Army Trail Blvd
Addison IL 60101-3187
USA
tel: (630) 543-9000
Vendor: new hardware (very limited supply, includes XF551s, XDM121s)
Repair Shop.

DGS (Dean Garraghty)
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel/FAX: +44-1302-855-026 (9AM to 6PM BST/GMT only please!!)
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio, Alien Blast
Publisher: News-Paper (print magazine)
UK: #6.00 / 4 issues
Europe: #8.00 / 4 issues
USA: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues

Discount Video Too
3223 S US Highway 1 Ste F
Fort Pierce FL 34982-6380
USA
tel: (407) 464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

Doug's Electronic Repair
112 N 1st St
Jacksonville AR 72076-4468
USA
tel: (501) 982-9246
Repair shop.

Dynacomp Inc
178 Phillips Rd Ste 1
Webster NY 14580-9797
USA
tel: (800) 828-6772
Developer: various software

Subject: E

East Hartford Computer
202 Robert St.
East Hartford, CT 06108
United States
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC 29690
United States
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic (Steve Tompkins)
4916 Del-Ray Ave.
Bethesda, MD 20814
United States
tel: (301) 656-7983 or (301) 656-8620
URL:elclinic@aol.com
Vendor: used hardware, commercial/used software
Repair Shop.

Electronics and Computers Surplus City (ECSC)
1490 W Artesia Blvd
Gardena CA 90248-3215
USA
tel: 1-800-543-0540
tel: (310) 217-8021
FAX: (310) 217-0950
BBS: (310) 217-1922
URL:mailto:ecsc@caprica.com
URL:http://www.eio.com/
Vendor: general electronic parts

Emulators Inc.
14150 NE 20th St Ste 302
Bellevue WA 98007-3700
USA
tel: (206) 236-0540
FAX: (206) 236-0257
URL:mailto:emulators@msn.com
URL:http://www.emulators.com/
Developer: ST Xformer 3.0, PC Xformer 3.5, PC Xformer 8-bit Peripheral Cable

Entertainment Excellence
1805 Princeton Place
Merrick, NY 11566
United States
Vendor: commercial software

Evangelo's Software (Angelo Vahatouras)
27 Stiles St.
Elizabeth, NJ 07208
United States
tel: (908) 558-9518
Vendor: commercial software

Subject: F

Far North Computers
59 College Rd., #217
Fairbanks, AK 99701
United States
tel: (907) 456-3700

Vendor: hardware, software

Andre Fachat
Stadlerstr 17
09126 Chemnitz
Germany
tel: ++49-371-531-3551
URL:mailto:fachat@physik.tu-chemnitz.de
http://www.tu-chemnitz.de/~fachat/csa/
Developer: OS/A65 Computer and Operating System

Fine Tooned Engineering (Mike Hohman)
PO Box 31270
Mesa AZ 85275-1270
USA
URL:mailto:ftooned@crl.com
Developer: Action! Language Cart, Action! Runtime Libraries Disk, Action! Language Toolkit Disk, BASIC XE Language Cart, BASIC XL Language Cart, BASIC XL Runtime Libraries Dsk, BASIC XL Language Toolkit Disk, X-Press! Terminal Super/Cart, Flashback! HD Backup Software, MAC/65 Language Cart, MAC/65 Language Toolkit Disk, MIO 130XE Extender Card, Atari 850 Style Modem Cable, The MARS 8 Enhancement Board, Newell 256KXLE Memory Board, Newell 65XE 1MB Memory Board, Newell 130XE Memory Board, Newell 800/1200 XL Memory Brd, Omnimon! OS Upgrade for 800, Omnimon! OS Upgrade for XL/XE, Omniview 256K OS Upgrade, Omniview XL/XE OS Upgrade, P:R: Connection, Atari 850 Style Printer Cable, RamRod OS RAM/ROM Card for 800, Ramrod Triple OS for XL/XE's, R-Time 8 Clock Cart, Sweet 16 Upgrade Board ('816), SpartaDOS 3.2, SpartaDOS X Super-Cart, SDX Upgrade ROM, US Doubler

FIRMA MILENG
c/o W. Schul (?)
Gollinerstr. 37
D-12689 Berlin
Germany
Vendor: various 8-bit hardware and software

David Firth
URL:mailto:david@signus.demon.co.uk
URL:ftp://ftp.demon.co.uk/pub/emulators/atari/ (158.152.1.44)
Developer: Atari800 Emulator for Unix and Amiga - 0.4.2

John Foskett
26 Auckland Rd.
Kingston-Upon-Thames
Surrey
England KT1 3BG
United Kingdom
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures), Jurrasic

Futura (disk magazine)
See: North of Scotland Atari User Group (NOSAUG)

Subject: G

Games+
610 North Alma School Rd.
Chandler, AZ 85224
United States
tel: (602) 890-0556
Vendor: new/used hardware, new/used software

GFH Marketing (Gordon Hooper)
253 Regina Ave.
Victoria, BC V8Z 1J6
Canada
Publisher: 8-Bits Forever (book)
$6.99 US or $7.99 CDN (money orders only)

Markus Gietzen
URL:mailto:iig05-1@htw.uni-sb.de
Developer: XL-it! 0.15
URL:http://www.htw.uni-sb.de/people/mgietzen/atari/xl-it.html

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (01302) 784642
URL:mailto:chmrig@leeds.ac.uk
Vendor: commercial software
Developer: Jawbreaker, Mousekattack, Arena, Bubble Zone, Super Print-Lab XE,
GTracker, GTracker XL Utilities, Clip Tracker XE, Black Lamp, Tube Baddies

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Subject: H

H.A.P.S.
c/o Bodo Juerss
Amandastr. 50
D-20357 Hamburg
Germany
Vendor: PD/freeware/shareware (>1000 disks available)

Harmonic Research
40 Wiley Ln
Woodstock NY 12498-1228
USA
Developer: composite/S-Video ->15.75 KHz RGB decoder

John Harris
URL:mailto:jharris@cybergate.com

Developer: MAE assembler 1.0

Highlander Soft
See Also: Micro Computer Service
Konz, Germany
Developer: Turbo-BASIC-XL

Historically Brewed (print magazine)
See: Historical Computer Society

Historical Computer Society (David A. Greelish)
2962 Park St., #1
Jacksonville, FL 32205
United States
URL:mailto:historical@aol.com
URL:mailto:acis@gate.net
URL:http://www.cyberstreet.com/hcs/hcs.htm
Publisher: Historically Brewed (print magazine)
6 bimonthly issues: $18 ; or $2 for a sample issue

HOFACKER
Tegernseestr. 18
D-(8150) Holzkirchen
Germany [ZIP CODE???]
Vendor/Developer:
A-Text wordprocessor, ATMAS-II Macro-Assembler, ATMAS-Toolbox, Books...

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
United States
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

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Subject: I

IB Computers
10980 S.W. Mulewood Dr.
Portland, OR 97225
United States
tel: (503) 297-8425
Vendor: closeout hardware

IceSoft
c/o Itay Chamiel
9-A Narkis St.
Jerusalem 92461
Israel
URL:mailto:brucka@eruvin.jct.ac.il
Developer: Ice-T 2.71 XE (128K) or 1.1 (48K)

Subject: J

Jameco Electronics
1355 Shoreway Rd
Belmont CA 94002-4100
USA
tel: 1-800-831-4242
tel: (415) 592-8097
FAX: 1-800-237-6948
FAX: (415) 592-2503
BBS: (415) 637-9025
URL:mailto:info@jameco.com
URL:http://www.jameco.com/
Vendor: general electronic components, computer products
Developer: Atari 400/800/800XL/130XE power supplies

JDR Microdevices
1850 S 10th St
San Jose CA 95112-4108
USA
tel: 1-800-538-5000 24 Hour Toll Free Ordering
FAX: 1-800-538-5005 Fax Orders
tel: 1-800-538-5002 Technical Support
tel: (408) 494-1400 local phone number
USA
URL:http://www.jdr.com/
Vendor: general electronic parts

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH 44107
United States
Vendor: ????

JRC
Vanickova 5
16900
Praha 6-Strahov
Czech Republic
Developer: Turbo Tape, Turbo Tape DOS, Visicopy III (IV?)

JTM Ltd
330 1st NE

Mason City, IA 50401
United States
URL:mailto:jimmason@worf.infonet.net
Developer: dedicated weather station

Subject: K

KAISERSOFT
See: TOP-Magazin

Kake Software
9 Smith Ct.
Vincentown, NJ 08088
United States
Vendor: PD/freeware/shareware

KARIN
ul. Przemyska 11a
02-361 Warszawa
Poland
tel: (0-49)-(0-22)-659-70-42
-659-34-13
-22-23-31
FAX: -659-34-14
Vendor: commercial software
Developer: KARIN MAXI Disk Drive
Repair Shop: all Atari computers

K-Products (Bob Klaas)
4267 Midway Dr
Salt Lake City UT 84120-6035
USA
tel/FAX: (801) 967-7400 aft 3:30pm msdt
BBS: (801) 967-8738 The Repair Shop BBS up 24hr 3-19.2 "Hayes Ultra" online
URL:mailto:bobkla19@mail.tcd.net
Vendor: used hardware and software
Developer: BBS Express! Professional v5.0b, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, Hardback & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks,
KPI Hard Disk Drive Interface
Repair Shop.

Nick Kennedy
300 South Vancouver Ave.
Russellville, AR 72801
United States
tel: (501) 967-3843
URL:mailto:nkennedy@cswnet.com
Developer: SIO2PC 4.13

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Zador, Drag, Sogon, Zebu-Land, Dredis, Techno Ninja, Cultivation,
Chromatics, Oblitroid, Tobot, Bros, Donald, Saper, Tactic, Zador II,
Atomit II, Tecno Ninja, Fisher-Technik interface, The Brundles
Publisher: Zong (print magazine)
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Kinetic Designs
P.O. Box 1646
Orange Park, FL 32067-1646
United States
Vendor: PD/freeware/shareware

Konrad M. Kokoszkiewicz (Draco) and Jacek Zuk
ul. Tomaszowska 95/37
PL-26-420 Nowe Miasto nad Pilica
Poland
URL:mailto:conradus@plearn.edu.pl
URL:http://www.orient.uw.edu.pl/~conradus/atari.html
Developer: Atari XE IDE Hard Drive Interface Project, SIO protocol
description, A proposed standard for Atari executable relocatable file,
DracOS '816, MagnaDOS, Falco XL, FDISK 1.36, RATEHD 1.2, PARK 1.1s,
CHKDRV 0.98, KILLDIR 1.0, Memory dumper, RAMDRIVE v.1.9, RUN, SDXFIX, TRACE,
XDIR 1.1, DEMON 1.0, MIPS and FLOPS benchmarks, Quick Ed 1.3, SysInfo 2.0

Subject: L

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA 22191
United States
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Chris Lam
URL:mailto:jx91@cityscape.co.uk
URL:http://www.cityscape.co.uk/users/jx91/rainbow.html
Developer: Rainbow 1.3 (for MacOS/Windows 95/NT)

Bertrand Le Roy
See also: Fabien Royer
72 rue des landes
78400 Chatou
France
URL:mailto:bleroy@ccr.jussieu.fr
Developer: F.R.E.E. (graphic adventure)

Lex-Tronics
See: DataQue

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando, Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge with 64KB or 128KB RAM with battery), Centronics interface: Microprint, all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044, Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa, Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus, Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika, Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change, Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck, Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb, Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums), Chaos Music Composer, Geometria (education), Kurs Fizyki (education), Panther (text editor), Quick Assembler (with some other tools), Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Rd.
Earlsfield
London
England SW16
United Kingdom
URL:mailto:trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware
Publisher: LACE Newsletter
#7.00 / year (monthly), or free to members

LonerSoft
c/o Clay Halliwell
407 South 2nd St.
Clinton, MO 64735-2107
United States
URL:mailto:halliwee@ts436.dyess.af.mil
URL:mailto:e.halliwell@genie.com
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,

EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Subject: M

MCM Electronics
650 Congress Park Drive
Centerville, OH 45459-4072
USA
tel: 1-800-543-4330
Developer: 13 conductor Atari type plug kit - I.E. plugs to make cables for
SIO ports joystick replacement cables and cable extensions (catalog available)

Mega Magazine (Freddy Offenga, a.k.a. Frankenstein)
P.O. Box 164
8800 AD Franeker
The Netherlands
URL:http://pmwww.cs.vu.nl/home/ipoorten/MegaZine/
URL:ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit/megazine/
URL:mailto:offen300@hio.tem.nhl.nl
Publisher: Mega Magazine (disk magazine) -- freeware

Micro Computer Service
See Also: Highlander Soft
Mainz, Germany
Developer: Turbo-BASIC-XL

Micro Discount (Derek Fern)
265 Chester Road
Streetly
West Midlands
B74 3EA
England
tel: 0121 353 5730 4pm-8pm Mon-Fri
FAX: 0121 352 1669
URL:mailto:101755.2443@compuserve.com
Vendor: new/used hardware, commercial software
Developer: Arcade Fruit Machine, Blinky's Scary School,
Jockey Wilson's Darts, Mirax Force, Ninja Comando, Sidewinder, Cavernia,
Las Vegas Casino, Mission Shark, Stack up, Speed Ace, Last Guardian, Tagalon,
["All of our Polish Software is reproduced under a licencing agreement with
the originators in Poland."]
Print Lab, Print Works (1029 text processor), Victorgraph (1020 printer utility
pack), Superscript (word processor), Atari Disk Drive Interface (for 3.5 drive
units), Atari 1050 Write Protect Switch System, tape Turbo Tharger, Rambit High
Speed Tapes.
MAJOR ATARI PARTS SOURCE

Mirage / AS
ul. Gen. Abrahama 4

03-982 Warsaw
Poland
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman, Around the Planet, Rockman, Starball, Crypts of Egypt
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

Moonsoft
See: Black Moon Systems

More Than Games (Rick Detlefsen)
8207 Briarwood Lane
Austin, TX 78757-7642
United States
URL:mailto:74766.1561@compuserve.com
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL 60656
United States
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH 44256
United States
Vendor: PD/freeware/shareware

MyTek
819 Corby Ave. (mail orders only - this is not a retail outlet)
Santa Rosa, CA 95407
United States
FAX: (707) 527-0674
URL:mailto:mytek@genie.com
Developer: Studio II (full color video overlay, graphics and text)

Subject: N

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY 11738
United States
Developer: Print Shop icons

New Atari User (print magazine)
See: Page 6 Publishing

New Breed Software
c/o Bill Kendrick
1530 Armstrong Ave #47
Novato CA 94945-2513
USA
URL:mailto:kendrick@zippy.sonoma.edu
URL:http://zippy.sonoma.edu/~kendrick/nbs/
Developer: demos: Bob Test, Color Bars, Cells, DAN15, DAN9A, Didi 7, DollMan, Fire, Happy Mondays, James Brown, Knives and Forks, Stars, Stimpy, T-1000. games: Bombi, Balloonier, Boom!, Chicken, Cooltris, Puzzle, Rodent Revenge, Simon, Sky Diver, Sludge, Usurp. utilities: File Selector 0.4, MuxChat, Colorizer 1.1, DigiPlay Menu, Equation

News-Paper (print magazine)
See: DGS

Nelson Nieves
Atari 8-bit--SpartaDOS Project
1621 Green St Unit 2B
Philadelphia PA 19130-3909
USA
URL:mailto:nelson.nieves@logon-philly.com
Developer: Project Disk 1: Cls, ChkDisk, Code, Cold, Compare, DelTree, EOLCmp, ExPrint, FAtr, FTD, Reset, Tree, TSplit, UnDel, WipeDisk, WipeFile, xErase, xPeek, xPoke, xType

No Frills Software
800 East 23rd St.
Kearney, NE 68847
United States
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

North of Scotland Atari User Group (NOSAUG)
P.O. Box 10001
Peterhead
Scotland AB42 6ZN
United Kingdom
Publisher: Futura (disk magazine)
$3 cash or #2 IMO for sample issue

NorthWest Phoenix Atari Connection (NWPAC)
PO Box 67511
Phoenix AZ 85082-7511
USA
BBS: (602) 247-1036 (Iron Horse)
URL:mailto:coolzip@host.yab.com (John Collins)
URL:http://www.yab.com/~coolzip/club.html
Publisher: Nybbles & Bytes (print magazine)
bimonthly, $10 / yr (6 issues)

NOVAtari
c/o Geoff DiMego
8612 Thames St.
Springfield, VA 22151
United States
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Nybbles & Bytes (print magazine)
See: Northwest Phoenix Atari Connection (NWPAC)

Subject: P

Page 6
P.O. Box 54
Stafford
England ST16 1DR
United Kingdom
tel: 0785 213928
FAX: 0785 54335
Vendor: hardware, commercial/PD/freeware/shareware
Developer: Enigmatix!
Publisher: New Atari User (print magazine)
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

Palette Imaging (Marver Seaman)
47 South St.
Norwood, NJ 07648
United States
tel: (201) 767-3913
Developer: ChromaCAD: Sculptured-Surface 3-D Modeling System

Papa's Chip's
1957 Harlen Rd.
Loves Park, IL 61111
United States

tel: (815) 633-6300
Repair Shop.

David A Paterson
4900 Doherty Ave
Montreal QC H4V 2B2
Canada
Developer: CardStax
Publisher: Atari 8-Bit Omnibus
US$5 for 1994 edition

PD-Magazin
c/o Sascha Roeber
Bruch 101
D-49635 Badbergen
Germany
tel: +49 (0)161-1507608 (car-phone, not always available)
Vendor: various software (PD-MAG-CLUB)
Publisher: PD-Magazin (disk magazine: 2 DS disks, 6 per year)

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th St.
Omaha, NE 68118-9342
United States
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware
Repair Shop.

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phoenix
c/o Robert Paden
54 Ardmillan Crescent
Scrabo Estate
Newtownards
Co. Down
Nothern Ireland BT23 4PW
United Kingdom
Publisher: Phoenix (disk magazine)
public domain

Pokey Magazine (print magazine)
See: Stichting Pokey

Jeff Potter
See also: The AGDA Group
202 Chestnut Ridge St.
Winter Springs, FL 32708
United States
URL:mailto:potter@escmail.orl.mmc.com
URL:mailto:74030.2020@compuserve.com
URL:mailto:jdpotter@genie.com
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post (Werner Raetz)
Postfach 1640
D-75006 Bretten
Germany
tel.: +49 (0)7252-3058 or -4827
URL:mailto:hs@undine.physik.uni-erlangen.de (Harald Schoenfeld)
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: QUICK Programming Language, QUICK Support Disk 1, QUICK Support
Disk 2, S.A.M. (Screen Aided Management) 80 column Desktop System, S.A.M.
Budget (spreadsheet), S.A.M. Utilities 1, S.A.M. Designer (DTP), Quick Ed (chr
set editor), Glaggs It!, Rubber Ball, MineSweeper, Bombi
Publisher: ATARImagazin (print magazine)
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Publicaciones Creativas S.A. (Ivan Antezana)
Van Dyck 188
San Luis
Lima 30
Peru
tel/FAX: (51)(1) 346-2649
URL:mailto:pcreat@amauta.rcp.net.pe
Publisher: ATARI Creativo, Informatica Creativa (both out of print;
however, back issues are still available, and also disks with the programs
from all numbers. Will return to print if there are enough buyers!)

Bob Puff
See also: Computer Software Services
See also: Wordmark Systems
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
United States
URL:mailto:76702.1076@compuserve.com
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA 98008
United States

tel: (206) 399-8700
Vendor: used commercial software

Subject: R

R.A.M.
c/o Andreas Magenheimer
Diehlgartenstr. 12
D-67591 Wachenheim/Zellertal
Germany
Vendor: PD/freeware/shareware

Rambit
16 The Green
Thurlby
Bourne
Lincs.
England PE10 0HB
United Kingdom
tel: 0778 424450
Developer: Print-Filer, TaskMaster, Parallel Printer Port,
TurboLoad kit (XC12/1010 upgrade)

READY +TECHNOLOGIES+ (Thomas Smailus)
2245 College Dr Apt 170
Baton Rouge LA 70808-1848
tel: (504) 388-5248
FAX: (504) 388-5263
URL:mailto:tom@ready.rsip.lsu.edu
URL:http://www.rsip.lsu.edu/tom/ready.home.html
Developer: Hardware systems design, developement, and construction; Software
systems design, developement, and coding; Media conversion from magnetic to
optical and imaging; Consulting on system purchases and requirements; Film
production from short to feature length

Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
Publisher: STAK Atari (print magazine)
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Ronnie Riche
See also: Dale Wooster
1700 Aycock St.
Arabi, LA 70032
United States
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Fabien Royer
See also: Bertrand Le Roy
3211 Society Drive
Claymont, DE 19703
United States
Vendor: F.R.E.E. (graphic adventure)

Subject: S

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN 47905
United States
Vendor: PD/freeware/shareware

San Jose Computer
moving?
tel: (408) 995-5080

David Schmudde
URL:mailto:dschmud@heartland.bradley.edu
Publisher: Classic Atari OnLine (online magazine)
URL:http://ourworld.compuserve.com/homepages/dschmud/dsatari.htm

Ernest R. Schreurs
Kempenlandstraat 8
5211 VN Den Bosch
The Netherlands
URL:mailto:ernest@pi.net
Vendor: PD/freeware/shareware, via the POOLDISK CD-ROM

Shadow SoftWare
URL:bensmith@teleport.com
BBS: (503) 761-9074
Developer: Carina (BBS software)

Sikorsoft
Developer: Cyborg, Fire Stone

Richard Smith
P.O.Box 71017
16655 Yonge Street
Newmarket
Ontario
Canada L3X 1Y8
URL:mailto:richs@interlog.com
URL:http://www.interlog.com/~richs/atari.html
Vendor: commercial software (plus a bit of new hardware)

Software Infinity (Greg Brown)
The Woods at Brookhollow
3253 Hillcrest Dr., #42B

San Antonio, TX 78201
USA
Vendor: commercial/PD/freeware/shareware (importer of many KE-Soft games)

STAK Atari (print magazine)
See: Revista STAK Atari

STeve's Computer Technology
405 Main Street
Woodland, CA 95695
tel: (916)/661-3328 Mon-Sat 10am-6pm (closed Sun)
FAX: (916)/661-1201
BBS: (916)/661-1538
URL:mailto:steves@woodland.net
URL:http://woodland.net/wdm/STeves/
Vendor: new/used hardware, new/used commercial software

Stichting Pokey = Pokey Foundation (Fred Meijer)
Postbus 798
NL-3100 AT Schiedam
The Netherlands
Vendor: new hardware, commercial software, books
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them
Publisher: Pokey Magazine (print magazine)
50 guilders / year (6 issues, bimonthly)

Strange Invasion
c/o Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
URL:mailto:lausberg@studbox.uni-stuttgart.de
URL:http://wwwcip.rus.uni-stuttgart.de/~inf11492/
Publisher: Strange Invasion (disk magazine)
single issue 5DM
6 issues (1/2 year) 25DM

Paul Sungenis
URL:mailto:pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Rd.
Glasshouse Mtns. QLD 4518
Australia
tel: (074) 969 169
URL:mailto:sup8pdct@closer.brisnet.org.au
URL:ftp://203.4.149.98/8bit
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Subject: T

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA 95454
United States
Developer?: education related

Toad Computers
570 Ritchie Hwy
Severna Park MD 21146-2925
USA
tel: (800) 448-8623
tel: (410) 544-6943 info
FAX: (410) 544-1329 FAX
BBS: (410) 544-6999 BBS
FAX: (410) 544-0098 FAXBack
URL:mailto:info@toad.net
URL:ftp://ftp.toad.net/
URL:http://www.toad.net/
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
Poland
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin/KAISERSOFT
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software (Polensoft games)
Publisher: TOP-Magazin (disk magazine)
25DM for 6 months (6 issues)

Toronto Atari Federation (TAF)
5334 Yonge Street, Suite 1527
Toronto, Ontario
Canada, M2N 6M2
tel: (416) CALL-TAF
BBS: (416) 421-8999
URL:mailto:taf@io.org
URL:http://www.io.org/~schrist/taf.html
Vendor: PD/freeware/shareware

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
United States
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

Triple SSS (William Moeller & Michael Schoedel)
720 Rennie Street
Hamilton, Ontario
Canada L8H 3R2
Vendor: PD/freeware/shareware

Tronic-Verlag
Bremerstr. 10a
D-37269 Eschwege
Germany
tel.: +49 (0) 5651 97960
Publisher: Back-isues of: COMPUTRONIC, ASM, HOMECOMPUTER
Also: copies of older type-in listings

Anthony Jaroslav Truhlar
26 Byrom Avenue
Levenshulme
Manchester
M19 3HR
United Kingdom
Phone/Fax: +44-(0)161-248-7893
URL:mailto:100756.735@compuserve.com
Developer: CopyPlus 1.1, Metric/Imperial converter, resistance calculator,
several other programs

Steven J. Tucker
9731 Sunrise Blvd Apt 33
North Royalton OH 44133-3445
USA
tel: (216) 237-5308
URL:mailto:classics@nacs.net
URL:http://www.nacs.net/~classics/
Developer: Atari Peripheral Emulator (APE) 1.09, APE ProSystem 1.50,
Imagic 1.04

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
United Kingdom
tel: (0191)-2710086
Vendor: PD/freeware/shareware
Developer: UltiFont
Publisher: The Complete and Essential Map, by Andrew C. Thompson
(book, in 2 volumes) #16.00 plus the following P&P:

UK #1.50
Europe #2.50
USA/Canada Air Mail #5.50
USA/Canada Surface #2.50
Australia Air Mail #6.50
Australia Surface #2.50
Publisher: TWAUG Newsletter (print magazine)
bimonthly, includes either disk or cassette
1 copy #2.00---6 copies #11.00 for UK
1 copy #2.20---6 copies #12.50 for Europe
1 copy #2.50---6 copies #14.00 for Elsewhere

Subject: U

UltraBasic
10 East 10th St.
Bloomsburg, PA 17815
United States
Vendor: commercial software

User-Mag (disk magazine)
See: Avatar

Subject: V

Valdez Computer Service
Mariano Carranza 226, of. 306
Santa Beatriz
Lima 1
Peru
tel: (51)(1) 471-2660/470-9079
Vendor: used hardware and software
Repair shop.

Verlag Thomas Eberle
Postfach 66
D-75433 Maulbronn
Germany
Publisher: COMPUTER FLOHMARKT (print magazine / newspaper) (bi?)monthly

Video 61
22735 Congo St NE
Stacy MN 55079-9356
USA
tel: (612) 462-2500 24 Hour Voice Mail
tel: (612) 475-2959
FAX: (612) 449-0488
URL:mailto:ice@skypoint.com
URL:http://www.skypoint.com/~ice/video61.html

Vendor: new/used hardware, new/used software (mostly game-related)

Video Game Advantage (VGA)
c/o Michael J. Novak Jr.
6861 Anthony Ln
Parma Heights OH 44130-4654
USA
tel: (216) 843-8815 24hrs
URL:mailto:vga2000@ix.netcom.com (preferred)
URL:mailto:vga2000@io.com
URL:mailto:dw901@cleveland.freenet.edu
URL:http://www.io.com/~vga2000/
Vendor: used hardware/software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
United States
Vendor: used software
Publisher: bimonthly game catalog/newsletter

Subject: W

Wacko Software
URL:mailto:ellman@xs4all.nl
URL:http://www.xs4all.nl/~ellman/ae-a/wacko/
Developer: Line Crash

Dale F. Wooster
See also: Ronnie Riche
7113 W Pasadena Ave
Glendale AZ 85303-6117
USA
tel: (602) 846-1575
URL:mailto:irata@asu.aztec.edu
Vendor: new and used hardware and software
Developer: TextPRO v5.2 Manual 100+ pages: $12 local pickup, $15 mail (US)
2-disk set: 5.20x READY TO GO, Online Manual, macros, addins: $6
Support Disk 1: original unedited ARCd DOCs from Ronnie Riche: $3
Support Disk 2: MAC/MAX macros: $3
Support Disk 3: Frank Walter's 18 Macros + "HELP" articles: $3
Other Docs. available for: early TextPRO v4.5/v5.0, MYDOS 4.5,
Rambrandt, Bobterm 1.2 and several others

Wordmark Systems (Charles Marslett and Bob Puff)
See also: Bob Puff
URL:mailto:chasm@bix.com (Charles Marslett)
URL:mailto:76702.1076@compuserve.com (Bob Puff)
Developer: MYDOS 4.53

Subject: Z

Zong (print magazine)
See: KE-Soft

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
United States
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

4708. Re: steven Lashower

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: lashower@netcom.com
Message-ID: <32b6209c.2885138@10.0.2.1>
Source record: 77824

On Mon, 16 Dec 1996 14:24:37 -0600, Kit Kimes <kkimes@lucent.com>
wrote:

>Welcome to the group. Maybe you have been posting here lately, but I'm
>way behind. Your Antic Music Processor is still the music program by
>which all others are measured (at least by me). <grin>
>
>--

Thanks for the kind words. I've been around here for quite some time.

I always used Phillip Price's Advanced Music Processor as a benchmark
for AMP. :)

-- Steve

Steven Lashower | "You can't expect to wield supreme executive
lashower@netcom.com | power just 'cause some watery tart threw a
www.geocities.com/SoHo/1354 | sword at you!" - Monty Python

4709. Re: Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E2JJzu.J03@nonexistent.com>
Source record: 77825

On Tue, 17 Dec 1996 06:54:34 +0000, robert erickson
<dperw@mail.utexas.edu> wrote:

-anybody have the documentation for mac/65?
-
-yogi has mac/65 in atr format.
-
I also have the Docs, in paper format.. Somewhere.....

4710. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32B6EA84.674C@zeus.fh-pforzheim.de>
Source record: 77826

my faves...

demos:

1. asskicker from shadows
2. joyride from hard
3. overmind from slight (1. trackmo !!!!)
4. bitter reality (i love the music...) from SLIGHT
5. sweet illussions from shadows (double-density 2 sides...)
6. halle project 1994 esp. jac!s-part...

and many more... even my ones... ;-)

classic ones (which impressed me before i started to code...)

1. CES-Demo from XANTH
2. Amiga-Ball-Demo
3. ballsong
4. all hobbytronic ones esp. Peter Sabaths screens
...

HeAvEn/TauarT

http://calia.daewoo.lublin.pl/~nic0/klub/heaven.html

4711. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E2JK8p.JGz@nonexistent.com>
Source record: 77827

-
-2) The Goonies: what is this game all about? What am I supposed to
do?
-
You have to avoid the criminals and save both kids (move to entrances,
etc. I think on the first level you need to touch the fireplace, opens
the exit, move both kids out the exit)

-3) I'm interested in finding out what everyone thinks is the best
Role
-Playing Game ever made for the Atari 8 bit. I've played the Ultima
-series and I'm wondering if that's as good as it gets.
-
I think ultima III is the best, but I'm sure I'll be outvoted by the
alternate reality group.

Yogi

4712. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <595nvb$i36@freenet-news.carleton.ca>
Source record: 77828

Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
> Robert Smith Ely (rely@ix.netcom.com) wrote:
> : In <58j149$b0t@login.freenet.columbus.oh.us>
> : dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
> : >
> : >Robert Smith Ely (rely@ix.netcom.com) wrote:
>
> : >How can you set the "Null modem" for originate/answer when a "null
> : modem"
> : >is just a RS232 cable?!?
>
> : I missed a couple of things. You don't set the null modem to
> : originate/answer, you set the comm programs. One has to be the calling
> : party and one has to be the host/answering party. If poth are set to
> : answer (ATA) you get no communication.
>
> You're still not making sense.If you're null-modeming then no one is the
> "calling party" since there's no modem nor phone involved!

I believe the point he is trying to get across is that the Carrier
Detect line should be wired up, since some programs require it to
'answer' and talk. (i.e. they refuse if no carrier detect).

> : You're right about the PRC not doing 19200. I got so use to using
> : my MI/O at 19200, I simply forgot. The PRC can do up to 9600, but you
> : need a patch to the R: handler to get that fast. I forget, but I think
> : the PRC abd 850 max, normally ar 2400 or 4800bps. I'll locate the patch
> : and e-mail it to anyone that needs it.I'll also post it to the Umich
> : archive.
>
> I don't know about the 850,but the P:R:C can go at 9600.

There are some revisions of the PRC that support 19200, some only
allow 9600. The handler of the 850 interface allows you to SET 19200
baud, but it fakes it and does it buisness at 9600 anyway.

> Perhaps 19200 could be done with ANTIC de-activated.

Why? The SIO bus can easily sustain transfer speeds in excess of 56000 baud.

The only speed restriction is due to poorly written handlers. I commonly
use APE's R: handler to talk at 56k BPS via the SIO port to
my PC modem.

You might improve the performance of a poor hander by turning off ANTIC
but the best solution is to just write a better, faster handler.

Steve

4713. Re: Atari 8-Bit Software..New?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961217014033.9465G-100000@kelly.teleport.com>
Source record: 77829

On 8 Dec 1996 asharkis@aol.com wrote:

> In article <32A8C59B.69D3@endsmoking.com>, "Dr. MacDonell"
> <macsown@endsmoking.com> writes:
>
> >I don't understand: if Atari has such a loyal following, why did the
> >jaguar die? why didn't anybody buy it? It was a great system, and could
> >have been the best...
>
> By the time the Jaguar was produced, Atari had NO funds for advertising.
> The few infomercials they produced were "too little, too late." No
> advertising --> no sales.

I love my Jaguar and I'm not ready to get an N64 until they get some games
that I would like. And so help me, If all they come out with is more Mario
Crap. UGGHH! I hate that!

==Thanx==
===Ben===

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www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4714. Re: I need ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961217020354.9465H-100000@kelly.teleport.com>
Source record: 77830

On Wed, 11 Dec 1996, Scott Butler wrote:

> Where's the best place to buy Action? Is there more than one version of the
> package? If so, what's the best one to get?
>
> Thanks,
> Scott
> (eager to try out some Action coding)

Hello Scott,

Bob Puff of CSS both Sells and Supports Action! for $49.95.

(716)429-5639 Voice Line

Computer Software Services
P.O. Box 17660
Rochester, N.Y. 14617

Support Merchants and Developers who Support Atari. Bob Puff is on Michael
Currents List of Developers and Merchants. And so Am I.

==Thanx==
===Ben===

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4715. Re: Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961217011153.9465F-100000@kelly.teleport.com>
Source record: 77831

On Sun, 8 Dec 1996, Samuel Rebelo wrote:

>
> Can any one help me on getting more out of the sound capabilities of
> my atari ????
> i only know the sound statment but that dont gives me the results i
> want (those sounds i ear in games)
> big thanks in advance
>
> sam

Hello Sam,

My suggestion is not along the lines your looking for and may not Help.
But I hooked a Sound amplifier to my 800xl RCA Audio Jack on my Monitor
Port. Sounded really good on speakers as I played Star Raiders. My parents
would awake thinking I was in the Middle of a War. Also, you should see
Star Raiders on a 27 inch TV acting like a Composite Monitor.

==Thanx==
===Ben===

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www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4716. Re: Crappy 7800 Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961217004440.9465E-100000@kelly.teleport.com>
Source record: 77832

On Sun, 8 Dec 1996, David A. Maxwell wrote:

> daniel11@appstate.campus.mci.net (Daniel Clinton) wrote:
>
> >In the spirit of the normal minutiae about obsolete systems that is
> >the heart and sould of this group I would like to note that the atari
> >7800's joysticks were crap.
>
> >They were clumsy, non-intuitive, and hard for little kids to use. And
> >they broke easily. The two we had went bad and we barely used the
> >system.
>
> >To me the original 2600 joysticks were the very best ever.
>
> >Daniel Clinton
>
> Yea, this is true but the 2600 sticks were no great shakes either.
> They could never stand up to more than 3 months of heavy gameplay and
> they always gave me the infamous "Atari Thumb". I find controllers
> that are comfortable for me to use and I modify them into compatible
> controllers. Some Quickshot Nintendo sticks worked great on my
> 7800/130XE after I worked my will upon them.......

Actually, I think the WICO Command Control JoySticks were best. The have a
Bat Handle with a Steel shaft underneath. And you can unscrew the Bat
Handle from the Base and replace it with a Grip handle. In either handle,
you still have fire button at the top of the Handle and also in the base.
And it's not likely kids will wear it out. Unless their on Steiroids.

==Thanx==
===Ben===

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www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4717. Re: Wanted: Atari 8-bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961217024736.23025B-100000@kelly.teleport.com>
Source record: 77833

On 10 Dec 1996, daniel noguerol wrote:

>
> Hello all. I am looking for the following Atari 8-bit games with docs:
>
> 221B Baker Street
> Agent USA
> Archon

I have Archon Part I & II for sale. Reply in E-Mail if Interested.

> F-15 Strike Eagle
> Quest of the Space Beagle
> Seven Cities of Gold
> Temple of Apshai Trilogy

I've got Part I and II of the Trilogy. Reply in E-mail if you want to
talk.

> If anyone is willing to sell them for a descent price, please e-mail me.
>
> Thanks.

If you wan't copies of my Atari HardWare, SoftWare, Books & Accessories
Catalogs, request them in E-Mail at bensmith@teleport.com

> Dan
> farb2@msn.com

==Thanx==
===Ben===

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www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4718. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961217034920.23025C-100000@kelly.teleport.com>
Source record: 77834

On 10 Dec 1996, Daniel Klugh wrote:

> Robert Smith Ely (rely@ix.netcom.com) wrote:
> : In <329dbad8.4294574@news.magg.net> eightbit@magg.net (eight) writes:
> : >
> : >To All -
> : >
> : >Hello! I am using an Atari 800XL with P:R: Connection with a P133 PC I
> : >am trying to transfer Atari files from the PC to my eight-bit Atari.
> : >Can I get some help/tips on how this is done?
> : >
> : >Thanks,
> : >
> : >eightbit@magg.net

Hello Robert, this is how I transfer files between my 800xl using an 850 Interface and my Atari ST. It should work for you. I don't have a Null Modem Cable or an SIO2PC. Bob Puff of CSS told me that neither the P:R: Connection nor the 850 Interface can reliably do over 2400 Baud. I have a Modem hooked up to my ST and a 2400 Baud hooked up to my 800xl using an 850 and BobTerm. To hook the 2 Computers together, I string a long Phone Cable between the two Modems and plug them into the RJ-11 Jack (RJ-11?) that usually plugs directly from the wall jack. Set both Modems at matching speeds. No higher than 2400 Baud or the 850 (According to Bob Puff) will drop Characters. Have the 8 Bit to send the Originate Signal with BobTerm and Answer on your PC. If necessary, reverse which Answers & Originates. Once you've Connected with BobTerm you can transfer with Y-Modem Batch or even F-Modem Batch (If PCs Support F-Modem).

==Thanx==
===Ben===

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4719. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Sapphire@innonyc.com
Message-ID: <32b6851a.459118@206.127.32.39X119>
Source record: 77835

scharles@blast.net (Yogi) wrote:

>I think ultima III is the best, but I'm sure I'll be outvoted by the
>alternate reality group.

I remember buying AR: Teh City when it first came out, for like $55. What
really sold me was the graphics, very impressive, but I stopped playing
after about a week or two because I found the game impossibly hard. I
could barely even survive the first night, much less advance my character.
It didn't do my self esteem much good to get my arse kicked by little
homeless children, I can say that much......
How did everybody else manage?

4720. Re: Help me

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961217042041.23025D-100000@kelly.teleport.com>
Source record: 77836

On 16 Dec 1996, Pawel Lapinski wrote:

> I would like to transfer files from IBM to Atari 130XE. I didn't know
> how do it. I have XF-551. Please help.......

Also Pawel, because you have an XF-551, Contact Bob Puff at CSS. He sells
Software that lets you transfer from a PC 360K 5.25 DSDD Drive and
transfer your Floppy to your XF-551.

(716)429-5639

Bob Puff
Computer Software Services
PO BOX 17660
Rochester, N.Y. 14617

> Pawel Lapinski
>
> paul@cc.uni.torun.pl

Hello Pawel,

Following is an excerpt from a message that may help you. If you need more
help, E-Mail bensmith@teleport.com

On Tue, 17 Dec 1996, Bravo Sierra Computers wrote:
>
> Date: Tue, 17 Dec 1996 04:07:56 -0800
> From: Bravo Sierra Computers <bensmith@teleport.com>
> To: eightbit@magg.net, Daniel Klugh <dklugh@freenet.columbus.oh.us>
> Newsgroups: comp.sys.atari.8bit
> Subject: Re: Null Modem Cable...
>
> On 10 Dec 1996, Daniel Klugh wrote:
>
> > Robert Smith Ely (rely@ix.netcom.com) wrote:
> > : In <329dbad8.4294574@news.magg.net> eightbit@magg.net (eight) writes:
> > : >
> > : >To All -
> > : >
> > : >Hello! I am using an Atari 800XL with P:R: Connection with a P133 PC I
> > : >am trying to transfer Atari files from the PC to my eight-bit Atari.
> > : >Can I get some help/tips on how this is done?
> > : >
> > : >Thanks,
> > : >
> > : >eightbit@magg.net

>
> Hello Robert, this is how I transfer files between my 800xl using an 850
> Interface and my Atari ST. It should work for you. I don't have a Null
> Modem Cable or an SIO2PC. Bob Puff of CSS told me that neither the P:R:
> Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
> Modem hooked up to my ST and a 2400 Baud hooked up to my 800xl using an
> 850 and BobTerm. To hook the 2 Computers together, I string a long Phone
> Cable between the two Modems and plug them into the RJ-11 Jack (RJ-11?)
> that usually plugs directly from the wall jack. Set both Modems at
> matching speeds. No higher than 2400 Baud or the 850 (According to Bob
> Puff) will drop Characters. Have the 8 Bit to send the Originate Signal
> with BobTerm and Answer on your PC. If necessary, reverse which Answers
> & Originates. Once you've Connected with BobTerm you can transfer with
> Y-Modem Batch or even F-Modem Batch (If PCs Support F-Modem).
>
>
> ==Thanx==
> ===Ben===
>
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> www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
> Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!
>
>
>

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www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4721. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <59656c$iq6@dfw-ixnews8.ix.netcom.com>
Source record: 77837

>In article <58v84l$m77@login.freenet.columbus.oh.us>,
>dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>
> Aren't Macs just "school" computers?Much in the same way that Pascal
is.
> I remember seeing one in a store once.I remember vaguely that you had
to
> manipulate little B&W pictures to do things.I about laughed out loud.
> (B&W like a newspaper,not a TV)
> Like a pictures of a sliding control to adjust volume or something.

Macs are NOT just "school" computers. They are probably better
designed and definitely work better than mos Intel based PCs. Microsoft
whishes they had an OS that worked as well. I'm not a Mac user, but at
least I know what a Mac is and what it can do. Please get your info
straight before you post comments like this. Thanx.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4722. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <59660u$a6u@dfw-ixnews4.ix.netcom.com>
Source record: 77838

In <595nvb$i36@freenet-news.carleton.ca> ai123@FreeNet.Carleton.CA
(Steven J. Tucker) writes:

>
>There are some revisions of the PRC that support 19200, some only
> allow 9600. The handler of the 850 interface allows you to SET 19200
> baud, but it fakes it and does it buisness at 9600 anyway.
>
>> Perhaps 19200 could be done with ANTIC de-activated.
>
>Why? The SIO bus can easily sustain transfer speeds in excess of
56000 baud.
>
>The only speed restriction is due to poorly written handlers. I
commonly
> use APE's R: handler to talk at 56k BPS via the SIO port to
> my PC modem.
>
>You might improve the performance of a poor hander by turning off
ANTIC
> but the best solution is to just write a better, faster handler.
>
>Steve

I guess it could be the rs232 interface hardware and the r:
handlers that are at fault. I'm sure there are lots of users that would
love to use their 850 or PRC with the 28.8 or new 56kbps modems.
Hmmm... Can Bobterm support these rates. It seems to do well on my
14.4kbps modem and 19200 null modem via my MI/O, but 56Kbps via the
MI/O and null modem would sure help me with x-fers. Who has aan R:
handler/ comm program that will work for the MI/O? I want one.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4723. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5965a9$pgc@sjx-ixn4.ix.netcom.com>
Source record: 77839

```
>: Doc, Is Atar-Z-Modem available for Bobterm? Where can I latch on
to
>: this?
>
>You can check out the atari/8bit@atari.archive.umich.edu directory via
FTP.
>Check the telecomm directory.
>--
> The Doctor

Thanx, Doc. will do.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com
```

4724. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <5966aa$aj9@dfw-ixnews6.ix.netcom.com>
Source record: 77840

In <Pine.SUN.3.92.961217034920.23025C-100000@kelly.teleport.com> Bravo Sierra Computers <bensmith@teleport.com> writes:

>Hello Robert, this is how I transfer files between my 800xl using an 850
>Interface and my Atari ST. It should work for you. I don't have a Null
>Modem Cable or an SIO2PC. Bob Puff of CSS told me that neither the P:R:
>Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
>Modem hooked up to my ST and a 2400 Baud hooked up to my 800xl using an
>850 and BobTerm. To hook the 2 Computers together, I string a long Phone
>Cable between the two Modems and plug them into the RJ-11 Jack (RJ-11?)
>that usually plugs directly from the wall jack. Set both Modems at
>matching speeds. No higher than 2400 Baud or the 850 (According to Bob
>Puff) will drop Characters. Have the 8 Bit to send the Originate Signal
>with BobTerm and Answer on your PC. If necessary, reverse which Answers
>& Originates. Once you've Connected with BobTerm you can transfer with
>Y-Modem Batch or even F-Modem Batch (If PCs Support F-Modem).
>
>
>==Thanx==
>===Ben===
>
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>www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
>Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!
>

Too slow. I'm currently x-ferring at 19200bps. 2400 is painfully slow. I'd like to find a way to x-fer at 56K or faster via null modem cable and my MI/O. I gave up on the PRC and 850 when I got my MI/O. May some year I'll buy a Black Box.
before I got the MI/O I use to x-fer files that way. It worked, but not well. Too messy.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4725. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <5968ci$1h8@star.cs.vu.nl>
Source record: 77841

ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:

>Whats the best assembler for the Atari 8 bit? I would
> like to get something that uses makes good use
> of macros, string (or at least macros to print/get strings),
> etc.

One word: AtmasII

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

4726. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32b6d19c.7619250@news.networx.net.au>
Source record: 77842

sapphire@innonyc.com (Janice in NYC) wrote:

>scharles@blast.net (Yogi) wrote:
>
>>I think ultima III is the best, but I'm sure I'll be outvoted by the
>>alternate reality group.
>
>I remember buying AR: Teh City when it first came out, for like $55. What
>really sold me was the graphics, very impressive, but I stopped playing
>after about a week or two because I found the game impossibly hard. I
>could barely even survive the first night, much less advance my character.
>It didn't do my self esteem much good to get my arse kicked by little
>homeless children, I can say that much......
>How did everybody else manage?
>

Heh, I still have a running character. level 12, over 72 strength and
the rest well over 30. Yes it was a VERY hard game to actually build a
character up. I cheated a little by saving the game every time I
gained something (anything at all, from a gem to a potion). It was
very time consuming. Starting the game, loading the character, playing
until I found something, saving the game, making a backup character
disk, re-loading the game and playing until I found something again,
copying the wrong side of the character disk (arghhhh).
Anyway, I had a great time exploring the CITY. I spent somewhere
between 2-3 years trying to make a map of the city. I actually still
have my map somewhere's about too.

In reference to the GOONIES, here is a little poem that I got with the
game:

The Goonies- some hints and tips.

level 1:- Mama Fratelli is greedy and mean, money will get her off the
scene.
Quench the embers, run, run, run, and you will find your task
is done.

level 2:- Rocks that crush, pots that pour, bats that fly, you can't
ignore.

level 3:- Duck the bullets, dodge the steam, burst the pipe, and leave
the scene.

level 4:- Back and forth the Goonies race, a cannonball will set the
pace, clear the tunnel, knock out slats, get out quickly, watch for
bats.

level 5:- Build a ladder, build it high, before the rungs turn red and fly.

level 6:- Deadly slime plays music sweet, floors appear beneath your feet.

level 7:- Eight arms guard the pathway out, flush him down the waterspout.

level 8:- Pirates treasure, jewels and gold, Mama wants all she can hold, Sloth can make her leave her post, offer her what she wants most.

GOOD LUCK!!!

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4727. Re: atari writer

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32b7d7c7.9051255@news.networx.net.au>
Source record: 77843

robert erickson <dperw@mail.utexas.edu> wrote:

>years ago i used to have a disk based copy of atari writer.
>
> does anybody know if there is a site with a copy of this??
>
> i have already purchased the cartridge based version. still it
> might be useful to have a copy available on 5.25..
>
> thanks,
> robert

I have a copy of ATARI WRITER PLUS
if you are interested. it comes with a dictionary too (I think it does

anyway).
If you can handle ATR or DCM files, I can Email the disks to you.

Steve

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4728. Wtd...1020 Plotter manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: cmoore@cyberport.com
Message-ID: <596e68$6fv@macaw.cyberport.com>
Source record: 77844

I need this manual, if anyone has one or can make a copy please
email me, thanks,

4729. Re: Assembler question

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbec48$8cf9c440$010a0a35@mnemo.home.informatik.uni-bremen.de>
Source record: 77845

> anybody have the documentation for mac/65?

I have an original MAC/65 package in the cupboard, including the cartridge and manual, of course. But scanning it wouldn't be such a good idea (work- and copyright-wise).

Bye,
Thomas

PS: If anyone wonders - I still haven't gotten around doing the English Happy-DOS docs. Sorry, but I promise that I won't forget about it!
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

4730. Re: I need ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbec49$0d032be0$010a0a35@mnemo.home.informatik.uni-bremen.de>
Source record: 77846

> Bob Puff of CSS both Sells and Supports Action! for $49.95.

A question... (maybe FAQ):
Is he (or any other shop) still selling original cartridges by OSS or are
these officially re-made ones? I would think that all the original ones are
sold out by now...?

Bye,
Thomas

PS: Too bad that I sold my Action! cartridge lots of years ago. :(I paid
lots of $$$$ for it (directly ordered it from the States back then)!
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

4731. Re: ATARI 1040 ST package for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Castor <castor@mygale.org>
Message-ID: <32B6ED87.3E7C@mygale.org>
Source record: 77847
Cross-posted to: comp.sys.atari.st,maus.biete,maus.sys.atari.talk,comp.sys.atari.8bit,comp.sys.atari.st.tech,maus.suche,alt.music.midi,fr.petites-annonces.informatique,alt.atari-jaguar.discussion,fido.ger.flea,nl.markt,rec.music.makers.marketplace

```
...you're really dreaming too much...- all this stuff together isn't
even worth 30ï¿½. Shipping might be more expensive than all the rest...
Anyway - good luck for your deal. Hope you'll find a newbie...
```

4732. atari 123

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Theo Klerkx <euro019@tornado.be>
Message-ID: <01bbec48$d15db380$d94395c2@euro019>
Source record: 77848

Hi,

Sorry to drop in.

It would be a nice Christmas-present for my friend:-)
He is looking for any software for the Atari 123.
Some URL's would be welcome (for downloading anything)

Thank you in advance.

Theo (from Belgium)

4733. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5971ha$3ih@news1.fast.net>
Source record: 77849

BobKlaas <bobkla19@tcd.net> wrote:

>I have noticed since I have been chastised by a few on my messages have
>attempted to proff read and correct spelling...well maybe I missed a few
>but within the past couple days...have noticed my posts are not coming
>across as I have read and sent them..??

>Anyone else having a problem with Netscape Gold Ver 3.0? I know user
>error if enevitable but when one does make an effort and the messages
>come out partialy sent ect...Is it Netscape or is it the server..Will
>have to go back to Eudora for a while and compare??

>bob

I don't know about Netscape Gold 3.0, but Netscape 3.0 takes about 2
minutes to send messages; especially quoted ones. I would typically
think the server is slow, but why does Eudora consistantly
recieve/send mail faster then Netscape?

I really don't care. I use my three favorite internet programs almost
exclusively. They are:

-Internet Explorer 3.0b(at the moment)
-Eudora
-Forte FreeAgent

I'd recommend you delete Netscape completly and install all these
programs instead.

4734. Re: Now MY 1050 doesn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: lbarber@sonymusic.com
Message-ID: <5975jk$n9j@news1.sjc.in.sel.sony.com>
Source record: 77850

In article <32B0BAC0.1518@tcd.net>, BobKlaas <bobkla19@tcd.net> says:
>
>Sounds like you definataly have a power Problem? Borrow the 800's power
>supply, it it doesn't come up then possibly the diaodes 1 or more have
>crapped out.??

It was the power supply. Thanks for the suggestions, I dug up my 800's
ps and it worked. Now I'm short one power supply, but then again, I can't use my
800 until I replace the SIO port anyway (a few pins were bent out).

LB

4735. Re: atari 123

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <597253$3ih@news1.fast.net>
Source record: 77851

"Theo Klerkx" <euro019@tornado.be> wrote:

>Hi,

>Sorry to drop in.

>It would be a nice Christmas-present for my friend:-)
>He is looking for any software for the Atari 123.
>Some URL's would be welcome (for downloading anything)

>Thank you in advance.

>Theo (from Belgium)

Theo, I've never heard of the 123. You may be talking about the 130xe?
There are several places to download software, such as "Jellystone
Park"

Jellystone Park can be reached at Http://www.blast.net/scharles

Bye!

4736. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <597a8t$bfe@freenet-news.carleton.ca>
Source record: 77852

Robert Smith Ely (rely@ix.netcom.com) writes:
> In <595nvb$i36@freenet-news.carleton.ca> ai123@FreeNet.Carleton.CA
> (Steven J. Tucker) writes:
>
>>
>>There are some revisions of the PRC that support 19200, some only
>> allow 9600. The handler of the 850 interface allows you to SET 19200
>> baud, but it fakes it and does it buisness at 9600 anyway.
>>
>>> Perhaps 19200 could be done with ANTIC de-activated.
>>
>>Why? The SIO bus can easily sustain transfer speeds in excess of
> 56000 baud.
>>
>>The only speed restriction is due to poorly written handlers. I
> commonly
>> use APE's R: handler to talk at 56k BPS via the SIO port to
>> my PC modem.
>>
>>You might improve the performance of a poor hander by turning off
> ANTIC
>> but the best solution is to just write a better, faster handler.
>>
>>Steve
>
> I guess it could be the rs232 interface hardware and the r:
> handlers that are at fault. I'm sure there are lots of users that would
> love to use their 850 or PRC with the 28.8 or new 56kbps modems.
> Hmmm... Can Bobterm support these rates.

Yes, Bobterm does transfers well at 56kbs with no loss. Bobterm itself
it not responsible for buffering and queueing of data, the
handler is. All Bobterm does is call the 'get one byte' portion
of the R: handler.

The R: Handler itself handles the baud rate and data exchange. So
no matter what the R: hander tells bobterm, it can work the
pokey as fast as it likes.

Steve

4737. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <597aq6$bnu@freenet-news.carleton.ca>
Source record: 77853

Bravo Sierra Computers (bensmith@teleport.com) writes:
> On 10 Dec 1996, Daniel Klugh wrote:
>
> Hello Robert, this is how I transfer files between my 800xl using an 850
> Interface and my Atari ST. It should work for you. I don't have a Null
> Modem Cable or an SIO2PC. Bob Puff of CSS told me that neither the P:R:
> Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
> Modem hooked up to my ST and a 2400 Baud hooked up to my 800xl using an
> 850 and BobTerm. To hook the 2 Computers together, I string a long Phone
> Cable between the two Modems and plug them into the RJ-11 Jack (RJ-11?)
> that usually plugs directly from the wall jack. Set both Modems at
> matching speeds. No higher than 2400 Baud or the 850 (According to Bob
> Puff) will drop Characters. Have the 8 Bit to send the Originate Signal
> with BobTerm and Answer on your PC. If necessary, reverse which Answers
> & Originates. Once you've Connected with BobTerm you can transfer with
> Y-Modem Batch or even F-Modem Batch (If PCs Support F-Modem).

The 850/PR connection both work perfectly at upto 9600 baud. I think
he meant that using a null modem connection at over 2400 could
cause you to lose characters if the PC side were to pause for a long time
(since there is no hardware flow control in these interfaces).

Steve

4738. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5979tm$b9a@freenet-news.carleton.ca>
Source record: 77854

Janice in NYC (Sapphire@innonyc.com) writes:
> scharles@blast.net (Yogi) wrote:
>
>>I think ultima III is the best, but I'm sure I'll be outvoted by the
>>alternate reality group.
>
> I remember buying AR: Teh City when it first came out, for like $55. What
> really sold me was the graphics, very impressive, but I stopped playing
> after about a week or two because I found the game impossibly hard. I
> could barely even survive the first night, much less advance my character.
> It didn't do my self esteem much good to get my arse kicked by little
> homeless children, I can say that much......
> How did everybody else manage?

The trick was to start a character with really good stats, and try to
find the fabled Sword-Of-I-Win. I think it was a flamesword or something
like that.

Oh, and don't pick on knights and stuff. :)

Steve

4739. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <32B72808.789F@pop.erols.com>
Source record: 77855

> -3) I'm interested in finding out what everyone thinks is the best
> Role
> -Playing Game ever made for the Atari 8 bit. I've played the Ultima
> -series and I'm wondering if that's as good as it gets.
> -
> I think ultima III is the best, but I'm sure I'll be outvoted by the
> alternate reality group.
>
> Yogi

Most entertaining and long term playability its Alternate Reality. As
for RPG I think it has to be Ultima IV. Ultima III was too small/short.

Steve

4740. Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: "m.kangas" <kangas@lily.ee.cornell.edu>
Message-ID: <Pine.HPP.3.93.961217194157.9037A-100000@lily.ee.cornell.edu>
Source record: 77856

I picked up an old Atari 800 (w. 48k RAM) and accompanying odds & ends (410 tape, basic cart, etc) as a Christmas present for my 12-yr old cousin. I'm hoping to get him to start playing around with it, programming-wise, just to get those gears in his head turning...

So, would anybody have the *SOURCE CODE* to an/any old Atari Basic game that'll work on the 800? Not a disk image, but source I can print out (from unix, windows, or mac) for him to type in?

(yeah, ideally I'd find some old book on programming these things, but I just haven't run across one yet)

btw, I have found the Atari Basic reference at http://student.uci.agh.edu.pl/~tatar/Atari. If the author is reading this... thanks. :)

--
\7\3\d\e\k\b\8\u\o\x\ \
\m\a\t\t\.\k\a\n\g\a\s\ \
m\g\k\3\@\c\o\r\n\e\l\l\.\e\d\u\ \

4741. Demo help: music?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <597p6b$36b@nnrp1.news.primenet.com>
Source record: 77857

I'm trying to code a demo, and it would help if someone could do the music for me since I'm having a hard enough time doing all the graphics.

I'd like it to reside above $8000, preferably under the OS or something.

The demo will have a new kind of color scroller and some Moviemaker-ish animation in it.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~
I've been fooling you all this time! I live in ARIZONA!
98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4742. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: cathryn@junglevision.junglevision.com
Message-ID: <slrn5bdcjh.qn7.cathryn@junglevision.junglevision.com>
Source record: 77858

In article <595144$h8e@usenetp1.news.prodigy.com>, Robert Stone wrote:
>The music of the Ballsongs was what made the demo great. The programmer
>There's a demo called Swing from Europe I like. I think it was designed
>for PAL systems, but still looks great on NTSC.

OK, Ballsongs and Swing. Sounds like a good start. I'll try to find 'em.

4743. Re: ATARI 1040 ST package for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: legiond@erols.com
Message-ID: <legiond-1712962301140001@news.erols.com>
Source record: 77859
Cross-posted to: comp.sys.atari.st,maus.biete,maus.sys.atari.talk,comp.sys.atari.8bit,comp.sys.atari.st.tech,maus.suche,alt.music.midi,fr.petites-annonces.informatique,alt.atari-jaguar.discussion,fido.ger.flea,nl.markt,rec.music.makers.marketplace

In article <32B6ED87.3E7C@mygale.org>, Castor <castor@mygale.org> wrote:

> ...you're really dreaming too much...- all this stuff together isn't
> even worth 30ï¿½. Shipping might be more expensive than all the rest...
> Anyway - good luck for your deal. Hope you'll find a newbie...

That was unnecessary. The Atari remains an excellent sequencing platform, especially for those on a budget. And while the price is more that I would pay, I know that in the not-to-distant future I'll replace my crash-prone ST so that I can deal with the many songs that I wrote with it without have crashes all of the time. I have moved on to a Mac, but there are some things in my Atari sequencing program (DR T's Omega II) that I like more than Cubase, which is what I use now.

Shane

LegionD@erols.com

(I'm sick of Spam, hence the anonymous remailer)

4744. Re: JayMinor dead? What's the Story?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Ron Nicholson <rhn@sgi.com>
Message-ID: <32B76D2E.446B@sgi.com>
Source record: 77860
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit

```
In alt.folklore.computers, The Ferryman. wrote:
> jay did work on the graphics for the atari 400/800 and amiga's
> denise chip.

Jay Miner did a lot more than that.

Atari 2600 chip-set.
Several patents for the Amiga system architecture.
A couple pacemaker chips.
Prototype clock chip for the Apple Macintosh.
Help found Synertek, Zymos, etc.

--
Ronald H. Nicholson, Jr. http://reality.sgi.com/rhn/
Silicon Graphics Computer Systems email: rhn@sgi.com
2011 N. Shoreline Blvd. MS 5U-880 phone: 415 933-2880
Mountain View, CA 94043-1389 fax: 415 933-3765
#include <canonical.disclaimer> // only my own opinions, etc.
```

4745. ATARI-Portfolio; RS232-Interface; Where to get and who has hard/ software for use as a Modem...?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: Biologische.Pilze@t-online.de
Message-ID: <596r3s$9fs@news00.btx.dtag.de>
Source record: 77861

```
Where to get a Seriel-Interface (RS 232) and Hard/ Software to
connect it to the telephone-line and BBSs (via acoustic-coupler?)
```

4746. Re: Indus GT Error Codes

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B6A463.117B@tcd.net>
Source record: 77862

That message should have come up under his request for a 2797 FDC controler chip for the Indus Disk Drive. I have a couple good Indus Disk Drives but not for $7.00

bob

4747. Re: The Atari 8bit Manual Archive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32B6372E.4851@mail.utexas.edu>
Source record: 77916

excellent!!!

wonderful idea, i have some documents eastern front, and such
when i get some time i'll upload 'em.

cheers,

robert

4748. Re: Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32B639D2.5CEA@mail.utexas.edu>
Source record: 77917

i too would like the documentation for MAC/65.

not to beat a dead horse, but i've seen the discussion on assemblers lately.

seems there is a consensus that atari assembler/editor is marginal. mac/65 appears the way to go, and it is available as an .atr on yogi's site.

i noticed that there is a new site that is beginning to receive txt uploads of manuals:

http://www.best.com/~morbid/manuals/manindex.html

it would be very helpful if someone could upload the manuals to this, or any other site.

cheers
robert

4749. atari writer

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-17 00:00:00 UTC
From: robert erickson <dperw@mail.utexas.edu>
Message-ID: <32B649CA.22C7@mail.utexas.edu>
Source record: 77918

years ago i used to have a disk based copy of atari writer.

does anybody know if there is a site with a copy of this??

i have already purchased the cartridge based version. still it
might be useful to have a copy available on 5.25..

thanks,
robert

4750. Re: WTB: 8-bit comm program

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961218063301.BAA22615@ladder01.news.aol.com>
Source record: 77769

In article <594f8o$dd2@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>
>: BobTerm is about as close to plug-and-play as you are going to get.
The
>: latest version I know of is 1.22. But there is the issue of how your
>: modem is connected to your Atari. Are you using a direct-connect
(1030,
>: XM301, or SX212 modems) or an RS232 interface (850, P:R:Connection,
etc.)?
>: If you are using the 850 or PRC, you can let Bobterm boot the handler
>: from the interface, but you will have to preload the handler for the
>: direct-connect modems. Fortunately, all the handlers you need are
>: included in Bobterm, as is some pretty good documentation.
>
>You just re-name the disk handler to "RS232.COM" and BobTerm will
>auto-load it.And it frees up the memory used by it afterwards.
>--
> The Doctor
>
Thanks. I had thought about that right after I sent that message. It's
been a while since I've done it that way. I have also been using
FlickerTerm 80, and with the high-speed handler I wrote for the MIO, I
have always preloaded it to save the hassles.

4751. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961218063300.BAA22616@ladder01.news.aol.com>
Source record: 77770

In article <59660u$a6u@dfw-ixnews4.ix.netcom.com>,
rely@ix.netcom.com(Robert Smith Ely) writes:

> I guess it could be the rs232 interface hardware and the r:
>handlers that are at fault. I'm sure there are lots of users that would
>love to use their 850 or PRC with the 28.8 or new 56kbps modems.
>Hmmm... Can Bobterm support these rates. It seems to do well on my
>14.4kbps modem and 19200 null modem via my MI/O, but 56Kbps via the
>MI/O and null modem would sure help me with x-fers. Who has aan R:
>handler/ comm program that will work for the MI/O? I want one.
>
Check out the web site http://members.aol.com/xeboard/

4752. Re: Crappy 7800 Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: sydtech@skypoint.com
Message-ID: <597vk0$j7e@stratus.skypoint.net>
Source record: 77771

Bravo Sierra Computers (bensmith@teleport.com) wrote:
: On Sun, 8 Dec 1996, David A. Maxwell wrote:

: > daniel11@appstate.campus.mci.net (Daniel Clinton) wrote:
: >
: > >In the spirit of the normal minutiae about obsolete systems that is
: > >the heart and sould of this group I would like to note that the atari
: > >7800's joysticks were crap.

Get a pair of Sega Genesis (or compatible) controllers and rewire them
for the 7800. There are instructions for doing this somewhere on the web.

I also have a bunch of these (ASCIIPad controllers) for my Atri 2600 and
my 800 - and no conversion is necessary. They're much better than the Atari
sticks!

Scott

4753. Re: Re: Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: itztrapper@aol.com
Message-ID: <19961218074801.CAA23606@ladder01.news.aol.com>
Source record: 77772

In article <32B639D2.5CEA@mail.utexas.edu>, robert wrote:

>seems there is a consensus that atari assembler/editor is marginal.
>mac/65 appears the way to go,

Also take a look at Mae and Kasm (should be at Umich) both are very nice,
and Mae has some really fine tools built in. A nice thing about Kasm is
that obj files produced don't have to be de-seged

4754. Re: Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: itztrapper@aol.com
Message-ID: <19961218074800.CAA23607@ladder01.news.aol.com>
Source record: 77773

In article <5968ci$1h8@star.cs.vu.nl>, ipoorten@cs.vu.nl wrote:

>One word: AtmasII
>
>Ivo
>
>--
>Ivo van Poorten
>ipoorten@cs.vu.nl ivo@let.vu.n

I too used to look for and use lots of macro's...however, I started to notice a lot of macro creep in files... now I've got a set of includes that I use... As far as the best Assemble goes, I can't recall the last time I booted Mac/65... Mae and Kasm are tops on my list.

4755. Re: ATARI 1040 ST package for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Frederic.Marand@osinet.fr
Message-ID: <598c23$ofi@newsbr.eunet.fr>
Source record: 77774
Cross-posted to: comp.sys.atari.st,maus.biete,maus.sys.atari.talk,comp.sys.atari.8bit,comp.sys.atari.st.tech,maus.suche,alt.music.midi,fr.petites-annonces.informatique,alt.atari-jaguar.discussion,fido.ger.flea,nl.markt,rec.music.makers.marketplace

Marvin Frandsen <frandsen@tng.net> wrote:

>******* COMPLETE ATARI 1040 ST PACKAGE FOR SALE *******

>Asking Price: $300 plus shipping, OBO
I also have one to sell:

Atari 1040 ST
SM 124 High Resolution (Monochrome) Monitor

Software (including licences), includes

Steinberg Pro 24 III
Lattice C
First Word (MetaComCo)
Misc Atari software bundled with 1040 ST
and some games. Pretty outdated nowadays, I'm afraid.

Also lots of source code, public domain software.

Of course, all works fine. I used it to produce software
(we wrote a clone of GEM for the PC DOS, OS/2 and
Unix environment, and music (Pro 24 III was THE studio
recording solution of the 80s).

Asking price: make your price.

Frederic G. MARAND
Agorus SA / OSI SARL
Frederic.Marand@osinet.fr

4756. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: jmcgowan@metric.inch.com
Message-ID: <598frh$6fl@sleepy.inch.com>
Source record: 77775

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

> Whats the best assembler for the Atari 8 bit? I would
> like to get something that uses makes good use
> of macros, string (or at least macros to print/get strings),
> etc.

I would say the Atari Macro Assembler, if it were not a bit buggy or
just on disk only for working under DOS 2.5 (or DOS 2.0?) (now if
it were fixed and on cartridge with TextPro on the cartridge for an
editor, it would, in my opinion, blow MAC65 away).

But... it is not... so... MAC65 is the one to use.

Or use a cross assembler running on a PC and convert the binary files to
the format used by the Atari system (starting addresses/blocks/etc.).

4757. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: asal@mimuw.edu.pl
Message-ID: <598ifs$df@h1.uw.edu.pl>
Source record: 77776

John McGowan (jmcgowan@metric.inch.com) wrote:

: But... it is not... so... MAC65 is the one to use.

Quick Assembler is the best.

Adam Salamon (asal@melkor.mimuw.edu.pl)

4758. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961218025458.17965F-100000@kelly.teleport.com>
Source record: 77777

On 18 Dec 1996 lenspencer@aol.com wrote:

> In article <594a21$qf5@freenet-news.carleton.ca>,
> ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:
>
> >Whats the best assembler for the Atari 8 bit? I would
> > like to get something that uses makes good use
> > of macros, string (or at least macros to print/get strings),
> > etc.
> The best assembler I know of offhand is MAC/65, especially the cartridge
> version. There are some excellent European disk-based assemblers out
> there, but I will reserve my comments on them until I see some
> documentation in English. I just found a new Polish assembler that is
> said will produce the SpartaDOS X relocatable commands, but again, no
> English docs.
> >
> >Should I learn Action? I know 6502 pretty much forwards
> > and backwards since I coded my 6502 sim package, but Action
> > may offer lots of higher level goodies?
> >I've never used Action, so im a bit confused by all the
> > talk about it. There is a cartridge and a disk version? There
> > is a version that requires a runtime and one that does not?
> Action! is by far THE best high-level language ever developed for the
> Atari 8-bits. Compiles to fairly compact machine code, and there are lots
> of routines floating around to take full advantage of the Action!/Atari
> combination. There are at least two runtime packages available, one is
> PD, the other commercially available. When INCLUDEd into your source
> code, the runtime file is compiled in, and becomes part of the resulting
> object code, and so doesn't need to be loaded separately.
> >
> >I would like to be able to create fast standalone executables that
> > do not require a runtime program.
> Fast?? How's this? I have the source to the Seive of Eratosthenes
> benchmark (prime numbers benchmark), and ran it in 3 configurations: Atari
> Basic, ACE C, and Action!, and the difference was mind-boggling. The
> screen DMA was turned OFF for the test, to give an equal comparison. My
> most optimal Atari BASIC code ran the 10 iterations in 68 minutes (yes,
> MINUTES!), ACE C did it in just over 2 minutes, a minute 45 seconds after
> running the code optimizer, and Action! did it in (believe it or not!) 12
> seconds! At first I did not believe this time, so I put into the loop to
> print the result at the end of each loop, and left the screen on. At just
> over 18 seconds with the screen ON, it confirmed the original time.
> A lot of good programs have been written in Action!, with or without some
> assembly code thrown in. BBS Express Pro! is a prime example of what

> Action! can do.
>
> I just looked up, I'm ranting again, sorry. If you can find an Action!
> cart, get it. Don't bother with the disk version, its not an official
> release, and I had problems with it.

Bob Puff of CSS in New York Supports and sells the Cartridge version of
Action for $50. A complete package.

> Hope this helps....

==Thanx==
===Ben===

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4759. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: davepat@total.net
Message-ID: <32b792cb.0@news.total.net>
Source record: 77778

In article <594a21$qf5@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA says...
>
>
>Whats the best assembler for the Atari 8 bit? I would
> like to get something that uses makes good use
> of macros, string (or at least macros to print/get strings),
> etc.

Mac65 is great, but John Harris' MAE is pretty neat too, esp for upgraded xl/xe models. Even supports the 65816 opcodes, for the few of us that have 'em.

>Should I learn Action? I know 6502 pretty much forwards
> and backwards since I coded my 6502 sim package, but Action
> may offer lots of higher level goodies?

I'm in the midst of learning Action, and I gotta say, Atari should have licensed it and dumped BASIC. Modular programming, not too hard to use, and FAST!

>I've never used Action, so im a bit confused by all the
> talk about it. There is a cartridge and a disk version? There
> is a version that requires a runtime and one that does not?

All Action programs require the cart UNLESS you compile with the runtime package. Once compiled with the runtime, they do just fine on any machine. Russ Wetmore wrote HomePak in Action!; he wrote a series in ANALOG about Action programming. There's also a tutorial series available from Umich.

>I would like to be able to create fast standalone executables that
> do not require a runtime program.
>
>Where can I buy the items you reccomend? I would like to get a
> whole development setup going, so I can work on some of the
> ideas I have without lots of false starts on compilers I
> will hate/are too weak, etc

Watch the for sale/auction posts; Action pops up periodically. I got mine (with toolkit and runtime) for about $20. Added bonus: you can intergrate assembly into Action without too much misery.

Action only supports BYTE, INT and CARDs, though - floating point requires the toolkit and isn't quite as elegant or easy.

--
David A. Paterson

http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

4760. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <598ohp$3vk@dfw-ixnews3.ix.netcom.com>
Source record: 77779

In <19961218063300.BAA22616@ladder01.news.aol.com> lenspencer@aol.com
writes:
>
>In article <59660u$a6u@dfw-ixnews4.ix.netcom.com>,
>rely@ix.netcom.com(Robert Smith Ely) writes:
>
>> I guess it could be the rs232 interface hardware and the r:
>>handlers that are at fault. I'm sure there are lots of users that
would
>>love to use their 850 or PRC with the 28.8 or new 56kbps modems.
>>Hmmm... Can Bobterm support these rates. It seems to do well on my
>>14.4kbps modem and 19200 null modem via my MI/O, but 56Kbps via the
>>MI/O and null modem would sure help me with x-fers. Who has aan R:
>>handler/ comm program that will work for the MI/O? I want one.
>>
>Check out the web site http://members.aol.com/xeboard/
>
Will do. Thanx!!!

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4761. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <598oab$hkn@sjx-ixn3.ix.netcom.com>
Source record: 77780

In <597a8t$bfe@freenet-news.carleton.ca> ai123@FreeNet.Carleton.CA
(Steven J. Tucker) writes:

>
>Yes, Bobterm does transfers well at 56kbs with no loss. Bobterm itself
> it not responsible for buffering and queueing of data, the
> handler is. All Bobterm does is call the 'get one byte' portion
> of the R: handler.
>
>The R: Handler itself handles the baud rate and data exchange. So
> no matter what the R: hander tells bobterm, it can work the
> pokey as fast as it likes.
>
>Steve
>
Steve, Now, where can I get such a handler for BTM 1.21. Mine will only
do up to 19200 (selection in BTM) or is ther a way to reconfigure
BTM/the handler to go faster? Inquiring minds want to know. Heh...

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4762. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_850913924@rtfm.mit.edu>
Source record: 77781
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 23, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
---
Especially useful for hardware hackers, and interesting for the rest of us!
Posted to comp.sys.atari.8bit irregularly.
Request from davepat@total.net

4763. Re: Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <598vae$i2p@alexander.INS.CWRU.Edu>
Source record: 77782

(Man wants M65 documentation.)
You can wait for somebody to upload documentation.
Or, if you're in a hurry, and want a super cart m65 and want
to be sure it is a good m65, not corrupted or messed up,
Mike Hohman, who we haven't seen lately owns the rights
to OSS, M65 is still a viable product, and B&C may have
some ACTION! or M65, with super cart, the actual docs
that come from OSS/FTe, probably for around $50 + ship.
B&C-408-986-9960 closed sun-mon. California
Also, CSS was handling the OSS carts
(Bob Puff hisdamself) 716-429-5639
or see vendor list just posted

4764. How do I run games in the xf25 emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Peter Hinz <peter@vis.co.za>
Message-ID: <32B845C8.41C6@vis.co.za>
Source record: 77783

I've downloaded the xf25 emulator and some collection of old classics (the file is it .atr format). Now the big question is, how do I run the programs inside?

Any help would be appreciated.
peter@vis.co.za

Thanks
Peter

4765. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59949j$e01@login.freenet.columbus.oh.us>
Source record: 77784

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: used that. I can do ASMED stuff and make it a usr for BASIC.

ASMED is useful,I concur!

: Turbo BASIC is superior to Atari BASIC, but Atari BASIC is
: what I use, mostly. So what if it takes 10 min to GET and
: PUT a 12k file, I'm in no big hurry, my Atari BASIC
: frequently takes longer to run than to write the code :>.

Why didn't you just use a USR statement to call CIOV after you poked in
the numbers/arguments to read in the whole file at once?
I used the sub-routine string from Mapping the Atari.IT doesn't return a
error code,but you can use STATUS to detect a error.
I'll upload it (fontload) if I ever get it back.
--
The Doctor

4766. Re: Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59962b$mmq@login.freenet.columbus.oh.us>
Source record: 77785

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: In article <594f1e$c5j@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: : Kyle R. Hofmann (rhofmann@crl.com) wrote:
: : : My dad once wrote a program (Music16) that let you use four channel
: : : 16-bit sound on the 8 bits. It worked on our 800 and later on our
: : : 800xl. I don't know how it worked (I was in elementary school at the
: : : time) but I think we still have the source somewhere. If I can find it,
: : : should I post it? My dad wouldn't mind; he considers the Atari a dead
: : : platform.

: : Well,what did it do?
: : Did it play a song,or ask you for notes?
: : Yes,post it.I don't know if you'll have to UU-encode it.
: : (I once got a BASIC LIST file off of umich,but I had to re-connect all the
: : long lines that got split by line wrap)

: Darn it, my memory tricked me. I dug up the documentation, and it only
: supports two voices. It does support most musical notations, i.e., you

Hmn,I didn't even notice that you said 4 16-bit voices.
Yes,two 8-bit voices have to be combined to make a 16-bit voice.

: can do tremolos, triplets, repeats, D.S. al Coda, different tempos, volumes,
: attack, decay, etc. It was a set of macros for MAC 65 that did stuff in the
: VBI. I do remember that it sounded beautiful. I had it playing
: Telemann's Duet in G Major for flute and violin constantly. :) Anyway,
: now that I've figured out that it wasn't any sort of black magic, but
: just a (major) convienience, I'm not willing to type it in anymore. I at
: least attempt to have a life. :) Most of the time. :)

huh?!?
Don't you have it on disk?
--
The Doctor

4767. Re: Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5996mv$p6q@login.freenet.columbus.oh.us>
Source record: 77786

Bravo Sierra Computers (bensmith@teleport.com) wrote:
: On Sun, 8 Dec 1996, Samuel Rebelo wrote:

: >
: > Can any one help me on getting more out of the sound capabilities of
: > my atari ????
: > i only know the sound statment but that dont gives me the results i
: > want (those sounds i ear in games)
: > big thanks in advance

Well the sound statement works like this.
SOUND a,b,c,d

Where a=which voice you want to use(0 to 3).
b=pitch(0 to 255).
c=distortion.USe even numbers 0 to 14.Odd numbers activate digitized sound
mode.Use 10 for a pure tone(no distortion).12 gives you a buzzer.
You can get a engine type buzz but using two sound statements and
alternating c between 0 and 1.
d=volume(1 to 15).

I hope that helps.argument c is where it's at.Try multiple voices at the
same time.
--
The Doctor

4768. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32B825C6.469@ncweb.com>
Source record: 77787

Randy Kramer wrote:
>
> I really don't care. I use my three favorite internet programs almost
> exclusively. They are:
>
> -Internet Explorer 3.0b(at the moment)
> -Eudora
> -Forte FreeAgent
>
> I'd recommend you delete Netscape completly and install all these
> programs instead.

If you thought you had problems with NetScape, you'll have WORSE luck with I.Explorer. Not only is it bug laden, but since most pages (70%) are formatted to look their best with NetScape, most things look like crap with I.E. (I know .. my own homepage looks like crap with I.E.).

Hey, 70-75% of people use NetScape ... I.E. needs to work out some of its problems.

BTW, been on the Internet (WWW) since its inception, and have used just about every browser ... even remember pre-NetScape days on Mosaic with a MAC ... that was SOME time ago!

As for Mail Clients, both Pegasus and E-Mail Connection blow Eudora away.
Check out Stroud's Internet Apps page for ratings.

As always, there is always room for personal preference in everything. Your mileage might vary ....

Bill

4769. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Stephen Knox <gooch@pop.erols.com>
Message-ID: <32B81669.4A6@pop.erols.com>
Source record: 77788

Yogi wrote:
>
> -
> -Most entertaining and long term playability its Alternate Reality.
> As
> -for RPG I think it has to be Ultima IV. Ultima III was too
> small/short.
> -
> -Steve
>
> I Really like the opening music to AR the city (In fact, I like all
> those Gary Gilbertson songs, tail beta, those demos (passionately and
> others). and want Gen midi files of them. Anyone got?
>
> The thing I hated about Ultima iv was (a) the way it accessed the disk
> as you wandered around Sosaria (not just towne/castles/dung entry)

agreed

> and (b) the Ankh that came with it broke off my keychain.
>
still sitting in the box for me

> yogi
>
> I still like Ultima iii (Too short? Too short? How long did it take
> you to finish iii and 4?!)

I had 2 friends who were Ultima freaks as well. It came out on the
Apple II first (argh) so I was camped out at his house for a week.
Thats all it took. The puzzles seemed too easy to figure out and
complete.

Ultima IV took alot longer. Completing all the quests and getting the
whole party together took awhile. Then getting enough stuf to survive
the final dungeon took forever (waiting until midnight for mandrake
root, or was it night silk?)

And since you couldnt save in the dungeons on the Atari 8bit version, I
spent a whole night getting to the bottom!

Later,
Steve

4770. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5999qc$8oi@login.freenet.columbus.oh.us>
Source record: 77789

Janice in NYC (Sapphire@innonyc.com) wrote:
: scharles@blast.net (Yogi) wrote:

: >I think ultima III is the best, but I'm sure I'll be outvoted by the
: >alternate reality group.

: I remember buying AR: Teh City when it first came out, for like $55. What
: really sold me was the graphics, very impressive, but I stopped playing
: after about a week or two because I found the game impossibly hard. I
: could barely even survive the first night, much less advance my character.
: It didn't do my self esteem much good to get my arse kicked by little
: homeless children, I can say that much......

HA HA!

: How did everybody else manage?

Same here!I payed like 20-30 $ on it and only played a day!
I like the Ultima type games my self.
--
The Doctor

4771. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5999ma$808@login.freenet.columbus.oh.us>
Source record: 77790

Yogi (scharles@blast.net) wrote:
: -
: -2) The Goonies: what is this game all about? What am I supposed to
: do?
: -
: You have to avoid the criminals and save both kids (move to entrances,
: etc. I think on the first level you need to touch the fireplace, opens
: the exit, move both kids out the exit)

: -3) I'm interested in finding out what everyone thinks is the best
: Role
: -Playing Game ever made for the Atari 8 bit. I've played the Ultima
: -series and I'm wondering if that's as good as it gets.
: -
: I think ultima III is the best, but I'm sure I'll be outvoted by the
: alternate reality group.

I liked them all,but Ultima 2 will always have a special place in my heart.
Time travel,space travel and pop culture references!

Now if only I can figure out how to change the hot air ballon in Ultima 4
in to a TARDIS.....

--
The Doctor

4772. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5998m6$3pd@login.freenet.columbus.oh.us>
Source record: 77791

Robert Smith Ely (rely@ix.netcom.com) wrote:

: >In article <58v84l$m77@login.freenet.columbus.oh.us>,
: >dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
: >
: > Aren't Macs just "school" computers?Much in the same way that Pascal
: is.
: > I remember seeing one in a store once.I remember vaguely that you had
: to
: > manipulate little B&W pictures to do things.I about laughed out loud.
: > (B&W like a newspaper,not a TV)
: > Like a pictures of a sliding control to adjust volume or something.

: Macs are NOT just "school" computers. They are probably better
: designed and definitely work better than mos Intel based PCs. Microsoft
: whishes they had an OS that worked as well. I'm not a Mac user, but at
: least I know what a Mac is and what it can do. Please get your info
: straight before you post comments like this. Thanx.

IT doesn't matter how well it's designed.It may have resources and
re-locatable memory blocks,but it's still aimed towards people
who can't seem to understand anything about computers.
And what's that I read in my Mac bible about how sometimes you have to
re-boot because even after quiting all programmes because you still don't
have all memory freed up?
Sounds like a memory leak.

I can't count the number of times I've had to explain MyDOS's DUP to people.
(type R2<ret> to switch to the games drive,"*" to do a directory,and
"L<filename><ret>" to load the game)
They simply can't remember!!!Arghh!
I ended up with a BERT directory because someone had typed "QBERT"!

I only know about the PC's proper OS,MS-DOS.From what I've seen of
Windows 3.1,it sounds like crap.Memory leaks and all.Oh,and how if you
switch to over 256 colours/lums that some icons will just be black shadows
and if you try to run them,they get deleted for ever.I don't know how much
it's the Windows' OS's fault,but it seems horribly designed.
I can't believe that people left MS-DOS for THAT!
From the beginning Microsoft has ruined MS-DOS.ANSI.SYS doesn't suport
graphics.(at least it could changes graphics mode and return a memory
address of the frame buffer)
And EMS,what a joke that was.Memory leaks and totaly bypassing the OS.How
about a RAMdisk type device.Something like UNIX's mmap() could be used to
map in pages of memory.You could open a file without a filename,these
files would be deleted upon closing them(which MS-DOS does automaticly if

the programme is terminated by a interupt).
(much like how UNIX files that are deleted don't actually get deleted
until they are no longer in use by a process)
And they could be opened with a filename for the purposes of shared memory.
(in which case they wouldn't get deleted.Perhaps they could be re-named
back in to oblivion once the partner programme opened it and the creator
programme died)

Sheesh,I think about MS-DOS too much.I just hate seeing it being ruined
like this.I'm so used to Atari and UNIX type systems.
(i.e.efecient systems)

(god I wish I had a spelling checker!)
--
The Doctor

4773. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Omar Pualuan <opualuan@oboe.calpoly.edu>
Message-ID: <32B7D9CB.75A0@oboe.calpoly.edu>
Source record: 77792

geez... sounds like you're in a time warp to the past or something... complaining about windows 3.1, like that's current, not even mentioning windows nt 4.0.... and then saying that you saw a mac once, that had a b/w screen and funny pictures.... well, at the time the mac only had a b/w screen, pc users had the joy of Hercules green monochrome (4 shades of puke if you upgraded to a color card, 4 ugly cga colors if you splurged on a cga monitor)... so what exactly do you USE computers for, anyways? The reason GUI's were invented were to abstract data to a degree where the user is in touch, but is able to sort through more information faster than text-based systems.

look at your calendar...it's not 1986....

4774. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59998j$6ab@login.freenet.columbus.oh.us>
Source record: 77793

BobKlaas (bobkla19@tcd.net) wrote:
: I have noticed since I have been chastised by a few on my messages have
: attempted to proff read and correct spelling...well maybe I missed a few
: but within the past couple days...have noticed my posts are not coming
: across as I have read and sent them..??

: Anyone else having a problem with Netscape Gold Ver 3.0? I know user
: error if enevitable but when one does make an effort and the messages
: come out partialy sent ect...Is it Netscape or is it the server..Will
: have to go back to Eudora for a while and compare??

I dunno,it's all greek to me.I use tin to post.I am also forced to use
PICO<sneer> which tends to corupt the formatting of my messages.
(You don't see this much because I try to always repair the damage)
But tin notices when the headers become corupted (from word wrapping) and
tells me to re-edit line #n.
I had the same problem with nn and some unknown editor that was even
simpler than PICO(could you believe it).But nn wouldn't warn me that the
header (usually the newsgroups one) was invalid so I'd finish posting for
the day to find messages bounced back to my mailbox.

So,to help you out,what editor does NetScape invoke to edit messages?
Do you have a choice?
I used vi when I used to connect to the internet with my Linux system.
(with trn as the newsreader)
Actually,it was a vi clone,elvis.
--
The Doctor

4775. Book - Your Atari Comes Alive.

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Brian Burns <b_burns@ix.netcom.com>
Message-ID: <32B86D01.5658@ix.netcom.com>
Source record: 77794

I have a book called "Your Atari Comes Alive"
which has details how to build switches and
sensors the Atari could control. This book
came with a disk which I lost. Does anyone
have a disk image of the disk that originally
accompanied the book?

Brian Burns

4776. Re: Assembler, Action!, and copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <32B8947A.32E2@Asymetrix.com>
Source record: 77795

robert erickson wrote:
>
> i too would like the documentation for MAC/65.
>
> i noticed that there is a new site that is beginning to receive txt
> uploads of manuals:
>
> http://www.best.com/~morbid/manuals/manindex.html
>
> it would be very helpful if someone could upload the manuals to this,
> or any other site.
>

The only person with the AUTHORITY AND RIGHTS to release the
manuals OR THE SOFTWARE for EITHER Mac65 or Action! is Mike
Hohman. He purchased the products, INCLUDING the copyrights,
from ICD who purchased them from us.

Mike is also known as "Fine Tooned Engineering". I haven't
seen him around lately, email-wise, though he used to be
available at "FTOONED@delphi.com" and "FTOONED@CRL.com"
if anybody wants to get LEGAL reprint (or whatever) rights.

I saw the message re Action! being for sale for $50 from
CSS in New York. Before buying, be sure they are legal
copies. Support those who are still trying to legally
support the 8-bit market.

4777. Re: I need ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Bill Wilkinson <BillW@Asymetrix.com>
Message-ID: <32B89691.D82@Asymetrix.com>
Source record: 77796

Bravo Sierra Computers wrote:
>
> On Wed, 11 Dec 1996, Scott Butler wrote:
>
> > Where's the best place to buy Action? Is there more than one version of the
> > package? If so, what's the best one to get?
> >
> > Thanks,
> > Scott
> > (eager to try out some Action coding)
>
> Hello Scott,
>
> Bob Puff of CSS both Sells and Supports Action! for $49.95.
>

So far as I know...

The only person with the AUTHORITY AND RIGHTS to release the
manuals OR THE SOFTWARE for EITHER Mac65 or Action! is Mike
Hohman. He purchased the products, INCLUDING the copyrights,
from ICD who purchased them from us.

Mike is also known as "Fine Tooned Engineering". I haven't
seen him around lately, email-wise, though he used to be
available at "FTOONED@delphi.com" and "FTOONED@CRL.com"
if anybody wants to get LEGAL reprint (or whatever) rights.

I saw the message re Action! being for sale for $50 from
CSS in New York. Before buying, be sure they are legal
copies. Support those who are still trying to legally
support the 8-bit market.

4778. my 810 drive doessn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Omar Pualuan <opualuan@oboe.calpoly.edu>
Message-ID: <32B860CC.1A95@oboe.calpoly.edu>
Source record: 77797
Cross-posted to: comp.sys.atari.8bit,alt.comp.hardware.homebuilt

Hello... I recently bought an atari 800 with an 810 disk drive... the 800 works perfectly, but the 810 disk drive does not appear to work (I knew the 810 didn't work when I bought it, in hopes that I could fix it). The 810's power and busy lights come on, it does that whirring startup thing, then the power light stays on, and the busy light goes off. I put in the master disk II to load dos, and typed DOS at the basic prompt. Instead, I got to memopad. I tried booting with no cartridges, and it booted to memopad. there doesn't seem to be any kind of interaction between the atari 800 and the 810 disk drive; there are no boot errors or anything.

I have two cables that I tried, so I don't think that's the problem... is there anyway to test what's wrong??? could it be a bad cable, bad disk, bad peripheral port in the 800, or is something with the 800 itself?

Is it worth it trying to fix this, or does anyone have a *working* disk drive to sell me???

Thanks in advance for your help.... please EMAIL replies to opualuan@oboe.calpoly.edu, as my news server sometimes skips over messages...

4779. 1200xl keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <32B8153F.66E0@mail.utexas.edu>
Source record: 77798

i just finished installing a new motherboard in my 1200xl. it functions beautifully, only to find the keyboard behaving rather erratically.

it has be exposed to some moisture.

does anybody have a functioning 1200xl keyboard, or know where i might find one?

i am determined to get this machine operational.

ataris never die, the owners just fade away.

cheers,
robert

4780. Re: Assembler, Action!, and copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: Robert Erickson <dperw@mail.utexas.edu>
Message-ID: <32B81A9A.42AE@mail.utexas.edu>
Source record: 77799

Bill Wilkinson wrote:
>
> robert erickson wrote:
> >
> > i too would like the documentation for MAC/65.
> >
> > i noticed that there is a new site that is beginning to receive txt
> > uploads of manuals:
> >
> > http://www.best.com/~morbid/manuals/manindex.html
> >
> > it would be very helpful if someone could upload the manuals to this,
> > or any other site.

> ++++++++++++++++++++

thanks for the info!

i have heard of fine tooned before.

i'll give 'em a try.

cheers,

robert

4781. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: "Jonathan C. Mordosky" <mordosky@erols.com>
Message-ID: <32B88F9E.601A@erols.com>
Source record: 77800

Neurom wrote:
>
> Why don't you take your 8-bits and shove them up your (edited for common decency).
>
> Neurom
> neurom@sensenet.com

While you may not agree with Bob's opinions, they are usually firmly based in fact. Take some time and use your Internet access to find out about the proposed laws on Capital Hill. There are many (mostly lawyers) who would profit greatly from these proposed and re-written copyright laws.

If you enjoy your present freedom of access to Atari material on the internet, perhaps you should tell your Congressman and Senators what to do with these new proposed laws before it is too late.

4782. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961218023800.VAA18324@ladder01.news.aol.com>
Source record: 77863

In article <594a21$qf5@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:

>Whats the best assembler for the Atari 8 bit? I would
> like to get something that uses makes good use
> of macros, string (or at least macros to print/get strings),
> etc.
The best assembler I know of offhand is MAC/65, especially the cartridge version. There are some excellent European disk-based assemblers out there, but I will reserve my comments on them until I see some documentation in English. I just found a new Polish assembler that is said will produce the SpartaDOS X relocatable commands, but again, no English docs.
>
>Should I learn Action? I know 6502 pretty much forwards
> and backwards since I coded my 6502 sim package, but Action
> may offer lots of higher level goodies?
>I've never used Action, so im a bit confused by all the
> talk about it. There is a cartridge and a disk version? There
> is a version that requires a runtime and one that does not?
Action! is by far THE best high-level language ever developed for the Atari 8-bits. Compiles to fairly compact machine code, and there are lots of routines floating around to take full advantage of the Action!/Atari combination. There are at least two runtime packages available, one is PD, the other commercially available. When INCLUDEd into your source code, the runtime file is compiled in, and becomes part of the resulting object code, and so doesn't need to be loaded separately.
>
>I would like to be able to create fast standalone executables that
> do not require a runtime program.
Fast?? How's this? I have the source to the Seive of Eratosthenes benchmark (prime numbers benchmark), and ran it in 3 configurations: Atari Basic, ACE C, and Action!, and the difference was mind-boggling. The screen DMA was turned OFF for the test, to give an equal comparison. My most optimal Atari BASIC code ran the 10 iterations in 68 minutes (yes, MINUTES!), ACE C did it in just over 2 minutes, a minute 45 seconds after running the code optimizer, and Action! did it in (believe it or not!) 12 seconds! At first I did not believe this time, so I put into the loop to print the result at the end of each loop, and left the screen on. At just over 18 seconds with the screen ON, it confirmed the original time.
A lot of good programs have been written in Action!, with or without some assembly code thrown in. BBS Express Pro! is a prime example of what Action! can do.

I just looked up, I'm ranting again, sorry. If you can find an Action! cart, get it. Don't bother with the disk version, its not an official release, and I had problems with it.

Hope this helps....

4783. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <597m2a$gi3@dfw-ixnews3.ix.netcom.com>
Source record: 77864

American Techna-Vision still has some of the Editor/Assembler
cartridges (without plastic cases) available for $4.00 ea. plus $3.25
shipping. These are not the best product to use in 6502 programming,
however the price is right and doc's have been available on the net in
the past. If you are interested, contact American Techna-Vision
15338 Inverness St.
San Leandro, Ca. 94579
Phone: 510-352-3787
MasterCard, Visa -- Est. 1973

Also available: Printer Interfaces
Atari Power Supplies / SIO Cables ect. - Ralph

4784. Bulk-Mailing Software

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: jorge@mailloop.com
Message-ID: <597oej$k94@crawler.dlc.fi>
Source record: 77865

```
Mailloop is bulk mailing software that will revolutionize how
people advertise on the internet.

See what all the fuss is about...

http://www.mailloop.com
```

4785. Re: Scott Adams Adventure Series

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: followel@sprynet.com
Message-ID: <32b878ee.1428966@news.sprynet.com>
Source record: 77866

On Sat, 14 Dec 1996 15:47:50 -0800, BobKlaas <bobkla19@tcd.net> wrote:

>Ok So I LIED!...
>
>JTS, owns all the copyrights Atari Corp held. Reason I know is that I
>have been talking to them within the past couple weeks. They JTS still
>place value on those rights. I am not an Attorney but I think if you or
>anyone that wants to have accurate information would check with one will
>find that If YOU, by your actions of placing their Software out to the
>public with or without charges being received, you in fact impeed their
>sale of the product they own the rights to and they have the right to
>take legal action to regain lost sales???
>
>Just an opinion, not fact but from what I have been advised I will
>reguard it as fact and seek the Owner of a Copyrighted product
>permission with compensation prior to my releasing anything now owned by
>myself. And will have it backed up in writting..ie: contract of some
>sort.
>
>bob
>
>
Bob,

I'd say you're right, but, like the original post said, no one
knows who owns the rights to these particular titles. JTS might own
all the stuff Atari owned but Atari never owned the rights to any of
the Scott Adams / Adventure International stuff. Still, someone must
hold these rights. I only wish I could find out who it was.

Sincerely,
- Byron Followell
followel@sprynet.com

4786. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E2LI1F.I5z@nonexistent.com>
Source record: 77867

-
-Most entertaining and long term playability its Alternate Reality.
As
-for RPG I think it has to be Ultima IV. Ultima III was too
small/short.
-
-Steve

I Really like the opening music to AR the city (In fact, I like all
those Gary Gilbertson songs, tail beta, those demos (passionately and
others). and want Gen midi files of them. Anyone got?

The thing I hated about Ultima iv was (a) the way it accessed the disk
as you wandered around Sosaria (not just towne/castles/dung entry)
and (b) the Ankh that came with it broke off my keychain.

yogi

I still like Ultima iii (Too short? Too short? How long did it take
you to finish iii and 4?!)

4787. MTG Clearance Flyer

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-18 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <pzE2Luw.rldetlefsen@delphi.com>
Source record: 77868

November 1, 1996
Due to slow sales and lack of involvement, I'm having a two step clearance sale.
Step 1:all orders postmarked through Dec. 31, 1996 will be discounted 30-80%. If enough postage is not included, items will be removed to adjust for it. Request the Clearance List. I'll post this list to Delphi, CIS(MTG96S.ARC), and on Internet when I find a place. Its 1225 lines(57K) as text, 538 lines, ARCED and UUENCODED.
Orders postmarked afterwards can be returned or held till after the Feb show, your choice.

Step 2:I've decided to stop reselling previously owned and clearance Atari merchandise as of February 28, 1997. This puts it after the Houston show. No more lot buys, no more requests, and little chance for back orders to get filled. If its not on the list, don't ask 'cause I won't look. Prices will be discounted 30-80% for sales and orders as of the show date, postmarked through Feb 28, 1997.
I'll keep what I want of whats left, return the consignment stuff to their owners, and send everything else to the land fill. Once its in the dump, its gone forever. If anyone wants to bulk buy, I'll make a price. I WILL continue with other projects. Global Atari is one.
I'll spend much more time writing software and doing hardware projects, for me anyway. And I'm starting a new service.

One quirk is that people tend to want the stuff I have only one of. That leaves 2, 3, or 4 people that don't get it. With these items being extremely rare and without support of the manufacturer(those that still exist) or release of copyrights, I'm going to act as a liason for "ESP", End user Support Program. Send me (on disk or via email, ASCII-no document files) a list of the stuff you aren't using and stuff you want to find. Include your email & postal addresses. I'll make disks to include with orders, send as requests, upload as email, and post online(ESPymm.ARC). All of you end users can then get together to exchange software or hardware as needed. If you bought something for a onetime deal, or decide that you don't like it, or just don't use it anymore, put it on the list with a suggested price, shipping extra.

Postal Mail or Email to an address above.

The updated Magazine list will be made available soon.

Rick Detlefsen

4788. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32c5a58a.14492730@news.networx.net.au>
Source record: 77719

"m.kangas" <kangas@lily.ee.cornell.edu> wrote:

>
>I picked up an old Atari 800 (w. 48k RAM) and accompanying odds & ends
>(410 tape, basic cart, etc) as a Christmas present for my 12-yr old
>cousin. I'm hoping to get him to start playing around with it,
>programming-wise, just to get those gears in his head turning...
>
>So, would anybody have the *SOURCE CODE* to an/any old Atari Basic game
>that'll work on the 800? Not a disk image, but source I can print out
>(from unix, windows, or mac) for him to type in?
>
>(yeah, ideally I'd find some old book on programming these things, but I
>just haven't run across one yet)
>
>btw, I have found the Atari Basic reference at
>http://student.uci.agh.edu.pl/~tatar/Atari. If the author is reading
>this... thanks. :)
>

Sure, I've got heaps of BASIC games that I can port to my PC as TEXT.
I'll get back to you when I've done a few of the best ones. I guess
they will be typed into the 800? Boy, that'll keep him busy for quite
some time. But the result I'm sure will be very pleasing :)

Steve.
"ATARI.....==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4789. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: Thomas Main <main@conrad.appstate.edu>
Message-ID: <Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
Source record: 77720
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Toad's prices for used ST equipment are way too high, IMO. Last week, an
Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
Compare this with the $299 "special" Toad is offering on USED STe's.
Also, a few days ago on this very group someone was selling a VERY nice TT
for $300. I think people in this group ought to write to Toad and tell
them that we are not willing to pay these prices! I know that Toad has
long supported the Atari platform, but that is not an excuse to excercise
price gouging. If you agree, write to Toad "Toaday" and let them know
their prices are way off. I think the Atari community will be better off
with realistic prices set for equipment.

On Mon, 16 Dec 1996, Dave Troy wrote:

> THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!
> --
>
> AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!
> --
>
> ATARI 1040ST and 1040STE Computers!!
> We have used Atari 1040ST computers available for $199 and used Atari
> 1040STE computers available for $299! New STE computers available
> too! Call for pricing! Order yours today!
>
> IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!
> ---

4790. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59cb2f$ui@login.freenet.columbus.oh.us>
Source record: 77721

Omar Pualuan (opualuan@oboe.calpoly.edu) wrote:
: geez... sounds like you're in a time warp to the past or something...
: complaining about windows 3.1, like that's current, not even mentioning
: windows nt 4.0.... and then saying that you saw a mac once, that had a

Doesn't NT need HUGE amounts of memory?
I got by with 5MB on my old,dead PC using Linux.
Anyway,most people will be using 95,not NT.(which is really not for
personal use)

: b/w screen and funny pictures.... well, at the time the mac only had a
: b/w screen, pc users had the joy of Hercules green monochrome (4 shades
: of puke if you upgraded to a color card, 4 ugly cga colors if you
: splurged on a cga monitor)... so what exactly do you USE computers for,

Sure,if you use a monitor.But if you use a TV/composite monitor like a
normal computer,you get more colours.
(with a CGA.MDA can't use composite video)
On my Apple,640x200x1 graphics gives you 16 colours.But 640x200 text mode
is B&W.I assume that my graphics card is turning off the "colour burst",
like the CGA can/does.That's why you see each mode list twice in a list of
graphics modes that the BIOS can take.But I don't remember seeing two
modes for 640x200.Does 640x200 produce colours on a Tv,anybody?

I use computers for programming,gaming and telecomunicating.
I was also using a spreadsheet on my PC for a while.
It was MultiPlan.It had all sorts of complex features,and it worked on a 64k
PC.(assuming DOS 1)

: anyways? The reason GUI's were invented were to abstract data to a
: degree where the user is in touch, but is able to sort through more
: information faster than text-based systems.

I don't see the point.Why does a text editor need graphics?
(and don't say to imbed graphics,you could use a GIF editor for that)
Why does listing files in a directory need graphics?
I remember some some GUI I downloaded for the atari.I wrote if off as useless.
(later,when I got a ST,it had the SAME interface)
I've never seen any benefit gained by Window's programme manager.
No new features.In fact,features in MS-DOS that I took for granted (like
control-C) are missing.

But the point isn't the Windows OS,but the GUI.(program manager and USER.EXE)
I just don't see any new feature provided by these,and many bad features.
(programmes can't switch graphics modes or use text modes.Memory leaks)

: look at your calendar...it's not 1986....

It not!?!
--
The Doctor

4791. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59cc3g$6f4@login.freenet.columbus.oh.us>
Source record: 77722

David A. Paterson (davepat@total.net) wrote:
: In article <594a21$qf5@freenet-news.carleton.ca>, ai123@FreeNet.Carleton.CA
: says...
: >
: >
: >Whats the best assembler for the Atari 8 bit? I would
: > like to get something that uses makes good use
: > of macros, string (or at least macros to print/get strings),
: > etc.

: Mac65 is great, but John Harris' MAE is pretty neat too, esp for upgraded
: xl/xe models. Even supports the 65816 opcodes, for the few of us that have
: 'em.

: >Should I learn Action? I know 6502 pretty much forwards
: > and backwards since I coded my 6502 sim package, but Action
: > may offer lots of higher level goodies?

: I'm in the midst of learning Action, and I gotta say, Atari should have
: licensed it and dumped BASIC. Modular programming, not too hard to use, and
: FAST!

: >I've never used Action, so im a bit confused by all the
: > talk about it. There is a cartridge and a disk version? There
: > is a version that requires a runtime and one that does not?

: All Action programs require the cart UNLESS you compile with the runtime
: package. Once compiled with the runtime, they do just fine on any machine.
: Russ Wetmore wrote HomePak in Action!; he wrote a series in ANALOG about
: Action programming. There's also a tutorial series available from Umich.

Does much bigger does the runtime make the programme file?

: Action only supports BYTE, INT and CARDs, though - floating point requires
: the toolkit and isn't quite as elegant or easy.

If modular and assembly programming is so easy,can you just create macros
that call the OS's FP routines?
--
The Doctor

4792. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59cdf6$di6@login.freenet.columbus.oh.us>
Source record: 77723

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
: > Robert Smith Ely (rely@ix.netcom.com) wrote:
: > : In <58j149$b0t@login.freenet.columbus.oh.us>
: > : dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: > : >
: > : >Robert Smith Ely (rely@ix.netcom.com) wrote:
: >
: > : >How can you set the "Null modem" for originate/answer when a "null
: > : modem"
: > : >is just a RS232 cable?!?
: >
: > : I missed a couple of things. You don't set the null modem to
: > : originate/answer, you set the comm programs. One has to be the calling
: > : party and one has to be the host/answering party. If poth are set to
: > : answer (ATA) you get no communication.
: >
: > You're still not making sense.If you're null-modeming then no one is the
: > "calling party" since there's no modem nor phone involved!

: I believe the point he is trying to get across is that the Carrier
: Detect line should be wired up, since some programs require it to
: 'answer' and talk. (i.e. they refuse if no carrier detect).

No no,he actually says to press "G" in Bobterm.
(or whatever key it is that sends ATX2D or something like that)

: > : You're right about the PRC not doing 19200. I got so use to using
: > : my MI/O at 19200, I simply forgot. The PRC can do up to 9600, but you
: > : need a patch to the R: handler to get that fast. I forget, but I think
: > : the PRC abd 850 max, normally ar 2400 or 4800bps. I'll locate the patch
: > : and e-mail it to anyone that needs it.I'll also post it to the Umich
: > : archive.
: >
: > I don't know about the 850,but the P:R:C can go at 9600.

: There are some revisions of the PRC that support 19200, some only
: allow 9600. The handler of the 850 interface allows you to SET 19200
: baud, but it fakes it and does it buisness at 9600 anyway.

Actually,that IS supossed to be 9600.The 850 has 9600 listed twice.
The P:R:C handler just assumes that the 9600 is reall 19200.
This means that some programmes,meaning to get 9600,may get 19200 instead.

: > Perhaps 19200 could be done with ANTIC de-activated.

: Why? The SIO bus can easily sustain transfer speeds in excess of 56000 baud.

Yes,but the 6502 can't shift the byte out that fast,aparently.
(you're talking about POKEY's shifting speed)

: The only speed restriction is due to poorly written handlers. I commonly
: use APE's R: handler to talk at 56k BPS via the SIO port to
: my PC modem.

I think that the APE handler just gives the byte to POKEY to shift out a
bit at a time.But the POKEY chip doesn't do all the same baud rates as RS232.
So the 850/P:R:C handler just manualy shifts out the byte a bit at a time.

The last I read,APE only did 19200 on the R: port.It did almost 58k on
disk access.Logic would dictate that it just sends a bit at a time (to POKEY)
and that it's just a better handler than the one for my P:R:C.
(in disk access,it sends a whole byte to POKEY at a time,and POKEY handles
the shifting)

I hope I made this clear.Of course I could be wrong about the whole
thing,but my explanation explains why R: handlers (and T:) don't make the
usual SIO noise like disk drives and et cetera,even when at 19200.

: You might improve the performance of a poor hander by turning off ANTIC
: but the best solution is to just write a better, faster handler.

Maybe 19200 is possible with a better handler.Beyond 19200,I don't know.

Does your APE make any noise when "talking" with your modem?
If it doesn't,then it's sending bits.If if makes the (non-ultraspeed) disk
access noise,then it's sending whole bytes to POKEY.

If the P:R:C does use bit access,I always wondered why it doesn't supply a
clock signal to the Atari so that POKEY could use the normal RS232 baud rates.

--
The Doctor

4793. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <59c6s3$52c@alexander.INS.CWRU.Edu>
Source record: 77724
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Before somebody says something about the Toad ad, I wanna jump in.
Thanks Toad. We don't get many stuff like this, you're the last
(maybe just a few left).

4794. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59cdpd$f7f@login.freenet.columbus.oh.us>
Source record: 77725

Bravo Sierra Computers (bensmith@teleport.com) wrote:
: On 10 Dec 1996, Daniel Klugh wrote:

: > Robert Smith Ely (rely@ix.netcom.com) wrote:
: > : In <329dbad8.4294574@news.magg.net> eightbit@magg.net (eight) writes:
: > : >
: > : >To All -
: > : >
: > : >Hello! I am using an Atari 800XL with P:R: Connection with a P133 PC I
: > : >am trying to transfer Atari files from the PC to my eight-bit Atari.
: > : >Can I get some help/tips on how this is done?
: > : >
: > : >Thanks,
: > : >
: > : >eightbit@magg.net

: Hello Robert, this is how I transfer files between my 800xl using an 850
: Interface and my Atari ST. It should work for you. I don't have a Null
: Modem Cable or an SIO2PC. Bob Puff of CSS told me that neither the P:R:
: Connection nor the 850 Interface can reliably do over 2400 Baud. I have a

I think you mean 9600,not 2400.

: Modem hooked up to my ST and a 2400 Baud hooked up to my 800xl using an
: 850 and BobTerm. To hook the 2 Computers together, I string a long Phone
: Cable between the two Modems and plug them into the RJ-11 Jack (RJ-11?)
: that usually plugs directly from the wall jack. Set both Modems at
: matching speeds. No higher than 2400 Baud or the 850 (According to Bob
: Puff) will drop Characters. Have the 8 Bit to send the Originate Signal
: with BobTerm and Answer on your PC. If necessary, reverse which Answers
: & Originates. Once you've Connected with BobTerm you can transfer with
: Y-Modem Batch or even F-Modem Batch (If PCs Support F-Modem).

huh.I always wondered if that would work.I could never do it.
Of course what's the point?
Why not just bypass the modems and connect the RS232 ports of the Atari
and PC via a null modem and gender changer?
(which I always call the "Gender Bender")
If downloading to the Atari,you can use A-Tar-Z modem,from umich
archive.(via FTP)

--
The Doctor

4795. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <59c6vr$5fi@alexander.INS.CWRU.Edu>
Source record: 77726

```
(Doc asks why not use a BASIC usr for disk i/o.)
10 close #1:close #2
20 open #1,4,0,"file1.ext"
30 open #2,8,0,"file2.ext"
40 trap 100
50 get #1,x
60 put #2,x
70 goto 50
100 trap 40000:close #1:close #2:end
```

Last time I did this, I use it to get rid of 13 bytes at the
beginning of a A8 file I transferred to A8 on a hp48gx. The
hp put the 13 bytes of garbage at the beginning. You can use
it to, say put a small header on, etc.

```
10 close #1:close #2
20 open #1,4,0,"file1.ext"
30 open #2,8,0,"file2.ext"
40 iocb1=848:iocb2=848+16
50 poke iocb1+2,7:adrhi=int(adr(a$)/256):adrlo=adr(a$)-(256*adrhi)
60 poke iocb1+4,adrlo:poke iocb1+5,adrhi
70 poke iocb2+2,11:adr2hi=int(adr(b$)/256):adr2lo=adr(b$)-(256*adr2hi)
80 poke iocb2+4,adr2lo:poke iocb2+5,adr2hi
90 poke iocb1+8,1:poke iocb1+9,0:poke iocb2+8,1:poke iocb2+9,0
100 x=usr(adr("hhh*LVd",16)
110 error=0:status #1,error
120 if error<>0 then close #1:close #2:goto 500
130 x=usr(adr("hhh*LVd"),32)
140 error=0:status #2,error
150 if error<>0 then close #1:close #2:goto 500
160 goto 50
170 rem I forgot 5 dim a$(20):dim b$(20)
500 ? "Error #",error
510 end
```

Now, that was a bit annoying, I don't remember stuff like this
and have to look it up. It took me an hour, during which time
I argued with my daughter, did my constitutional and just
generally agravated about it.
Now you know why I just prefer just to do the first one, Doc?
(And I didn't debug the code and probably have errors in the
second one.)

4796. Assembler, Action!, and copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <59cdd2$284s@usenetp1.news.prodigy.com>
Source record: 77727

Bill W makes a good point. I'm pretty sure you can still buy "legit" Fine Tooned packages for Action, Mac65, Basic XL, Basic XE, and all the rest from B&C Computervisions at 408-986-9960.

- bostone

4797. my 810 drive doessn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <59cdlp$1n0m@usenetp1.news.prodigy.com>
Source record: 77728

One possibility...
There are two sliding switches in the back of the drive that determine which number drive it's identified as. They have to both be slid to the left (if you're facing the back of the drive, looking at the switches) to allow the computer to see it as drive #1. I use a pencil to get into that little hole to push them over.

- bostone

4798. Re: How do I run games in the xf25 emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32c6a70f.14881379@news.networx.net.au>
Source record: 77729

Peter Hinz <peter@vis.co.za> wrote:

>I've downloaded the xf25 emulator and some collection of old
>classics (the file is it .atr format). Now the big question is, how
>do I run the programs inside?
>
>Any help would be appreciated.
>peter@vis.co.za
>
>Thanks

When you start the emulator, add a line to reference the disk image-

for example:

XF25 MULE.ATR

this will place the ATR image file as disk drive 1 when the emulator
starts. You can add up to 8 ATR files on the command line.

XF25 MYDOS.ATR DISK2.ATR DISK3.ATR etc etc

If you dont want basic when you start I think that adding a switch
(-NOBASIC) will work. Or try SHIFT+F10 when it's running to re-boot
without basic.

Good luck.

Steve.

>Peter

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4799. Re: my 810 drive doessn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: Omar Pualuan <opualuan@oboe.calpoly.edu>
Message-ID: <32B94EE9.5C65@oboe.calpoly.edu>
Source record: 77730
Cross-posted to: comp.sys.atari.8bit,alt.comp.hardware.homebuilt

tried that... tried 2 different cables as well...

so, anyone got any more ideas, or can someone sell me a WORKING 810 or 1050 drive?

also, I'm looking for an 850 box and a cheap joystick.

4800. Re: R-Time8 cart pass thru busted

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: jim petit <jpetit1@airmail.net>
Message-ID: <32B9CCE9.4E79@airmail.net>
Source record: 77731

David A. Paterson wrote:
>
> My R-Time8 won't pass through to another cart anymore. The clock works
> fine; I can plug it into SDX, no problems, but the second I try to
> mount Action on top of RTime on top of SDX, Action ain't there. I've
> done the swaps etc... and yes, it definitely is the RTime pass though
> that's gone. Anyone know how to fix it?
> --

Have you checked the solder joints yet? If not, take the case apart and
run an iron over all the connecting joints. Might have just come
loose. Hope this helps.............................j

4801. Re: FILE:GTIATEXT.BAS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-1912962128210001@port59.bitstream.net>
Source record: 77732

In article <59c7ra$clc@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

> Since everyone is making up new modes,I thought I'd get in to the act.
> Here's the new GTIA text mode(s).
>
(code snipped)
>
> This will allocate 4k (16 pages of memory) from the top (above graphics
> memory),activate a RAM character set,create said character set,switch to
> GTIA GR.11 + GR.0,and print out some colour bars using the RAM character set.
> Basicly,this gives you 40x24 text mode,with each character being 2x8x16.
> This is the same as GR.11,but since it's text mode,there's only 1/8 as
> much data to move around.Good for BASIC or modem games.
> (note:MyDOS's DUP will switch back to the ROM character set,but doesn't
> de-allocate the memory)
> Switch the last number on line 70 from 192 to 128 to get GR.10+GR.0 mode.
> Switch it to 64 for 9+0 mode.
> (and switch the last number on line 80 from 8 to 0 to make the bars look
> right in 10+0)
>
> Notice that I list it as 11+0.You could also have 11+1 or any other
> combination of CTIA mode (set with the display list) with GTIA mode.
> (set with GPRIOR (POKE 623))

I also discovered this trick years ago. The clue that tipped me off was
that there was no option for a text window in the GTIA modes. Turns out
the text would be unreadable since GPRIOR affects mode 0 the same as does
mode 8 to get the modes 9, 10, and 11. (You could get around this with a
DLI, but standard graphics modes were always simple display lists.) The
only commercial software I've seen that seems use this trick is Murder on
the Zinderneuf.

Mark
marksim@bitstream.net

4802. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: Brian-Roland Miller <brmiller@tiac.net>
Message-ID: <32B8CC44.51D2@tiac.net>
Source record: 77733
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

Thomas Main wrote:
>
> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> Compare this with the $299 "special" Toad is offering on USED STe's.
> Also, a few days ago on this very group someone was selling a VERY nice TT
> for $300. I think people in this group ought to write to Toad and tell
> them that we are not willing to pay these prices! I know that Toad has
> long supported the Atari platform, but that is not an excuse to excercise
> price gouging. If you agree, write to Toad "Toaday" and let them know
> their prices are way off. I think the Atari community will be better off
> with realistic prices set for equipment.
>

I suspect they're trying to liquidate their remaining inventory without
too much of a loss. Now that they're in the PC business, all that old
ST equipment is taking up room and costing money to store, heat, and
air-condition. If you mention prices, they'll probably come down.

I thought STeve Kipker's STeve's Atari Sales was the last Atari-only
bastion, but even STeve has been forced to go Macintosh. But he hasn't
made the intimations that he is dropping TOS support (like Toad has).

BR Miller
Boston, MA

4803. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: "David C. Troy" <dave@beast.toad.net>
Message-ID: <Pine.LNX.3.95.961219165154.10481A-100000@beast.toad.net>
Source record: 77734
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Thu, 19 Dec 1996, Thomas Main wrote:

> Toad's prices for used ST equipment are way too high, IMO.

We set our prices based on two basic principles: supply and demand. In our experience the prices on that equipment are agreeable to the people who buy it, hence their inclination to purchase.

With all due respect if you would like us to lower our prices, you will need to either increase supply or decrease demand. :)

Dave

4804. Re: ATARI 1040 ST package for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: krash@junction.net
Message-ID: <32bad627.2042111@news.junction.net>
Source record: 77735
Cross-posted to: comp.sys.atari.st,maus.biete,maus.sys.atari.talk,comp.sys.atari.8bit,comp.sys.atari.st.tech,maus.suche,alt.music.midi,fr.petites-annonces.informatique,alt.atari-jaguar.discussion,fido.ger.flea,nl.markt,rec.music.makers.marketplace

The Atari remains an excellent sequencing platform,
>
As far as I'm concerned the Atari 1040 is THE BEST for editing midi
files, I have a program called Edit Track, simple, easy to use, and
the Atari was BUILT FOR MIDI< it was the first, and I still use it
over my IBM..... no hardware arguments, as they used to say, TAKES A
LICKING AND KEEPS ON TICKING!!!!!!!!!!!

Kevin "KRASH" Kienlein - Amateur Radio "VE7EGD" Vernon B.C., Canada
email to; krash@junction.net Home Page http://www2.junction.net/~krash
Hello from the Beautiful Okanagan Valley in British Columbia
Always looking for Country, Country Rock and Old R&R MIDI files
"Never Give In! Never Give In! NEVER! NEVER! NEVER!" Sir Winston Churchill
Check out; http://www.net-talent.com

4805. Re: my 810 drive doessn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32B9E2E1.60F1@tcd.net>
Source record: 77736
Cross-posted to: comp.sys.atari.8bit,alt.comp.hardware.homebuilt

Ok will post to both. What you didn't tell us was where the drive selection switches were set. From what you are saying it does not see the drive out there as D1:. If you had a problem and the computer actually accessed the drive you would have BOOT ERROR all over the screen as it attempted to access a bad disk or a disk it couldn't read.

Look at the back of the drive, right next to the power hole there is another hole, it has a set of switches in it..if you see a black and a white set one to the right or left of the other, then the drive select is not set right. Move both all the way to the left so that the black shows and the white is directly behind it..This is D1: setting. If the drive setting is correct, inside the drive on the side card all the way to the back and about in the middle is a LM 3086 or a CA3086, this can cause the drive not to be selected by the computer...my guess its the drive select switches..??

bob

4806. X-former Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: terryb@bloomington.in.us
Message-ID: <59a7bd$j5v@news.hoosier.net>
Source record: 77801

Does anyone have the instructions to make an X-former cable??
I desperately would like to hook up my 1050 drive to my ST.
I do know the ST X-former cable and PC X-former cable are the same.
but thats about it.

Thanks

4807. R-Time8 cart pass thru busted

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: davepat@total.net
Message-ID: <32b89a66.0@news.total.net>
Source record: 77802

My R-Time8 won't pass through to another cart anymore. The clock works fine; I can plug it into SDX, no problems, but the second I try to mount Action on top of RTime on top of SDX, Action ain't there. I've done the swaps etc... and yes, it definitely is the RTime pass though that's gone. Anyone know how to fix it?
--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

4808. Re: Re: Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: itztrapper@aol.com
Message-ID: <19961219040200.XAA09937@ladder01.news.aol.com>
Source record: 77803

In article <32B639D2.5CEA@mail.utexas.edu>, robert wrote:

>seems there is a consensus that atari assembler/editor is marginal.
>mac/65 appears the way to go,

Also take a look at Mae and Kasm (should be at Umich) both are very nice,
and Mae has some really fine tools built in. A nice thing about Kasm is
that obj files produced don't have to be de-seged

4809. Re: Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: itztrapper@aol.com
Message-ID: <19961219040200.XAA09938@ladder01.news.aol.com>
Source record: 77804

In article <5968ci$1h8@star.cs.vu.nl>, ipoorten@cs.vu.nl wrote:

>One word: AtmasII
>
>Ivo
>
>--
>Ivo van Poorten
>ipoorten@cs.vu.nl ivo@let.vu.n

I too used to look for and use lots of macro's...however, I started to notice a lot of macro creep in files... now I've got a set of includes that I use... As far as the best Assemble goes, I can't recall the last time I booted Mac/65... Mae and Kasm are tops on my list.

4810. FS: C64 & Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E2nBFo.J9v.0.bloor@torfree.net>
Source record: 77805
Cross-posted to: comp.sys.cbm,comp.sys.atari.8bit

I have the following items for sale:

Commodore 64 computer, without power supply. Not tested. $10

Okidata Microline 182 printer, $20

Audiotronics amber monochrome composite monitor $12

Zenith ZVM121 green monochrome composite monitor $20

Multitech 300/1200 baud modem with power supply

Software:

Timeworks Data Manager for C64 and Atari, good database program,
with manual and box. $8

Silent Butler, bookkeeping program for Atari XL/XE computers $7

Books:

25 Advanced Games for the Commodore 64. $4

Prices do not include shipping. Payment must be made in US funds.
Cash, checks and money orders are accepted. I can only ship to
the US and Canada. All items are tested and working unless otherwise
noted. Please reply to bx557@freenet.toronto.on.ca.

--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

4811. Re: Apple II (and other old computer) books

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: ds_spenc@alcor.concordia.ca
Message-ID: <59b3n8$l2i@newsflash.concordia.ca>
Source record: 77806
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc

Sheldon Simms (sheldon@atlcom.net) wrote:

: Sanyo MBC 550/555 User's Handbook, by WSI (what the heck is a Sanyo MBC 550?)

The Sanyo MBC 550 is a 3.6MHz 8088-based machine that runs MS-DOS.
Apparently it shipped with 128K, but was expandable to 256K.
It had an 80-column display, and 640x200 8-colour graphics.
The 550 came with a single 160K 3�-inch floppy drive, and the 555 came
with two drives.
It shipped with WordStar and CalcStar, BASIC and some other software.
The thing looks like an old VCR with a keyboard or something.

I've never seen one, I've only seen it's picture and some basic stats in
a book I borrowed from my university's library. Reference is:
Longley, _The Microcomputer Users Handbook 1985_, p.286. (Sorry, that's
all I wrote down - so I could find it again.)

If anyone has any more info on the machine, I'd love to hear it.
Unfortunately, though, this is off-topic for most of the newsgroups this
is posted to. ;)

: --
: W. Sheldon Simms III - sheldon@atlcom.net

+--Fan of The Prisoner & Babylon 5--Citizen of the Republic of Baie d'Urf�--+
|Doug Spence // A1200 This space unintentionally |
|ds_spenc@alcor.concordia.ca \X/ A1000 left blank |
+--Beginning Microcomputer Collector----------PowerMonger Territories: 112--+

4812. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <59b3kn$6ls@freenet-news.carleton.ca>
Source record: 77807

Robert Smith Ely (rely@ix.netcom.com) writes:
> In <597a8t$bfe@freenet-news.carleton.ca> ai123@FreeNet.Carleton.CA
> (Steven J. Tucker) writes:
>
>>
>>Yes, Bobterm does transfers well at 56kbs with no loss. Bobterm itself
>> it not responsible for buffering and queueing of data, the
>> handler is. All Bobterm does is call the 'get one byte' portion
>> of the R: handler.
>>
>>The R: Handler itself handles the baud rate and data exchange. So
>> no matter what the R: hander tells bobterm, it can work the
>> pokey as fast as it likes.
>>
>>Steve
>>
> Steve, Now, where can I get such a handler for BTM 1.21. Mine will only
> do up to 19200 (selection in BTM) or is ther a way to reconfigure
> BTM/the handler to go faster? Inquiring minds want to know. Heh...

You can just boot BobTerm w/ APE and it will load the
hander for you. The numbers you see at the top of the
BobTerm screen are just placeholders, they dont really
represent the actual baud rate.

For example, the 'slot' that normally uses 19.2k in the R: handler
I replaced with a 56k handler. So the screen says 19.2k, but
the handler does its job at 56k.

When you deal with a device like the 850/PR connection, the
data bus transfer rate is not the bottleneck restricting your
communications to 9600 baud. This is sort of an
'urban legend' with the Atari. I constantly hear stuff
like 'the sio port can only work at 9600 baud', etc.

The real problems are:

1) the UART/RIOT/Controller in your device just cant keep up above
9600 baud. I.e. the atari is pumping out data fast
enough, but your interface is a dog.

2) your handler cant get data from/to the atari fast enough to
work above 9600 baud. i.e. your interface is keen, but
the handler is written in turbo basic :)

Because the UART in most PC's is designed to offload the task
of sending/recieveing data, even the slowest PC's can usually
keep up with 56k communication when not time sharing and with
a little creative interrupt handling.

I believe the 850 uses a 6507 and a RIOT chip to shuffle data
around (im not sure about the RIOT, it might be another atari chip) and
can only go so fast. If you wrote a new rom for the 850 it
might be possible to boost its speed upto 19.2k or above.

Sounds like a project ;)

Steve

4813. Re: X-former Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32B92A81.1669@ncweb.com>
Source record: 77808

Darek Mihocka sent out a mailing with the directions on how to make this cable. Then, when he found out that people were ACTUALY going to build one to use with Xformer 3.5, he sent them foul e-mail, calling these people (myself included) "cheap xxxxxxxxx" for not BUYING the ones he had in stock!

I've still got the instructions ... I think I blew away the jpeg scan I made of it. When I get my scanner back later in the week (today or tomorrow), I can rescan it for anyone who wants to use it. However, YOU MUST have the 3.5 software for it to work. Forget about asking for an
upgrade from 3.2/3.3 to 3.5.

Bill
--

```
*********************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
*********************************************************************
```

4814. Mac/65 manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <57a_9612191241@idn.nl>
Source record: 77809

I have the MAC/65 manual as a text file. A small part is missing,
though. I don't exactly remember where I got it from, but i do
remember it had that part part missing when I got it.

I just read about the Atari 8bit Manual Archive, and I think it is a
great idea. I will check it out tomorrow and if nobody has uploaded
the MAC/65 manual by then, I will 'up' mine, and other stuff I might
have.

Maybe somebody with the official docs can then supply the missing
part. The part I'm missing falls between chapter 3.5.4 ("Operators:
.OR .AND .NOT") and 3.5.8

```
_ __ _ _ _ 'Ni', 'Peng', and 'Nuuuu-wom'!
| `_ \ (_) __ | |__ __ _ _ _ __| | (Monty Python and the Holy Grail)
| |_) || | / _|| '_ \ / _` || '_|/ _` |
| _ < | || (_ | | | | (_| || | | (_| | Richard Douwes - NL-9171 LR-37
|_| \_\|_| \__||_| |_|\__,_||_| \__/_| Richard.Douwes@hcc-lwd.idn.nl
```

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.

4815. Re: X-former Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <59be5f$stf@sjx-ixn2.ix.netcom.com>
Source record: 77810

In <59a7bd$j5v@news.hoosier.net> terryb@bloomington.in.us (Terry Borah)
writes:
>
>Does anyone have the instructions to make an X-former cable??
> I desperately would like to hook up my 1050 drive to my ST.
>I do know the ST X-former cable and PC X-former cable are the same.
>but thats about it.
>
> Thanks
>
Terry,
OOPS... I gave you the info for the SIO/APE cable. I'll look for
the other cable info and get back tomorrow (if noone else does it
first.)

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4816. Re: Book - Your Atari Comes Alive.

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <59bdqk$ql6@sjx-ixn4.ix.netcom.com>
Source record: 77811

In <32B86D01.5658@ix.netcom.com> Brian Burns <b_burns@ix.netcom.com>
writes:
>
>I have a book called "Your Atari Comes Alive"
>which has details how to build switches and
>sensors the Atari could control. This book
>came with a disk which I lost. Does anyone
>have a disk image of the disk that originally
>accompanied the book?
>
>Brian Burns
Brian,
I have that disk, but at the moment (at least til after the
Holidays) I won't be able to do much about getting that to you. I have
the 8-bit down. It's got a couple of problems, drives wise, that I need
time to work out. I hope someone else can help, but if not, e-mail me
In January and I'll do my best yo get you the files in bot .ARC and
ATR files. Not a big deal, just really busy right now.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4817. Re: X-former Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <59be28$qnt@sjx-ixn4.ix.netcom.com>
Source record: 77812

In <59a7bd$j5v@news.hoosier.net> terryb@bloomington.in.us (Terry Borah)
writes:
>
>Does anyone have the instructions to make an X-former cable??
> I desperately would like to hook up my 1050 drive to my ST.
>I do know the ST X-former cable and PC X-former cable are the same.
>but thats about it.
>
> Thanks
>
Terry,
That info is in a couple of places. Try the FAQ (see the message
Welcom to comp.sys.atari.8bit for the location) in a message above. It
is also detailed in the program files for SIO2PC and APE10x, both
available at gopher://gopher.archive.umich.edu:7055/11/atari/8bit.
There are other places, but I can't remember at the moment.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4818. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32B9C690.4DCB@zeus.fh-pforzheim.de>
Source record: 77813

for real coding...

macro-ass xe from torste karwoth (reset-proof and built in
text-editor, monitor, working without line-numbers...menue driven)
but needs 64k extended memory for minimum...

i code all my demos on this ass...

and the new quick-ass

bye HeAvEn/TQA

4819. Re: Demo help: music?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: nadkar <nadkar@zeus.fh-pforzheim.de>
Message-ID: <32B9C6F4.3E1@zeus.fh-pforzheim.de>
Source record: 77814

look at

http://ajax.umcs.lublin.pl/~mfranczak

the homepage of gumi where you can download all necessary files...

for further informations contact me...

heaven/tqa

4820. FILE:GTIATEXT.BAS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59c7ra$clc@login.freenet.columbus.oh.us>
Source record: 77815

Since everyone is making up new modes,I thought I'd get in to the act.
Here's the new GTIA text mode(s).

```
10 POKE 740,PEEK(740)-16:GRAPHICS 0:F=PEEK(740)*256
20 FOR I=0 TO 15
30 FOR J=0 TO 7
40 POKE F+(I+65)*8+J,I
50 NEXT J:NEXT I
60 POKE 756,F/256
70 POKE 623,192
80 SETCOLOR 4,0,8
90 FOR I=1 TO 15:? CHR$(I);:NEXT I
100 ? :GOTO 90
```

This will allocate 4k (16 pages of memory) from the top (above graphics
memory),activate a RAM character set,create said character set,switch to
GTIA GR.11 + GR.0,and print out some colour bars using the RAM character set.
Basicly,this gives you 40x24 text mode,with each character being 2x8x16.
This is the same as GR.11,but since it's text mode,there's only 1/8 as
much data to move around.Good for BASIC or modem games.
(note:MyDOS's DUP will switch back to the ROM character set,but doesn't
de-allocate the memory)
Switch the last number on line 70 from 192 to 128 to get GR.10+GR.0 mode.
Switch it to 64 for 9+0 mode.
(and switch the last number on line 80 from 8 to 0 to make the bars look
right in 10+0)

Notice that I list it as 11+0.You could also have 11+1 or any other
combination of CTIA mode (set with the display list) with GTIA mode.
(set with GPRIOR (POKE 623))

Hey,you know that I had to upload this from the Atari.I used FlickerTerm
and it's not half bad.
--
The Doctor

4821. Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59c88n$f77@login.freenet.columbus.oh.us>
Source record: 77816

BobKlaas (bobkla19@tcd.net) wrote:
: I agree with your posting. I sell used item that I aquire through
: auctio or outright sales..but I goe one step further, I run them through
: Atari's diagnostics and gurantee them for 30 days..and $35.00 for a
: stock working 130XE guranteed working is not out of order..

Can I pay COD?

: We all can buy items from thrift stores ect..but they are not complete
: and there is no way to tell at t

uh,it looks like your newsreader made a stupid!
--
The Doctor

4822. Re: my 810 drive doessn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32c4a412.14116493@news.networx.net.au>
Source record: 77817
Cross-posted to: comp.sys.atari.8bit,alt.comp.hardware.homebuilt

Omar Pualuan <opualuan@oboe.calpoly.edu> wrote:

>Hello... I recently bought an atari 800 with an 810 disk drive... the
>800 works perfectly, but the 810 disk drive does not appear to work (I
>knew the 810 didn't work when I bought it, in hopes that I could fix
>it). The 810's power and busy lights come on, it does that whirring
>startup thing, then the power light stays on, and the busy light goes
>off. I put in the master disk II to load dos, and typed DOS at the
>basic prompt. Instead, I got to memopad. I tried booting with no
>cartridges, and it booted to memopad. there doesn't seem to be any kind
>of interaction between the atari 800 and the 810 disk drive; there are
>no boot errors or anything.
>
>I have two cables that I tried, so I don't think that's the problem...
>is there anyway to test what's wrong??? could it be a bad cable, bad
>disk, bad peripheral port in the 800, or is something with the 800
>itself?
>
>Is it worth it trying to fix this, or does anyone have a *working* disk
>drive to sell me???
>
>Thanks in advance for your help.... please EMAIL replies to
>opualuan@oboe.calpoly.edu, as my news server sometimes skips over
>messages...

Have you tried checking the Drive # switches at the back of the 810?
there are two tiny slider controls, and both should be to the left to
set it for drive #1. You should be able to see a diagram showing the
settings as well. If this doesn't get it working, I would say that
there is something wrong with either the cable, or with the 800
itself. Hope to hear from you with good news..

Steve.

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4823. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-19 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59c962$jnc@login.freenet.columbus.oh.us>
Source record: 77818

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (Doc asks why not use a BASIC usr for disk i/o.)
: 10 close #1:close #2

You know I noticed this in otehr postings.Who's going to start a programme
with GOTO?

```
: 20 open #1,4,0,"file1.ext"
: 30 open #2,8,0,"file2.ext"
: 40 trap 100
: 50 get #1,x
: 60 put #2,x
: 70 goto 50
: 100 trap 40000:close #1:close #2:end
:
: Last time I did this, I use it to get rid of 13 bytes at the
: beginning of a A8 file I transferred to A8 on a hp48gx. The
: hp put the 13 bytes of garbage at the beginning. You can use
: it to, say put a small header on, etc.
:
: 10 close #1:close #2
: 20 open #1,4,0,"file1.ext"
: 30 open #2,8,0,"file2.ext"
: 40 iocb1=848:iocb2=848+16
: 50 poke iocb1+2,7:adrhi=int(adr(a$)/256):adrlo=adr(a$)-(256*adrhi)
: 60 poke iocb1+4,adrlo:poke iocb1+5,adrhi
: 70 poke iocb2+2,11:adr2hi=int(adr(b$)/256):adr2lo=adr(b$)-(256*adr2hi)
: 80 poke iocb2+4,adr2lo:poke iocb2+5,adr2hi
: 90 poke iocb1+8,1:poke iocb1+9,0:poke iocb2+8,1:poke iocb2+9,0
: 100 x=usr(adr("hhh*LVd",16)
: 110 error=0:status #1,error
: 120 if error<>0 then close #1:close #2:goto 500
: 130 x=usr(adr("hhh*LVd"),32)
: 140 error=0:status #2,error
: 150 if error<>0 then close #1:close #2:goto 500
: 160 goto 50
: 170 rem I forgot 5 dim a$(20):dim b$(20)
: 500 ? "Error #",error
: 510 end
:
: Now, that was a bit annoying, I don't remember stuff like this
: and have to look it up. It took me an hour, during which time
: I argued with my daughter, did my constitutional and just
: generally agravated about it.
```

: Now you know why I just prefer just to do the first one, Doc?
: (And I didn't debug the code and probably have errors in the
: second one.)

I have "Mapping The Atari" so all the numbers are at my fingertips.
I was fooling around with ACTION FONT and needed a way to load my
character set.(which used artefacting to get colour)
I had the machine code routine from "Mapping The Atari" so simply poking
in to a IOCB was all there was to it.The IOCB locations were also in
"Mapping The Atari".
I guess it seemed simple to me.
You know of course that you'll need TurboBASIC to run these programmes.
(or at least to convert them from .LST to .BAS files)
--
The Doctor

4824. Re: Mac/65 manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: morbid@best.com
Message-ID: <59ctvb$a1u@nntp1.best.com>
Source record: 77737

Richard.Douwes@hcc-lwd.idn.nl (Richard Douwes) wrote:

>I have the MAC/65 manual as a text file. A small part is missing,
>though. I don't exactly remember where I got it from, but i do
>remember it had that part part missing when I got it.

>I just read about the Atari 8bit Manual Archive, and I think it is a
>great idea. I will check it out tomorrow and if nobody has uploaded
>the MAC/65 manual by then, I will 'up' mine, and other stuff I might
>have.

Prolly won't happen... go ahead and mail it. ;-)

>Maybe somebody with the official docs can then supply the missing
>part. The part I'm missing falls between chapter 3.5.4 ("Operators:
>.OR .AND .NOT") and 3.5.8

I may have it, I'm not sure. I'll check...

Regarding up'ing manuals, just send them to morbid@best.com. I'll
take care of the rest...

4825. Re: Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: itztrapper@aol.com
Message-ID: <19961220074100.CAA02383@ladder01.news.aol.com>
Source record: 77738

In article <19961218023800.VAA18324@ladder01.news.aol.com>,
lenspencer@aol.com wrote:

>documentation in English. I just found a new Polish assembler that is
>said will produce the SpartaDOS X relocatable commands, but again, no
>English docs.

Where did you find that one? Having worked with the SDX lib functions,
I'd be interested in an assemble that compiled for SDX relocation.

4826. Re: Re: WTB: 8-bit comm program

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: itztrapper@aol.com
Message-ID: <19961220074500.CAA02435@ladder01.news.aol.com>
Source record: 77739

In article <19961218063301.BAA22615@ladder01.news.aol.com>,
lenspencer@aol.com wrote:

>I have also been using
>FlickerTerm 80, and with the high-speed handler I wrote for the MIO, I
>have always preloaded it to save the hassles.

Have you uploaded this handler anywhere?

4827. Re: Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: itztrapper@aol.com
Message-ID: <19961220074500.CAA02442@ladder01.news.aol.com>
Source record: 77740

In article <19961218023800.VAA18324@ladder01.news.aol.com>,
lenspencer@aol.com wrote:

>documentation in English. I just found a new Polish assembler that is
>said will produce the SpartaDOS X relocatable commands, but again, no
>English docs.

Where did you find that one? Having worked with the SDX lib functions,
I'd be interested in an assemble that compiled for SDX relocation.

4828. WTB: parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: bx557@torfree.net
Message-ID: <E2p8xH.FG2.0.bloor@torfree.net>
Source record: 77741

I need a parallel printer interface to connect a Star Gemini 10
printer to my 1200xl. I do not want an 850. I can spend about
$15 on this. If anybody has one of these for sale please email me.

Thanks,
Justin
--

| Justin R. Smith | Email: bx557@freenet.toronto.on.ca / bg302@scn.org |
| 5034 Sabra Avenue, Huber Heights, Ohio 45424 | Ph: (937) 233-2125 |

4829. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961220075900.CAA02564@ladder01.news.aol.com>
Source record: 77742

For a real treat try DL the "Drunk Chessboard or Recycle" demos from TAQUART, There the best yet.. Just as good as the clone demos. You'll be going back for more!

4830. Re: Wtd...1020 Plotter manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961220083400.DAA02942@ladder01.news.aol.com>
Source record: 77743

In article <596e68$6fv@macaw.cyberport.com>, cmoore@cyberport.com (cm)
writes:

>
>I need this manual, if anyone has one or can make a copy please
>email me, thanks,
>
I have an old 1020 in the box somewhere around here. When I find it, if
the book is still in it, I will figure a way to get you a copy.

4831. Re: X-former Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: Bill Somrak <cooncat@ncweb.com>
Message-ID: <32BA7D1A.1A29@ncweb.com>
Source record: 77744

I have the instructions for the Xformer cable .. These were published in one of Darek's direct mailings. I've scanned the page, converted it to a MS Word document (11K in size). If you need this info, let me know via e-mail, and I'll send along the file as an attachment. The total size of the file (after encoding for transmission) is about 16K.

Bill
--

```
*****************************************************************
* /\_/\ /\_/\ * mailto:cooncat@ncweb.com *
* Hi! | O O | | O O | * http://www.ncweb.com:80/users/lws *
* = v = = v = * kb8eb @ wa8bxn.oh.usa.na *
* from ^ ^ ************************************
* "Data" & "Geordi" * It's a BABY; NOT a Choice! *
* Bill (my 2 cats) * Please Spay or Neuter *
* say "Hello" too! * your pet cat or dog! *
*****************************************************************
```

4832. Re: How do I run games in the xf25 emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <59e23a$i5n@sjx-ixn9.ix.netcom.com>
Source record: 77745

>Peter Hinz <peter@vis.co.za> wrote:
>
>>I've downloaded the xf25 emulator and some collection of old
>>classics (the file is it .atr format). Now the big question is, how
>>do I run the programs inside?
>>
>>Any help would be appreciated.
>>peter@vis.co.za
>>
>>Thanks
>
Peter,
First off, you have to have the program in a disk image file (.XFD or .ATR) You'll need on of a few programs to get it there. IMU14.EXE is one. This is available at gopher://gopher.archive.umich.edu:7055/11/atari/8bit. I forger which directory Bill put it in, but it is there as IMU14.ZIP which has full instructions included.
Once it's in the disk image, then at your DOS commabd prompt (C:\XFORMER\>) type XFORMER (any switches like -J for joystick -S for sound) and the disk image(s) you want to run.
EX.: C:\XFORMER\>xformer -J -S dos25.xfs mule.atr

You then tell XF25 to turn off BASIC (check the key chart) then you should be at DOS (Disk Utility Package) Type L [return] D2:MULE.EXE [return] and voila. Mule should run.

Hope this helps.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4833. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: rely@ix.netcom.com
Message-ID: <59e2mc$gb@dfw-ixnews4.ix.netcom.com>
Source record: 77746

```
In <59cb2f$ui@login.freenet.columbus.oh.us>
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
>
>Omar Pualuan (opualuan@oboe.calpoly.edu) wrote:
>: geez... sounds like you're in a time warp to the past or
something...
>: complaining about windows 3.1, like that's current, not even
mentioning
>: windows nt 4.0.... and then saying that you saw a mac once, that had
a
>
>Doesn't NT need HUGE amounts of memory?
>I got by with 5MB on my old,dead PC using Linux.
>Anyway,most people will be using 95,not NT.(which is really not for
>personal use)
>
>: b/w screen and funny pictures.... well, at the time the mac only
had a
>: b/w screen, pc users had the joy of Hercules green monochrome (4
shades
>: of puke if you upgraded to a color card, 4 ugly cga colors if you
>: splurged on a cga monitor)... so what exactly do you USE computers
for,
>
>Sure,if you use a monitor.But if you use a TV/composite monitor like a
>normal computer,you get more colours.
>(with a CGA.MDA can't use composite video)
>On my Apple,640x200x1 graphics gives you 16 colours.But 640x200 text
mode
>is B&W.I assume that my graphics card is turning off the "colour
burst",
>like the CGA can/does.That's why you see each mode list twice in a
list of
>graphics modes that the BIOS can take.But I don't remember seeing two
>modes for 640x200.Does 640x200 produce colours on a Tv,anybody?
>
>I use computers for programming,gaming and telecomunicating.
>I was also using a spreadsheet on my PC for a while.
>It was MultiPlan.It had all sorts of complex features,and it worked on
a 64k
>PC.(assuming DOS 1)
>
>: anyways? The reason GUI's were invented were to abstract data to a
>: degree where the user is in touch, but is able to sort through more
```

>: information faster than text-based systems.
>
>I don't see the point.Why does a text editor need graphics?
>(and don't say to imbed graphics,you could use a GIF editor for that)
>Why does listing files in a directory need graphics?
>I remember some some GUI I downloaded for the atari.I wrote if off as
useless.
>(later,when I got a ST,it had the SAME interface)
>I've never seen any benefit gained by Window's programme manager.
>No new features.In fact,features in MS-DOS that I took for granted
(like
>control-C) are missing.
>
>But the point isn't the Windows OS,but the GUI.(program manager and
USER.EXE)
>I just don't see any new feature provided by these,and many bad
features.
>(programmes can't switch graphics modes or use text modes.Memory
leaks)
>
>: look at your calendar...it's not 1986....
>
>It not!?!
>--
> The Doctor

Doc,
Actually, the GUI user interface does handle graphics and animation
better than DOS could. DOS also has that blasted 640 barrier. The newer
OSes remove that. At least Win95 does. Unix certainly does. NT
certainly does OS2 does. Win 3.1x still has it. Nasty thing to deal
with for configuring stuff. Of course machines like the Mac, Amiga
ST/TT/Falcon never did have to deal with that. I don't know about the
MAC, but AmigaDOS/Workbench has a CLI and the GUI in a nice
combination. The Amiga's interface looks and works very muck like the
Unix X-Windows.
Now. We should get back on topic... Atari 8-bit!!! Thanx for
listening... Heh..

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4834. Re: WTB: parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: rmax99@ix.netcom.com
Message-ID: <59ef1r$40v@dfw-ixnews8.ix.netcom.com>
Source record: 77747

My company, American Techna-Vision, still has a HUGE stock of Atari 8-bit printer interfaces. The MicroPrint interface by SUPRA will connect any standard parallel printer to any Atari 8-bit computer EXCEPT the 1200XL. We include simple step by step instructions that guide you through the process of removing a resistor from the circuit of the 1200XL that prevents the MicroPrint (and other devices)from receiving power through the +5VDC pin. The MicroPrint sells for $9.95 plus $6.00 shipping/handling. Contact:

American Techna-Vision
15338 Inverness Street
San Leandro, Ca. 94579
Phone: 510-352-3787 MasterCard/Visa Welcome Est.
1973

4835. Re: Pokey/Tia Sound Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: Ron Fries <rfries@tcmail.frco.com>
Message-ID: <32BAC64D.4448@tcmail.frco.com>
Source record: 77748
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

> If you would like to get a copy of my routines, just e-mail me. BTW, I
> also have a set of routines that work with the TIA sound chip (used in
> the Atari 2600 game system).
>
> Ron Fries
> Author of TRSF80, POKEYSND and TIASOUND

Hey all -

I finally have the POKEYSND and TIASOUND libraries avaiable via ftp. I guess I should've done this along time ago. They are at:

POKEY: ftp://members.aol.com/atari800xl/pokey11.zip
TIA: ftp://members.aol.com/atari800xl/tiasnd10.zip

Enjoy!

4836. Re: Assembler, Action!, and copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <59en65$o98@james.freenet.hamilton.on.ca>
Source record: 77749

In <59cdd2$284s@usenetp1.news.prodigy.com>, UASZ40A@prodigy.com (Robert Stone) wrote:
: Bill W makes a good point. I'm pretty sure you can still buy "legit" Fine
: Tooned packages for Action, Mac65, Basic XL, Basic XE, and all the rest
: from B&C Computervisions at 408-986-9960.

: - bostone

C.S.S. sells "Legit" copies of OSS/FTe products. Personally, I would deal with C.S.S. before I dealt with Mike Hohman direct. He billed my Visa card for three Sparta X Roms and never delivered. Almost a year later, K-Products (an agent of FTe) finally delivered two of the three ROMS after finding out my situation.

The only reason I never called the Royal Canadian Mounted Police and laid a complaint of fraud, is because I consider Mike a "friend". However, Mike seems to have disappeared. I am disappointed in Mike. He should have looked after me ASAP, as soon as he found out I was not sent the ROMS for which I was billed.

My advice is, if K-Products, B&C, C.S.S. etc have FTe products, buy them there and don't try and get it from FTe directly.

Willy
--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

4837. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: af332@james.freenet.hamilton.on.ca
Message-ID: <59en67$o9h@james.freenet.hamilton.on.ca>
Source record: 77750
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

<Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>
Lines: 30
X-Newsreader: NewsWerthy 2.04 (unregistered)

In <Pine.PMDF.3.95.961219154330.631249383A-100000@conrad.appstate.edu>, Thomas
Main <main@conrad.appstate.edu> wrote:

: Toad's prices for used ST equipment are way too high, IMO. Last week, an
: Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
: Compare this with the $299 "special" Toad is offering on USED STe's.

I agree Toad has High prices.

: Also, a few days ago on this very group someone was selling a VERY nice TT
: for $300. I think people in this group ought to write to Toad and tell
: them that we are not willing to pay these prices!

Why should I? I vote with my pocket book. I am not willing to pay those
prices, so I wont. Toad loses a customer. They have a right to ask whatever
they want for their Atari stuff.

: I know that Toad has
: long supported the Atari platform, but that is not an excuse to excercise
: price gouging. If you agree, write to Toad "Toaday" and let them know
: their prices are way off. I think the Atari community will be better off
: with realistic prices set for equipment.

I agree here. The Atari community should have realistic prices. Toad
doesn't have those realistic prices, so buy used. I have never understood
how Toad became THE name in Atari. I wont buy from 'em.

--
William M. Moeller
af332@freenet.hamilton.on.ca or willy@freenet.hamilton.on.ca

4838. Re: JayMinor dead? What's the Story?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <59f5cd$gaa@nnrp1.news.primenet.com>
Source record: 77751
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit

In article <5919d5$qmm@hecate.umd.edu>,
Marat Fayzullin <marat@Glue.umd.edu> wrote:
>Charles Richmond (richmond@plano.net) wrote:
>: FYI, Jay Minor designed the graphics chip set on the Amiga computer,
>One more time, together: MinEr! MinEr! MinEr! Where did this "Minor"
>come from, anyway?

Because his name sounds like a musical note.

But it isn't.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~
I've been fooling you all this time! I live in ARIZONA!
98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4839. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <59f58l$g3u@nnrp1.news.primenet.com>
Source record: 77752

In article <593nrh$5qh@News.Dal.Ca>,
RANDY&TRACY <d_pike@Husky1.StMarys.CA> wrote:
>In article <592ef5$bdt@macaw.cyberport.com>, cmoore@cyberport.com (cm) writes:
>>
>>Allthough they are pretty old, I think Ballsong and Ballsong 2,
>>put out by the Atari Research Lab, were pretty amazing for their time.
>>
>
>What was the big deal with Ballsong? I don't get it. A ball bouncing back and
>forth with meaningless music playing. Am I missing something here?

I dunno, but my cat used to just LOVE it.

Doesn't anymore though, because he's an old fart now.

> I liked the CES Demos(power without the price knock-off of the Amiga ball
>and the robot/spaceship ones)

I liked the space station that came up while Rescue on Fractalus was
loading. I've never been able to find a version of that that worked ever
again. Anyone know where I can find it? I remember downloading a file
version of it long ago.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~
I've been fooling you all this time! I live in ARIZONA!
98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4840. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <59f5pl$h42@nnrp1.news.primenet.com>
Source record: 77753

In article <32B596B2.6C8D@uofrlaw.urich.edu>,
W. David Falcon, Jr. <wfalcon@uofrlaw.urich.edu> wrote:
>
>2) The Goonies: what is this game all about? What am I supposed to do?

You're supposed to find the treasure, following the same route they used in the movie. In one-player mode, you have to switch between the two characters by pressing the fire button with the joystick centered.

Every level is differnt; it's a very intricate game, especially for such as system as the Atari. For example, in the first screen, for example, you have to use the counterfeit money machine to distract Ma Fatelli so you can go downstairs and escape into the fireplace. Also, in the ship level, Slunk cannot be harmed by the Fatelli family since he is one of them. There's a bunch of other stuff too, and it's MUCH more tied-in to the movie than anything Nintendo ever put out.

>3) I'm interested in finding out what everyone thinks is the best Role
>Playing Game ever made for the Atari 8 bit. I've played the Ultima
>series and I'm wondering if that's as good as it gets.

Watch everyone chime in AR. I wish I could get Alternate Reality to run on my machine.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~
I've been fooling you all this time! I live in ARIZONA!
98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4841. Re: my 810 drive doessn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <59f6ns$e0@darla.visi.com>
Source record: 77754

> Omar Pualuan <opualuan@oboe.calpoly.edu> writes:
> tried that... tried 2 different cables as well...
>
> so, anyone got any more ideas, or can someone sell me a WORKING 810 or
> 1050 drive?
>
> also, I'm looking for an 850 box and a cheap joystick.
>
>>>>
Missed you original post but saw it on another reply someone made. It
sounds like the drive spins up O.K. so here is what I think your problem is:

On the 'Side Board', towards the rear there is a 'CA/LM3086' chip in a
socket (14 pin DIL). Replace it.
I've said this before and I'll say it again: Do NOT remove your SIO cable/s
while the Power Supply is plugged into the rear. Doesn't matter if power is Off, be
sure the Power Supply cord is removed before you plug in or unplug the SIO cable.
I know it sounds dumb but there is a reason. About 1 out of 5 times the '3086' chip
will blow. No, I'm not going to try to explain it and you would have to be an Electronic
Technician or Engineer to understand.

Good Luck; Rich Mier

4842. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: Thomas Meyer <i03a@zfn.uni-bremen.de>
Message-ID: <01bbeec1$1dca0be0$010a0a35@mnemo.home.informatik.uni-bremen.de>
Source record: 77755

> One word: AtmasII

I used that one all the time, too (although I also had MAC/65). I even have
the ATMAS-II original sitting on the shelf. :)

Was it even sold in other countries than Germany?

Bye,
Thomas
--
Thomas Meyer Student of Computer Science
Bremen E-Mail: i03a@zfn.uni-bremen.de
Germany WWW: http://www-user.zfn.uni-bremen.de/~i03a/

4843. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32BB5DED.510A@tcd.net>
Source record: 77756

I am not sure what I did but Netscape outbound messages now go to an Outbound box. There I can go in edit ect prior to sending them.and once they meet the edit criteria they can be sent without hesitation I was receiveing before..and they appear to be posting correctly now.

Play with it..but document it next time like I didn't, could help somone like me..you..

thanks bob

4844. Re: The right to comment on high prices? was: Re: replys

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32BB5FAF.4920@tcd.net>
Source record: 77757

Well that make 2 of us still supporting a low budget habit..I have used units from Schools..Have worked on these units before and know their history..Gurantee all my USED Items for 30 days Plus!...at prices lower than you can get them anywhere else with a Gurantee..

Buyer beware!...Since the early 80's have never intentionaly Screwed and Atari 8-Bit user yet! AND DO NOT HAVE ANY INTENTION TO DO SO!!!

bob

4845. Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32BB636F.6F1A@tcd.net>
Source record: 77758

How does one post this tactfully?..Possibly not possible?

We as users on the Internet have access to many items not available to others. Now weather you realise it or not...one asks for Documentation for a specific program, another replies I gots it will send it to you.

All documention to Atari 8-bit programs are covered under the Copyright Act!...Soon Congress is going to levy rules and regulations under pressure from those with big $$$..

There are those of you out there that say no one cares its an old product/manual...well my friend (maybe not?) you are wrong..I am sure there those out there capturing every violation of a Copyright document/software ect...and once the Law is in place..those of you that have given freely will definatley reap what you do not wish.

Suggestion..?

If you have documentation for something someone wants and you no longer have use for it, send them the item in original state..nothing wrong with this..saves you a lot of grief in the long run..??

I have seen several court case sent to me relating to Piracy..ect but once Congress passes what the $$ people want these cases will go out the window and all are liable.

I am not saying don't help a fellow Atari 8-bitter, but if you do do it right..Old saying ...Cover your butt...no one else can!!

Sorry to take up your time..

Bob

4846. Re: ATARI 1040 ST package for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-20 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32BB5C71.3C2F@tcd.net>
Source record: 77759
Cross-posted to: comp.sys.atari.st,maus.biete,maus.sys.atari.talk,comp.sys.atari.8bit,comp.sys.atari.st.tech,maus.suche,alt.music.midi,fr.petites-annonces.informatique,alt.atari-jaguar.discussion,fido.ger.flea,nl.markt,rec.music.makers.marketplace

Well stated! Merry Christmas to you and yours!

bob

4847. WTB

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: terryb@bloomington.in.us
Message-ID: <59herl$po6@news.hoosier.net>
Source record: 77669

I need an 850 interface or anything to be able to use at least a
2400 baud modem with an 800.
I also need 2400 or 9600 modem.
I am trying to get my sister's 800 hooked up to the 'net.
I'm looking for a 9600 or 14.4 modem for myself.

Thanks
and Merry Christmas
terryb@bloomington.in.us

4848. Re: my 810 drive doessn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <59hg2v$962@darla.visi.com>
Source record: 77670

> Omar Pualuan <opualuan@oboe.calpoly.edu> writes:
> switches are set correctly, no response...
>
>>>>
Change the CA/LM3086, socketed, rear of the side PCA.

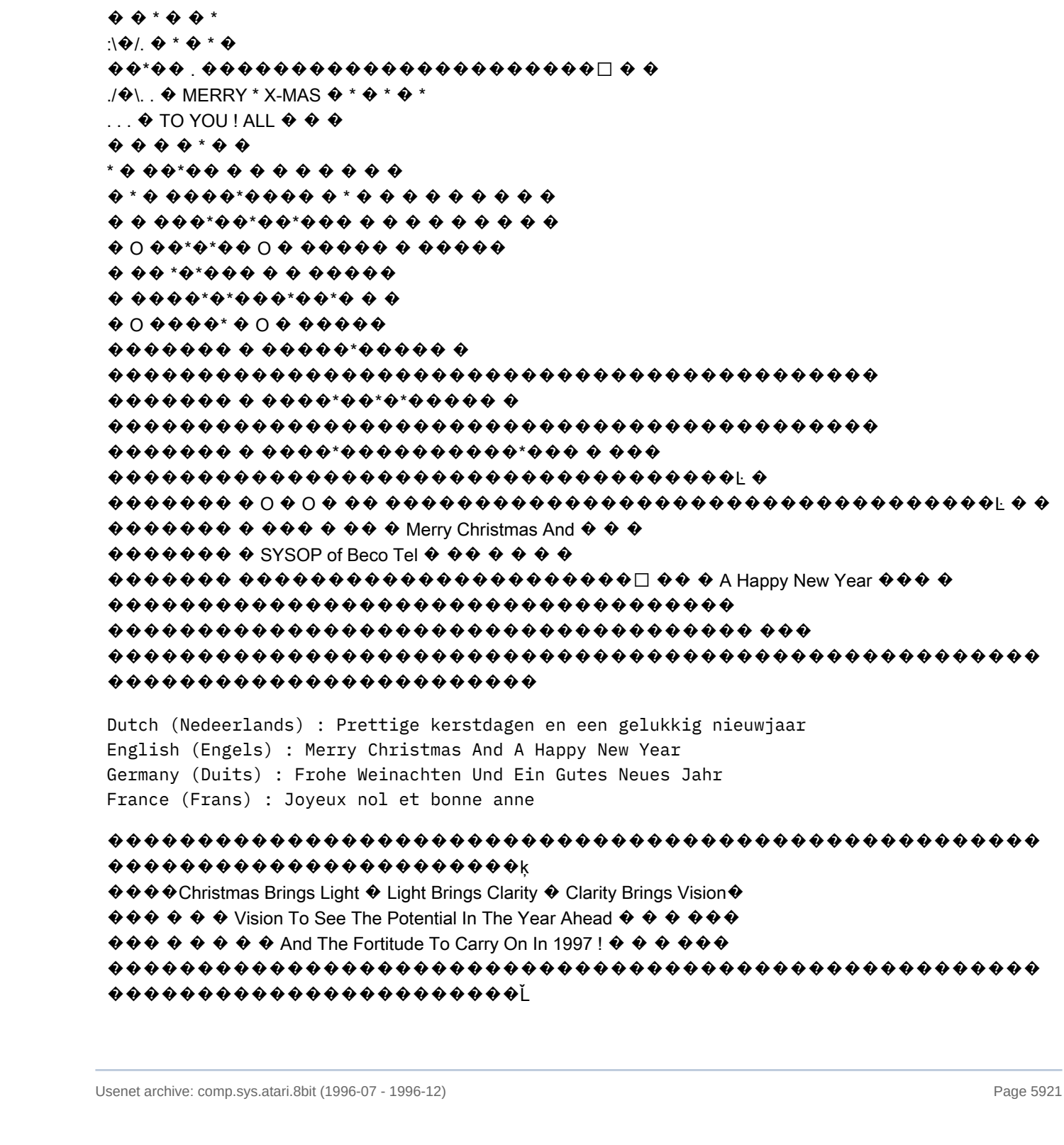
Rich Mier

4849. Merry Christmas And A Happy New Year

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: beco@worldaccess.nl
Message-ID: <4076.6929T944T474@worldaccess.nl>
Source record: 77671

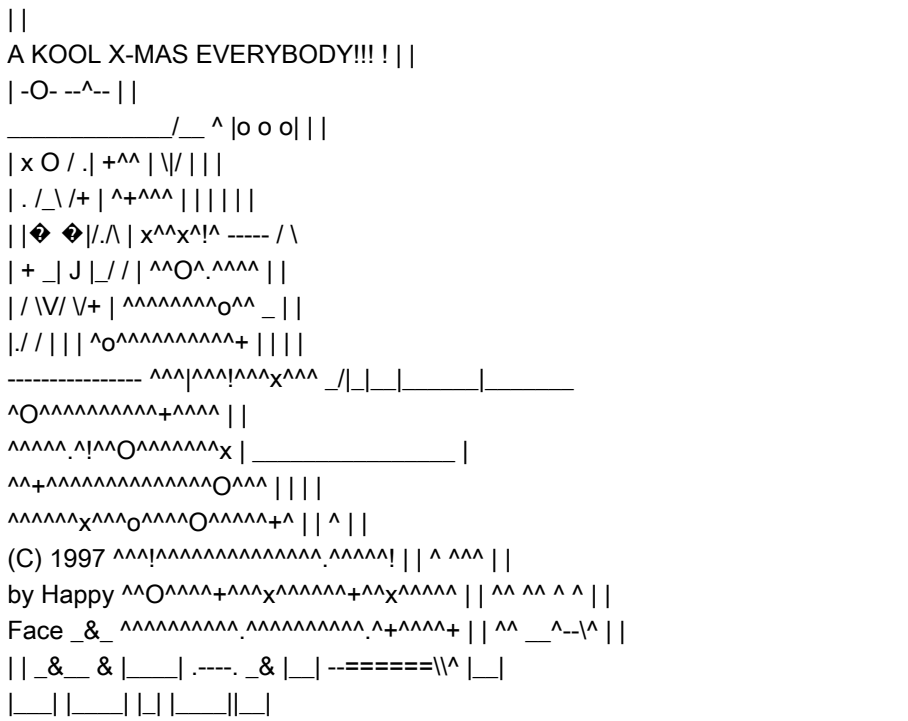
Hello,

This message can better be viewed in HIGH ASCII ! ! !



Dutch (Nedeerlands) : Prettige kerstdagen en een gelukkig nieuwjaar
English (Engels) : Merry Christmas And A Happy New Year
Germany (Duits) : Frohe Weinachten Und Ein Gutes Neues Jahr
France (Frans) : Joyeux nol et bonne anne

Christmas Brings Light
Light Brings Clarity
Clarity Brings Vision
Vision To See The Potential In The Year Ahead
And The Fortitude To Carry On In 1997 !



AND AN EXCELLENT 1997 ! ! !

Greetings to everybody!, may you have an kool holiday-time!!!

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
beco@worldaccess.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859
Home Page : http://www.worldaccess.nl/~beco

... This is SHAREWARE! To register, send me $10

4850. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: stack@worldonline.nl
Message-ID: <32bd5d93.10234571@news.worldonline.nl>
Source record: 77672

On 16 Dec 1996 20:05:21 GMT, ai123@FreeNet.Carleton.CA (Steven J. Tucker) wrote:
>Whats the best assembler for the Atari 8 bit?

Well, I use SynAssembler myself.
Don't see or read much about this nice Assembler in the newsgroups though, but it is still my favourite Assembler.

I think it is easy to use. The debugger is perfect too.
Although I must admit, I never used other Assemblers, besides the Atari Assembler that is...

Bo.

4851. Re: Assembler, Action!, and copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: stack@worldonline.nl
Message-ID: <32c07011.14969013@news.worldonline.nl>
Source record: 77673

Robert Stone wrote:
>: Bill W makes a good point. I'm pretty sure you can still buy "legit" Fine
>: Tooned packages for Action, Mac65, Basic XL, Basic XE, and all the rest
>: from B&C Computervisions at 408-986-9960.
>
>: - bostone

William M. Moeller wrote:
>My advice is, if K-Products, B&C, C.S.S. etc have FTe products, buy them
>there and don't try and get it from FTe directly.
>
>Willy

Well, I tried to order the official copy of MAC/65 with C.S.S., Bob
told me that FTe didn't supply him with those cartridges anymore for a
really long time already (but then again, this is already 2 or 3
months ago). When I was in the USA on a holiday, and visited B&C,
they didn't have MAC/65 either, same story, FTe didn't supply them
anymore with a copy.

Because I WANT official stuff, I don't bother laying my hand on an
unofficial copy. But I CAN understand the people who do!
What else is there, when it seems that the official way is not longer
possible? Tell me.

Anyway, that's my cents worth.
Bo.

4852. Hello there!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6NInB6f4zHB@peter.soemtron.sb.sub.de>
Source record: 77674

Howdy !

is there anybody out there? I'm a newbie in this newsgroup and my english isn't very good . But I love my 130 XE and this newsgroup is my last chance to talk with other 8-bit Atari fans .

At this time I translate the 8-bit faq by M.Current to german for the 'Z-Netz Atari 8-bit' discussion group , anyone interested to help me ? (I translated meanwhile about 19%) .

ok cu!

--

6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate *(MEGA) 8-bï¿½t* / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

4853. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <59fdih$k9c@alexander.INS.CWRU.Edu>
Source record: 77760

```
(I answered 'Doctor' privately.)
But, before anyone cares. I see three errors in prg. 2
1. missing right paren in first usr call
2. gotta init a$ with 12 a$(20)="x" or you'll get
error 9.
3. I read the file into a$ and write out to disk
from b$. Eliminate b$.
```

4854. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E2qw5x.26E@nonexistent.com>
Source record: 77761

```
-
->3) I'm interested in finding out what everyone thinks is the best
Role
->Playing Game ever made for the Atari 8 bit. I've played the Ultima
->series and I'm wondering if that's as good as it gets.
-
-Watch everyone chime in AR. I wish I could get Alternate Reality to
run
-on my machine.
-
---
-N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
-~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~ ~
```

Why doesnt it run?
What happens?

BTW, I think the best RPG's are in no particular order,
Ultima 3, Zelda 3, Zelda, and vcs Adventure!
VCS Adventure is actually my favorite.
yogi

4855. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: ellman@xs4all.nl
Message-ID: <59fh0l$num@news.xs4all.nl>
Source record: 77762

In article <slrn5b0akv.r0m.cathryn@junglevision.junglevision.com>,
cathryn <cathryn@junglevision.junglevision.com> wrote:
>
>I'm looking for some Atari 8-bit demos for testing. I'm interested
>in amazing Atari graphics and sound trickery.
>
>1. What is the best Demo out there? (Or the top 5 or so)

This is an article from 1995 about Demos.

From bosco@host.yab.com Tue May 30 17:27:45 BST 1995
Article: 18570 of comp.sys.atari.8bit
ork.ac.uk!sunsite.doc.ic.ac.uk!decwrl!spool.mu.edu!usenet.eel.ufl.edu!gatech!news.sprintli
nk.net!news.yab.com!host.yab.com!bosco
From: bosco@host.yab.com ()
Newsgroups: comp.sys.atari.8bit
Subject: Re: atari 800 demo scene?
Message-ID: <3q3a8l$2cf@news.yab.com>
Date: 26 May 1995 01:18:13 GMT
References: <3q19kp$o65@bluering.cowan.edu.au> <3q2q58$9f2@ccshst05.cs.uoguelph.ca>
<3q33ts$5l5@nic-nac.CSU.net>
Organization: Flatland Center, Phoenix Arizona.
Lines: 33
NNTP-Posting-Host: host.yab.com
X-Newsreader: TIN [version 1.2 PL2]

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Mark:

: THOSE DEMOS ARE >NOTHING!< They are WEAK compared to the AWESOME works of:

: ABBUC
: POKEY
: High Tech Team
: Slight
: Hard Software
: Shadows

: Specifically:

: the HobbyTronic and Halle Project demos (yearly demos, speaking
: of which where is Halle Project 1995 !?!?!?), by ABBUC/POKEY and others,

: The BIG Demo (mainly cracked musics from games, some small graphics demos,
: two digitized songs and a HUGE (64K!) scroller!), by the no-longer

: existant High Tech Team (although at least Frankenstein is still around)

: The AWESOME Bitter Reality Demo by Slight!

: The great "Veronika" and superb "Cool Emotions" demos by Hard Software!

: The awesome "Sweet Illusions" demo by Shadows.

: Finally, I forgot who made this!!! The Intel Outside demo is awesome too!

: -bill!
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: William (Bill) Kendrick / | \ ** New Breed Software **
: http://zippy.sonoma.edu/~kendrick

4856. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: morbid@best.com
Message-ID: <59frrn$sk3@nntp1.best.com>
Source record: 77763

BobKlaas <bobkla19@tcd.net> wrote:

>How does one post this tactfully?..Possibly not possible?

>We as users on the Internet have access to many items not available to
>others. Now weather you realise it or not...one asks for Documentation
>for a specific program, another replies I gots it will send it to you.

>All documention to Atari 8-bit programs are covered under the Copyright
>Act!...Soon Congress is going to levy rules and regulations under
>pressure from those with big $$$..

>There are those of you out there that say no one cares its an old
>product/manual...well my friend (maybe not?) you are wrong..I am sure
>there those out there capturing every violation of a Copyright
>document/software ect...and once the Law is in place..those of you that
>have given freely will definatley reap what you do not wish.

>Suggestion..?

>If you have documentation for something someone wants and you no longer
>have use for it, send them the item in original state..nothing wrong
>with this..saves you a lot of grief in the long run..??

>I have seen several court case sent to me relating to Piracy..ect but
>once Congress passes what the $$ people want these cases will go out the
>window and all are liable.

>I am not saying don't help a fellow Atari 8-bitter, but if you do do it
>right..Old saying ...Cover your butt...no one else can!!

>Sorry to take up your time..

>Bob

Something you may wanna know...

They can't really sue me without first asking me to take the thing
down...

I could still be sued first theoretically...but they would have to
prove loss of income to get any money, and possibly intent to fraud.

Nobody is going to bother running up their legal bills if you take
their stuff down if you ask.

Just think of O.J. ... He may have been proven innocent, but it cost
him a bunch of moola... and no company is going to give much of a damn
for the reason of high legal fees that would outweigh the benefit (if

there is one, that is.)

Just look at the various manual archives on the net...

History of Home Videogames Page: http://www.sponsor.net/~gchance
Atari Gaming Headquarters: http://www.mindspring.com/~keita
and others...

and no one gave a shit!

That's why I ain't that worried about it... hey, just how worried about the Comm. Decency Act are you?

4857. Re: ATARI 1040 ST package for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: swilling@seacoast.com
Message-ID: <59ftgu$stf@dns2.worx.net>
Source record: 77764
Cross-posted to: comp.sys.atari.st,maus.biete,maus.sys.atari.talk,comp.sys.atari.8bit,comp.sys.atari.st.tech,maus.suche,alt.music.midi,fr.petites-annonces.informatique,alt.atari-jaguar.discussion,fido.ger.flea,nl.markt,rec.music.makers.marketplace

I have an atari st to sell comes with color moniter and a dot matrix
printer for about $200 or b.o. also comes with a dot matrix printer if
you'd like

4858. Re: my 810 drive doessn't work!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: Omar Pualuan <opualuan@oboe.calpoly.edu>
Message-ID: <32BB34DA.D03@oboe.calpoly.edu>
Source record: 77765
Cross-posted to: comp.sys.atari.8bit,alt.comp.hardware.homebuilt

switches are set correctly, no response...

4859. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: neurom@sensenet.com
Message-ID: <32beaf28.22705616@news2.deltanet.com>
Source record: 77766

>
>On Fri, 20 Dec 1996 20:11:27 -0800, BobKlaas <bobkla19@tcd.net> wrote:
>How does one post this tactfully?..Possibly not possible?
>
>We as users on the Internet have access to many items not available to
>others. Now weather you realise it or not...one asks for Documentation
>for a specific program, another replies I gots it will send it to you.
>
>All documention to Atari 8-bit programs are covered under the Copyright
>Act!...Soon Congress is going to levy rules and regulations under
>pressure from those with big $$$..

>I have seen several court case sent to me relating to Piracy..ect but
>once Congress passes what the $$ people want these cases will go out the
>window and all are liable.
>
>I am not saying don't help a fellow Atari 8-bitter, but if you do do it
>right..Old saying ...Cover your butt...no one else can!!
>
>Sorry to take up your time..
>
>
>Bob
>

Why don't you take your 8-bits and shove them up your ass.

Neurom
neurom@sensenet.com

4860. Memory upgrade for Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: Ronald T Kneusel <rkneusel@post.its.mcw.edu>
Message-ID: <Pine.ULT.3.90.961221101132.14165C-100000@post.its.mcw.edu>
Source record: 77767

My friend has an old Atari 400 that he is in the midst of fixing (broken pin on the cassette port)

I'm not an Atari person, but I noticed that the RAM card has 4k chips on it, though it was labeled as 16k which was then crossed out with marker. I know that the Apple II can handle both 4kx1 and 16kx1 chips. If I replace the chips on the card with 16kx1 chips from an Apple II, will the card handle it?

Yes, I could wait until he finishes with it and just try it, but since I was here looking I thought I would ask..

Please email replies, I don't read this group. Post if you think it would be of benefit to others as well.

Merry Christmas!

- Ron Kneusel
rkneusel@post.its.mcw.edu

4861. Atari Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-21 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CE9281.10C1000FA0.uuout@compudata.com>
Source record: 77768

```
Atari Items for Sale plus shipping

Atari 850 Serial Interface..... $39
Atari XMM801 printer..... $29
Atari 1020 Printer..... $19
Atari XM301 Modem..... $19
Atari 410 Program Recorder (tape deck) (2)..... $18
Atari 400 Program Recorder (tape deck)..... $16
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
Atari Controllers (2)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $6 each (5 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
```

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $9 each (4 for $30)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.95 each (4 for $13)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3

Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $3 each (8 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Jungle Hunt Missile Command

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $3.95 each (4 for $13)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....
Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com (soon) gene.ehrich@compudata.com

4862. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <59hunn$kv3@news.asu.edu>
Source record: 77675

How can they be THE name for Atari? Maybe in some 16-bit persons eye. But you see, this is a 8-bit newsgroup. Considering they only sold crappy used software, without boxes or docs, for the 8-bits, at inflated prices, they have no weight around here.

This is an 8-bit newsgroup, and they are advertising ST stuff on here??? Sheesh!
--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

4863. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E2t1M4.LH@nonexistent.com>
Source record: 77676

Laws are not retro active.
It is illegal to pass a law and then prosecute someone committing a crime against that law BEFORE it was passed
example
I steal a car, but stealing a car is not illegal RIGHT WHEN I DO IT.
A month later, my town passes a law prohibiting people from stealing a car.
They try to prosecute me for the car theft- this is unconstituional.

If you cant send manuals in an electronic form, how do you all those people who right "how to" books do it?

How many people do you know that have an illegal copy of Lotus 123 and a book such as "easy 123" "123 for dummies" etc. etc.?

4864. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: Omar Pualuan <opualuan@oboe.calpoly.edu>
Message-ID: <32BC875D.5F31@oboe.calpoly.edu>
Source record: 77677

"how do all those people who right how to books do it?" huh? well,
the writer can do whatever they want until they sell the rights to the
publisher... then the publisher can say what you can and can't do with
the book.

writing a guide to simplify the use of a computer is not a copyright
infraction on the original computer manual... it is not a direct copy.
it may contain info on the same topic, but if this were illegal then
newspapers would sue each other every day because they were discussing
the same issues as another newspaper.... your argument doesn't make much
sense to me...

publishing a manual on the internet belonging to someone else is
illegal, unless the copyright is invalid (expired, overturned...)
However, I doubt anyone really cares, anyway... Atari doesn't even exist
as a company anymore! how could we be stealing money from them by
publishing their manuals? I doubt you can reorder a new print of the
owner's manual to the 810 disk drive from the printer!

don't worry about it! if you want to worry, worry about distribution of
atari software, not docs!

4865. Re: Memory upgrade for Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32be5fc1.5678970@news.networx.net.au>
Source record: 77678

Ronald T Kneusel <rkneusel@post.its.mcw.edu> wrote:

>
>My friend has an old Atari 400 that he is in the midst of fixing (broken
>pin on the cassette port)
>
>I'm not an Atari person, but I noticed that the RAM card has 4k chips on
>it, though it was labeled as 16k which was then crossed out with marker.
>I know that the Apple II can handle both 4kx1 and 16kx1 chips. If I
>replace the chips on the card with 16kx1 chips from an Apple II, will the
>card handle it?
>
>Yes, I could wait until he finishes with it and just try it, but since I
>was here looking I thought I would ask..
>
>Please email replies, I don't read this group. Post if you think it
>would be of benefit to others as well.
>
>Merry Christmas!

Well, you can try it. I'm pretty sure it'll work ok. The 400 can
address up to 64k of RAM, but you will only see 48k- this has
something to do with the ROM's taking up 10k and not allowing access
to a further 8k (address C000-CFFF, the ROM's D000-FFFF).
Actually, I think the card is 32k, being 8 x 4k chips? I'm just saying
that whoever struck out the printed "16k" should have written what the
amount of RAM really was. Anyway, good luck......
Oh, I just had a thought... maybe you should try using 8k chips, cause
I just realized that 8 x 16k chips would = 128k, and the 400 cannot
use this much memory, except of course using a specialized upgrade
card. Umm, This is also being posted to the newsgroup, so I'm sure
that someone there can help if you want to try and use 128k somehow.
Anyone?

Steve.

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4866. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <59jp2g$p9v@nw101.infi.net>
Source record: 77679

scharles@blast.net (Yogi) wrote:

>BTW, I think the best RPG's are in no particular order,
>Ultima 3, Zelda 3, Zelda, and vcs Adventure!
>VCS Adventure is actually my favorite.

Jeez, that thing? With the bat and the magnet? I guess you found the
'easter egg' with the authors signature?

Daniel Clinton

4867. MTG Clearance-extension

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: rldetlefsen@delphi.com
Message-ID: <hpA079i.rldetlefsen@delphi.com>
Source record: 77680

Due to several requests, I've decided to make the clearance sale
continous through Feb. 28, 1997. Make sure the postmark is not after this
date. Orders received in January may ship a little slower.
Rick D.

4868. Atari C-380 Video Pinball Predated 2600?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <59jpd9$p9v@nw101.infi.net>
Source record: 77681

I found this old Pinball/Breakout TV game of about 1974 vintage at a flea market.

Runs on 6 C cell batteries and the sounds (get this) come out of the console, which is also the controller, complete with pinball buttons on either side and a paddle on top.

Is the Atari c-380 worth anything as an historical item? Predated the Altair too I would guess. This one's in excellent shape.

Daniel Clinton

4869. Re: Apple II (and other old computer) books

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59jumg$rh6@login.freenet.columbus.oh.us>
Source record: 77682
Cross-posted to: comp.sys.apple2,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.amiga.misc

Doug Spence (ds_spenc@alcor.concordia.ca) wrote:
: Sheldon Simms (sheldon@atlcom.net) wrote:

: : Sanyo MBC 550/555 User's Handbook, by WSI (what the heck is a Sanyo MBC 550?)

: The Sanyo MBC 550 is a 3.6MHz 8088-based machine that runs MS-DOS.
: Apparently it shipped with 128K, but was expandable to 256K.
: It had an 80-column display, and 640x200 8-colour graphics.
: The 550 came with a single 160K 3�-inch floppy drive, and the 555 came
: with two drives.

What,a single density,single sided MICROfloppy!?!
(with 8 sectors per track to boot!)
--
The Doctor

4870. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002212961020350001@nntp.netgate.net>
Source record: 77683

In article <32BC875D.5F31@oboe.calpoly.edu>, opualuan@oboe.calpoly.edu wrote:

> don't worry about it! if you want to worry, worry about distribution of
> atari software, not docs!

Perhaps. Then again, though, I worry about my physically write-protected
software failing on me.

I thought it happened to M.U.L.E. last night. I started to boot it,
it hesitated a couple of times, and gave me a red *** LOAD ERROR ***
screen. I think the drive was just a little dusty or something;
pulling it out and blowing into the disk drive's slot a few times
seemed to make it boot up just fine.

Nevertheless, though I have the original disk, box and all
docs, I *can't* copy the damned thing for a backup! That really
sucks...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

4871. Re: Atari C-380 Video Pinball Predated 2600?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <32BD7EE6.35DB@midwest.net>
Source record: 77684

Daniel Clinton wrote:
>
> I found this old Pinball/Breakout TV game of about 1974 vintage at a
> flea market.
>
> Runs on 6 C cell batteries and the sounds (get this) come out of the
> console, which is also the controller, complete with pinball buttons
> on either side and a paddle on top.
>
> Is the Atari c-380 worth anything as an historical item? Predated the
> Altair too I would guess. This one's in excellent shape.
>
> Daniel Clintongosh, i haven't had mine out for years. I had SOOOOooooo much fun with
that thing. I had to replace the pinball switches and am looking for a
comparable paddle pot to replace that control with!! but, to answer your
subject question, it is my belief that almost(not all but almost) all of
the 'hardwired' game systems came out before the 2600 or odyssey. That's
was one of the reasons the 2600 caught on so well was that you could
change the games you played in it. Hook it up and have some fun!!

4872. Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: Eric_Cron@addus.com
Message-ID: <59jv5t$ldf@kirin.wwa.com>
Source record: 77685

I came across two track ball thingamabobbers in the thrift store the other day. I don't know if you call them track balls, but they are the things that you use to play centipede and millipede. They were made by WICO.

I have two questions. What is the trade value for one of these (they work). Second, the package came with some wierd cord. It is a joystick connector that splits into two cords. One of the cords ends up turning into what looks like audio jacks, and the other one ends up in three audio things. What the heck is this thing for? It also came with a connector to turn one joystick port into two. Why the heck would anybody want one of those?

Thanks
Eric

4873. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59jvmm$1u7@login.freenet.columbus.oh.us>
Source record: 77686

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

I just realized more errors.

: (Doc asks why not use a BASIC usr for disk i/o.)
: 10 close #1:close #2

Since RUNning a programme closes all channels except #0,line 10 is unneeded.

: 20 open #1,4,0,"file1.ext"
: 30 open #2,8,0,"file2.ext"
: 40 trap 100
: 50 get #1,x
: 60 put #2,x
: 70 goto 50
: 100 trap 40000:close #1:close #2:end

Once again,ENDing a programme closes all files.So all these CLOSE commands
are useless.Also,line 100 should check that the error is 136(End Of File)
using STATUS,otherwise print out a error message.

: Last time I did this, I use it to get rid of 13 bytes at the
: beginning of a A8 file I transferred to A8 on a hp48gx. The
: hp put the 13 bytes of garbage at the beginning. You can use
: it to, say put a small header on, etc.
:
: 10 close #1:close #2

line#10 could be omited for above stated reasons.

: 20 open #1,4,0,"file1.ext"
: 30 open #2,8,0,"file2.ext"
: 40 iocb1=848:iocb2=848+16
: 50 poke iocb1+2,7:adrhi=int(adr(a$)/256):adrlo=adr(a$)-(256*adrhi)
: 60 poke iocb1+4,adrlo:poke iocb1+5,adrhi
: 70 poke iocb2+2,11:adr2hi=int(adr(b$)/256):adr2lo=adr(b$)-(256*adr2hi)
: 80 poke iocb2+4,adr2lo:poke iocb2+5,adr2hi
: 90 poke iocb1+8,1:poke iocb1+9,0:poke iocb2+8,1:poke iocb2+9,0
: 100 x=usr(adr("hhh*LVd",16)

Obviously,some of the characters in the above string need their 8th bit set.

: 110 error=0:status #1,error

Why are you storing a value in to "ERROR" when the STATUS command will
obliterate it several jiffies later.

: 120 if error<>0 then close #1:close #2:goto 500

HUH!?!
I don't think that STATUS CAN return a value of 0.What would 0 mean,anyway???
If you're looking for the end of file,STATUS returns 3 when the next read
would return a error#136 (End of File). (for most D: handlers)

```
: 130 x=usr(adr("hhh*LVd"),32)
: 140 error=0:status #2,error
: 150 if error<>0 then close #1:close #2:goto 500
```

Same here.Plus there is a huge amound of blank spaces at the end of
this(the above line) that would cause a "Truncated record" error.

```
: 160 goto 50
: 170 rem I forgot 5 dim a$(20):dim b$(20)
: 500 ? "Error #",error
: 510 end
```

--
The Doctor

4874. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59jvtk$2aa@login.freenet.columbus.oh.us>
Source record: 77687

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (I answered 'Doctor' privately.)
: But, before anyone cares. I see three errors in prg. 2
: 1. missing right paren in first usr call
: 2. gotta init a$ with 12 a$(20)="x" or you'll get
: error 9.

Do you mean "DIM A$(20)".I've never seen a string allocated(DIMensioned)
and initialized at the same time.DIM always creates zero length strings.

: 3. I read the file into a$ and write out to disk
: from b$. Eliminate b$.

Since you typed everything in lowercase,You'll need TurboBASIC to read it
in since AtariBASIC doesn't accept lowercase as commands.
--
The Doctor

4875. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59k0oq$50o@login.freenet.columbus.oh.us>
Source record: 77688

Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <59cb2f$ui@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: >
: >Omar Pualuan (opualuan@oboe.calpoly.edu) wrote:
: >: geez... sounds like you're in a time warp to the past or
: something...
: >: complaining about windows 3.1, like that's current, not even
: mentioning
: >: windows nt 4.0.... and then saying that you saw a mac once, that had
: a
: >
: >Doesn't NT need HUGE amounts of memory?
: >I got by with 5MB on my old,dead PC using Linux.
: >Anyway,most people will be using 95,not NT.(which is really not for
: >personal use)
: >
: >: b/w screen and funny pictures.... well, at the time the mac only
: had a
: >: b/w screen, pc users had the joy of Hercules green monochrome (4
: shades
: >: of puke if you upgraded to a color card, 4 ugly cga colors if you
: >: splurged on a cga monitor)... so what exactly do you USE computers
: for,
: >
: >Sure,if you use a monitor.But if you use a TV/composite monitor like a
: >normal computer,you get more colours.
: >(with a CGA.MDA can't use composite video)
: >On my Apple,640x200x1 graphics gives you 16 colours.But 640x200 text
: mode
: >is B&W.I assume that my graphics card is turning off the "colour
: burst",
: >like the CGA can/does.That's why you see each mode list twice in a
: list of
: >graphics modes that the BIOS can take.But I don't remember seeing two
: >modes for 640x200.Does 640x200 produce colours on a Tv,anybody?
: >
: >I use computers for programming,gaming and telecomunicating.
: >I was also using a spreadsheet on my PC for a while.
: >It was MultiPlan.It had all sorts of complex features,and it worked on
: a 64k
: >PC.(assuming DOS 1)
: >
: >: anyways? The reason GUI's were invented were to abstract data to a

: >: degree where the user is in touch, but is able to sort through more
: >: information faster than text-based systems.
: >
: >I don't see the point.Why does a text editor need graphics?
: >(and don't say to imbed graphics,you could use a GIF editor for that)
: >Why does listing files in a directory need graphics?
: >I remember some some GUI I downloaded for the atari.I wrote if off as
: useless.
: >(later,when I got a ST,it had the SAME interface)
: >I've never seen any benefit gained by Window's programme manager.
: >No new features.In fact,features in MS-DOS that I took for granted
: (like
: >control-C) are missing.
: >
: >But the point isn't the Windows OS,but the GUI.(program manager and
: USER.EXE)
: >I just don't see any new feature provided by these,and many bad
: features.
: >(programmes can't switch graphics modes or use text modes.Memory
: leaks)
: >
: >: look at your calendar...it's not 1986....
: >
: >It not!?!
: >--
: > The Doctor

: Doc,
: Actually, the GUI user interface does handle graphics and animation
: better than DOS could. DOS also has that blasted 640 barrier. The newer

MS-DOS is a OS,not a interface.IT's limited to 1024k.
(plus 64k in virtual mode)

: OSes remove that. At least Win95 does. Unix certainly does. NT
: certainly does OS2 does. Win 3.1x still has it. Nasty thing to deal

Windows runs in 80286 protected mode,so it wouldn't have this limitation.
MS-DOS could use swapping like UNIX.Since many computers run MS-DOS in
virtual mode,this would be easy.Extended memory can be swapped in anywhere.
MAny programmes do this already.But it would be nice if this was built
into MS-DOS.(so device drivers would be swapped out when they were closed)
Something like Macintosh's "resources" could be used to manage swapping of
programmes.
(a programme would tell MS-DOS when it was done using a segment of it's
memory.When it needed it again,it would ask MS-DOS for it.IF it was still
in memory,MS-DOS would tell the programme it's new address.(since it would
move around to reduce memory fragmentation) If it wasn't in memory,it
would be loaded up and the address passed back to the programme)

: with for configuring stuff. Of course machines like the Mac, Amiga
: ST/TT/Falcon never did have to deal with that. I don't know about the

: MAC, but AmigaDOS/Workbench has a CLI and the GUI in a nice
: combination. The Amiga's interface looks and works very muck like the
: Unix X-Windows.

Oh,X,another degradation to computers.I ran a pool game under it once and
I thought it had crashed,but it was just running extremely slow.
And X-Tank looks like it was running on a Apple.
(Ataris are not even THAT slow)

: Now. We should get back on topic... Atari 8-bit!!! Thanx for
: listening... Heh..

: rsely@dhs.state.nj.us -or- rely@ix.netcom.com

--
The Doctor

4876. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59k25n$9o4@login.freenet.columbus.oh.us>
Source record: 77689

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Robert Smith Ely (rely@ix.netcom.com) writes:
: > In <597a8t$bfe@freenet-news.carleton.ca> ai123@FreeNet.Carleton.CA
: > (Steven J. Tucker) writes:
: >
: >>
: >>Yes, Bobterm does transfers well at 56kbs with no loss. Bobterm itself
: >> it not responsible for buffering and queueing of data, the
: >> handler is. All Bobterm does is call the 'get one byte' portion
: >> of the R: handler.
: >>
: >>The R: Handler itself handles the baud rate and data exchange. So
: >> no matter what the R: hander tells bobterm, it can work the
: >> pokey as fast as it likes.
: >>
: >>Steve
: >>
: > Steve, Now, where can I get such a handler for BTM 1.21. Mine will only
: > do up to 19200 (selection in BTM) or is ther a way to reconfigure
: > BTM/the handler to go faster? Inquiring minds want to know. Heh...

: You can just boot BobTerm w/ APE and it will load the
: hander for you. The numbers you see at the top of the
: BobTerm screen are just placeholders, they dont really
: represent the actual baud rate.

Placeholders???
They represent what ever BobTerm told R: to do.

: For example, the 'slot' that normally uses 19.2k in the R: handler
: I replaced with a 56k handler. So the screen says 19.2k, but
: the handler does its job at 56k.

Well,that sentence made no sense.What do you mean you replaced the 'slot'?

: When you deal with a device like the 850/PR connection, the
: data bus transfer rate is not the bottleneck restricting your
: communications to 9600 baud. This is sort of an
: 'urban legend' with the Atari. I constantly hear stuff
: like 'the sio port can only work at 9600 baud', etc.

The SIO port uses 19200 normally.Ultraspeed takes it up to 53200 on a US1050.

: The real problems are:

: 1) the UART/RIOT/Controller in your device just cant keep up above
: 9600 baud. I.e. the atari is pumping out data fast
: enough, but your interface is a dog.

Actually,with the 850 and P:R:C,the Atari IS the interface.
The 850/PRC just connects the lines of the SIO port with the modem,and
converts SIO voltages to RS232 ones.
So data flows directly from the POKEY to the modem.

: 2) your handler cant get data from/to the atari fast enough to
: work above 9600 baud. i.e. your interface is keen, but
: the handler is written in turbo basic :)

You could write a handler in TurboBASIC.You'd need either TurboBASIC or
the runtime in memory.But this answer seems more corect to me.The ANTIC
interupts the handler so that it can't do the timing right.

: Because the UART in most PC's is designed to offload the task
: of sending/recieveing data, even the slowest PC's can usually
: keep up with 56k communication when not time sharing and with
: a little creative interrupt handling.

Same with the POKEY chip.Simply a matter to connect it with a modem.
(I don't see a problem,since high speed modem support 19200)

: I believe the 850 uses a 6507 and a RIOT chip to shuffle data
: around (im not sure about the RIOT, it might be another atari chip) and

IF it does,I think it's just for receiving data from the Atari for the
Centronics port.
(and for sending data to the RS232 ports in write-only mode on the 850)
And for the control electronics of the interface to accept SIO commands so
it knows when to enter concurent mode.
(that is,when it directly connects POKEY to the modem)
And to upload the handler to the Atari.
For the 850,it also sets the baud rate for sending to a printer connected to
the RS232 port.(comnicating to a modem is done differently,the handler it
self generates the baud rate)

: can only go so fast. If you wrote a new rom for the 850 it
: might be possible to boost its speed upto 19.2k or above.

You could probably just upload the new handler as a file to this newgroup,
and people would just load it up as a file instead of downloading it from
their interface.
--
The Doctor

4877. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59k3ml$e2j@login.freenet.columbus.oh.us>
Source record: 77690

m.kangas (kangas@lily.ee.cornell.edu) wrote:

: I picked up an old Atari 800 (w. 48k RAM) and accompanying odds & ends
: (410 tape, basic cart, etc) as a Christmas present for my 12-yr old
: cousin. I'm hoping to get him to start playing around with it,
: programming-wise, just to get those gears in his head turning...

I dunno,aren't you just seting him up to be a nerd.
I wonder if schools teach children (like they did me) about computers so
that when they become dis-ilussioned with life,they'll become nerds rather
than hoodlums.

Not that computers are a BAD influence,just too much much of one.

: So, would anybody have the *SOURCE CODE* to an/any old Atari Basic game
: that'll work on the 800? Not a disk image, but source I can print out
: (from unix, windows, or mac) for him to type in?

What exactly did you get with your Atari?
Disk drives?Modem interfaces?
You might be able to transfer the BASIC programme directly to your
Atari,with no typing.

If you must type it in,you can use a PC/Atari emulator to emulate
BASIC.This would allow you to list programmes to "D:".
You would need some virtual disk extraction tool to extract the LISTed
file from the virtual disk.

From BASIC you'd use
LOAD "FILENAME.BAS"
to load the programme.And
LIST "D:FILENAME.LST"
to list it out in text format.
--
The Doctor

4878. Absolut! Irony! :-)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: "Ronald A. Laski, Jr." <rlaski@midwest.net>
Message-ID: <32BD8052.632D@midwest.net>
Source record: 77691

```
Piracy helped kill Atari (amongst other things) and now piracy is the
only way to support Atari. (from a consumer's point of view)
Ironic? Isn't it? :-)
```

4879. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <59k4os$i2e@freenet-news.carleton.ca>
Source record: 77692

Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
> Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
>
> : Robert Smith Ely (rely@ix.netcom.com) writes:
> : > In <597a8t$bfe@freenet-news.carleton.ca> ai123@FreeNet.Carleton.CA
> : > (Steven J. Tucker) writes:
> : >
> : >>
> : >>Yes, Bobterm does transfers well at 56kbs with no loss. Bobterm itself
> : >> it not responsible for buffering and queueing of data, the
> : >> handler is. All Bobterm does is call the 'get one byte' portion
> : >> of the R: handler.
> : >>
> : >>The R: Handler itself handles the baud rate and data exchange. So
> : >> no matter what the R: hander tells bobterm, it can work the
> : >> pokey as fast as it likes.
> : >>
> : >>Steve
> : >>
> : > Steve, Now, where can I get such a handler for BTM 1.21. Mine will only
> : > do up to 19200 (selection in BTM) or is ther a way to reconfigure
> : > BTM/the handler to go faster? Inquiring minds want to know. Heh...
>
> : You can just boot BobTerm w/ APE and it will load the
> : hander for you. The numbers you see at the top of the
> : BobTerm screen are just placeholders, they dont really
> : represent the actual baud rate.
>
> Placeholders???
> They represent what ever BobTerm told R: to do.

No, they do not. The numbers are the result of a table lookup
and nothing more. Bobterm never sends 19200 to the R: handler, it
asks for baud rate #8, or #7 or whatever is wants. I just happens
those number correspond to those baud rates in the 'standard' R: handler.

> : When you deal with a device like the 850/PR connection, the
> : data bus transfer rate is not the bottleneck restricting your
> : communications to 9600 baud. This is sort of an
> : 'urban legend' with the Atari. I constantly hear stuff
> : like 'the sio port can only work at 9600 baud', etc.
>
> The SIO port uses 19200 normally.Ultraspeed takes it up to 53200 on a US1050.

No, USD ultraspeed uses a speed about twice 19.2k.

> : The real problems are:
>
> : 1) the UART/RIOT/Controller in your device just cant keep up above
> : 9600 baud. I.e. the atari is pumping out data fast
> : enough, but your interface is a dog.
>
> Actually,with the 850 and P:R:C,the Atari IS the interface.
> The 850/PRC just connects the lines of the SIO port with the modem,and
> converts SIO voltages to RS232 ones.
> So data flows directly from the POKEY to the modem.

> : can only go so fast. If you wrote a new rom for the 850 it
> : might be possible to boost its speed upto 19.2k or above.
>
> You could probably just upload the new handler as a file to this newgroup,
> and people would just load it up as a file instead of downloading it from
> their interface.

But it would be for fun to put it in the 850 :)

Steve

4880. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: terryb@bloomington.in.us
Message-ID: <59k77l$knm@news.hoosier.net>
Source record: 77693

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: m.kangas (kangas@lily.ee.cornell.edu) wrote:

: : I picked up an old Atari 800 (w. 48k RAM) and accompanying odds & ends
: : (410 tape, basic cart, etc) as a Christmas present for my 12-yr old
: : cousin. I'm hoping to get him to start playing around with it,
: : programming-wise, just to get those gears in his head turning...

: I dunno,aren't you just seting him up to be a nerd.
: I wonder if schools teach children (like they did me) about computers so
: that when they become dis-ilussioned with life,they'll become nerds rather
: than hoodlums.

: Not that computers are a BAD influence,just too much much of one.

: : So, would anybody have the *SOURCE CODE* to an/any old Atari Basic game
: : that'll work on the 800? Not a disk image, but source I can print out
: : (from unix, windows, or mac) for him to type in?

: What exactly did you get with your Atari?
: Disk drives?Modem interfaces?
: You might be able to transfer the BASIC programme directly to your
: Atari,with no typing.

: If you must type it in,you can use a PC/Atari emulator to emulate
: BASIC.This would allow you to list programmes to "D:".
: You would need some virtual disk extraction tool to extract the LISTed
: file from the virtual disk.

: From BASIC you'd use
: LOAD "FILENAME.BAS"
: to load the programme.And
: LIST "D:FILENAME.LST"
: to list it out in text format.
: --
: The Doctor

I _think_ that his point was that if a person types in various
programs they are a lot more likely to learn more about 'Basic' progamming
and a lot more likely to modify and learn about the programs they are
typing in. I know it helped me years ago.

Just a thought

4881. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961222211600.QAA26022@ladder01.news.aol.com>
Source record: 77694

In article <59b3kn$6ls@freenet-news.carleton.ca>,
ai123@FreeNet.Carleton.CA (Steven J. Tucker) writes:

>
>I believe the 850 uses a 6507 and a RIOT chip to shuffle data
> around (im not sure about the RIOT, it might be another atari chip) and
> can only go so fast. If you wrote a new rom for the 850 it
> might be possible to boost its speed upto 19.2k or above.
>
>Sounds like a project ;)
>
The 850 can't handle 19.2k reliably, especially in full duplex. It uses
an old technique called "bit-banging", simulating serial I/O by putting
data into a memory location (usually a parallel port) and shifting the
data through it. The 810 drives do the same thing, as well as the old
ATR-8000. 19.2k is the limit in ONE direction, if it tries full duplex it
can get lost in one big hurry. I found this when I started just such a
project on the 850. I found plans for a homebrew R-Verter clone on the
web, I may be able to do some mods to handle RTS-CTS flow control. I'll
let you know....

Len

4882. solves

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: Ken Marinello <kenm@gte.net>
Message-ID: <32BDFFD5.5E49@gte.net>
Source record: 77695

can anyone help me with an old game called CHIMERA?
i never have had much luck with respones to this game but
on the www theres gotta be someone out there who can help.
much thanx :)

-Ken
kenm@gte.net

4883. Re: X-former Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: "Mr. Maddog" <mrmaddog@ptdprolog.net>
Message-ID: <Pine.GSO.3.95.961222211028.26721E-100000@user1.ptd.net>
Source record: 77696

On Thu, 19 Dec 1996, Bill Somrak wrote:

> Darek Mihocka sent out a mailing with the directions on how to make this
> cable. Then, when he found out that people were ACTUALY going to build
> one to use with Xformer 3.5, he sent them foul e-mail, calling these
> people (myself included) "cheap xxxxxxxxx" for not BUYING the ones he
> had in stock!

WHAT!? Last time I check, few days ago, he said that he no longer had the cables in stock but will send instructions since they are easy to build.

It's like selling kit models and then saying they are criminals for not buying built models, even though only sell the kits. But I'm not surprised by alll of this...

So send me the instructions by e-mail, if he wants my money then I'll pay to register ST Xformer. Unless, I'm a pirate for downloading the shareware version...

Eric Noss
a.k.a
Mr. Maddog

4884. Re: I need ACTION!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: davepat@total.net
Message-ID: <32bc8ca7.0@news.total.net>
Source record: 77697

In article <32B89691.D82@Asymetrix.com>, BillW@Asymetrix.com says...
>
>Bravo Sierra Computers wrote:
>>
>> On Wed, 11 Dec 1996, Scott Butler wrote:
>>
>> > Where's the best place to buy Action? Is there more than one version
of the
>> > package? If so, what's the best one to get?
>> >
>> > Thanks,
>> > Scott
>> > (eager to try out some Action coding)
>>
>> Hello Scott,
>>
>> Bob Puff of CSS both Sells and Supports Action! for $49.95.
>>
>
>So far as I know...
>
>The only person with the AUTHORITY AND RIGHTS to release the
>manuals OR THE SOFTWARE for EITHER Mac65 or Action! is Mike
>Hohman. He purchased the products, INCLUDING the copyrights,
>from ICD who purchased them from us.
>
>Mike is also known as "Fine Tooned Engineering". I haven't
>seen him around lately, email-wise, though he used to be
>available at "FTOONED@delphi.com" and "FTOONED@CRL.com"
>if anybody wants to get LEGAL reprint (or whatever) rights.
>
>I saw the message re Action! being for sale for $50 from
>CSS in New York. Before buying, be sure they are legal
>copies. Support those who are still trying to legally
>support the 8-bit market.

Bob is selling legit copies of the OSS/ICD line. CSS may sell the Super
Archiver and Bit-Writer, but they don't sell cracked or copied warez. They
used to carry some used stuff, though.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music

Came from wooden boxes
Strung with silver wire?
- Harry Chapin

4885. Re: WTB

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-22 00:00:00 UTC
From: davepat@total.net
Message-ID: <32bc8d47.0@news.total.net>
Source record: 77698

In article <59herl$po6@news.hoosier.net>, terryb@bloomington.in.us says...
>
> I need an 850 interface or anything to be able to use at least a
>2400 baud modem with an 800.
> I also need 2400 or 9600 modem.
>I am trying to get my sister's 800 hooked up to the 'net.
> I'm looking for a 9600 or 14.4 modem for myself.
>
> Thanks
> and Merry Christmas
>terryb@bloomington.in.us
>

Look at the BrItIsH homepage; Craig has plans for a two-chip interface you
can build that can handle 9600 (at least) using the R-Verter handler.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

4886. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: infoman@xmission.xmission.com
Message-ID: <59mjt1$7bn@xmission.xmission.com>
Source record: 77619

BobKlaas <bobkla19@tcd.net> wrote:
: How does one post this tactfully?..Possibly not possible?

: We as users on the Internet have access to many items not available to
: others. Now weather you realise it or not...one asks for Documentation
: for a specific program, another replies I gots it will send it to you.

: All documention to Atari 8-bit programs are covered under the Copyright
: Act!...Soon Congress is going to levy rules and regulations under
: pressure from those with big $$$..

: There are those of you out there that say no one cares its an old
: product/manual...well my friend (maybe not?) you are wrong..I am sure
: there those out there capturing every violation of a Copyright
: document/software ect...and once the Law is in place..those of you that
: have given freely will definatley reap what you do not wish.

Hmm, it seems like most laws that are passed usually do not apply
retroactively. Besides, who is going to go through the time and expense to
prosecute for copyright infringements for software that has not made any
money for many years? Just my opinion - not that I necessarily agree or
disagree with such activities.

/InfoMan

4887. Re: Atari Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: infoman@xmission.xmission.com
Message-ID: <59mk4t$8i0@xmission.xmission.com>
Source record: 77620

GENE EHRICH <gene.ehrich@compudata.com> wrote:

: Atari Items for Sale plus shipping

Gee, maybe it's just me, but I have a hard time imaging anyone paying $19
for a 300 baud modem. If anyone wants one that bad, I've got one I'll sell
for $18.50. 8+)

/InfoMan

4888. Re: Saving BASIC FILES

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32bfc6ec.3694585@news.networx.net.au>
Source record: 77621

Mark Zerafa <adrizera@mail.keyworld.net> wrote:

>Can anyone offer any suggestions? I have recently downloaded an ATARI
>8-bit emulator. Every time I type the following command:
>
>SAVE "D:PROGRAM.BAS", in an attempt to save a basic program,I get an
>error 130. I would be most obliged if you could enlighten me.
>

Ok, to get it working you need to have a DOS virtual disk as D1. This means that when you start the emulator, you must add a reference on the command line to an ATR image file.

for example: (this should work with any emu you have)

ATARI DOSDISK.ATR (this is for XLit)
XF25 DOSDISK.ATR (PC Xformer)

Once you have started the emulator, it should be in basic- but there will be a slight pause while DOS loads. If you want to check that DOS is actually loaded, type DOS at the basic prompt, and that should take you to the DOS MENU. You can then press "B" (run cartridge) to return to basic. Hope this helps.....
"ATARI.....==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4889. Re: WTB

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <59mogl$stv@news1.fast.net>
Source record: 77622

terryb@bloomington.in.us (Terry Borah) wrote:

> I need an 850 interface or anything to be able to use at least a
>2400 baud modem with an 800.
> I also need 2400 or 9600 modem.
>I am trying to get my sister's 800 hooked up to the 'net.
> I'm looking for a 9600 or 14.4 modem for myself.

> Thanks
> and Merry Christmas
>terryb@bloomington.in.us

Interesting problem you've got there.

Let me know if you've managed to connect the 800 to the internet.

As far as I know, there aren't any text browsers or internet mail
programs on the atari. Another problem would be the winsock.

Also, before you go any further, you might want to upgrade the 800's
memory.

Let us know how this progresses.

4890. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: davepat@total.net
Message-ID: <32bdd263.0@news.total.net>
Source record: 77623

In article <59cc3g$6f4@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us says...
>
>Does much bigger does the runtime make the programme file?

Depends on which libraries you use. I haven't dopn much yet, so I can't
give good estimates.

>: Action only supports BYTE, INT and CARDs, though - floating point
requires
>: the toolkit and isn't quite as elegant or easy.
>If modular and assembly programming is so easy,can you just create macros
>that call the OS's FP routines?

That's exactly what the toolkit does, but it's still a hassle, since the
usual print routines etc can't be used (they see Floating point as arrays
of 6 chars, I believe)

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

4891. How to convert "Super" (bank-switched) carts to files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: Tony Ramos <ramos.15@osu.edu>
Message-ID: <32BEE528.7FF7@osu.edu>
Source record: 77624

Hi Atari fans,

I'm all set to go 'virtual', running all my old Atari stuff on Chris Lam's emulator, except for my favorite game: Atari's XE super-cart version of Mario Bros.

Man, is this a great port. It's got all the 'how-to' intermission screens, great animation etc. Trouble is, I think it was only released as a bank-switched Super cart.

I don't want to get back into hacking the 8-bit hardware, I just want a disk-based version of my current favorite game. So, has this cart been 'filed'?

I've seen disk versions of carts such as Food Fight, which, I believe, were super carts. As a side note, how are these dumped? I know that the cart program needs to be heavily modified to relocate the code blocks side-by-side rather than 'stacked' in the same space.

Any wizards care to respond?

-Tony R.

--
Tony Ramos : http://www.cis.ohio-state.edu/~aramos
855 Chambers Rd., Apt. 15 : tony_ramos@fitch.com, ramos.15@osu.edu
Columbus, OH 43212 : *** computer-mediated environments ***
(614)297-6352 : *** interface ** image synthesis ***

4892. Re: How to convert "Super" (bank-switched) carts to files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <59msin$7d@news1.fast.net>
Source record: 77625

Tony Ramos <ramos.15@osu.edu> wrote:

>Hi Atari fans,

>I'm all set to go 'virtual', running all my old Atari stuff on Chris
>Lam's emulator, except for my favorite game: Atari's XE super-cart
>version of Mario Bros.

Do I understand correctly, in that, Mario Brothers is on Atari? I
thought it was a NES/SNES only game. Unless there is a different
version on Atari???

>Man, is this a great port. It's got all the 'how-to' intermission
>screens, great animation etc. Trouble is, I think it was only released
>as a bank-switched Super cart.

>I don't want to get back into hacking the 8-bit hardware, I just want a
>disk-based version of my current favorite game. So, has this cart been
>'filed'?

>I've seen disk versions of carts such as Food Fight, which, I believe,
>were super carts. As a side note, how are these dumped? I know that the
>cart program needs to be heavily modified to relocate the code blocks
>side-by-side rather than 'stacked' in the same space.

>Any wizards care to respond?

>-Tony R.

>--
> Tony Ramos : http://www.cis.ohio-state.edu/~aramos
> 855 Chambers Rd., Apt. 15 : tony_ramos@fitch.com, ramos.15@osu.edu
> Columbus, OH 43212 : *** computer-mediated environments ***
> (614)297-6352 : *** interface ** image synthesis ***

4893. Re: How to convert "Super" (bank-switched) carts to files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <WgwvyMezGSsV092yn@kenton.com>
Source record: 77626

In article <59msin$7d@news1.fast.net>, rhkramer@fast.net (Randy Kramer) wrote:
>Tony Ramos <ramos.15@osu.edu> wrote:
>
>>Hi Atari fans,
>
>>I'm all set to go 'virtual', running all my old Atari stuff on Chris
>>Lam's emulator, except for my favorite game: Atari's XE super-cart
>>version of Mario Bros.
>
>Do I understand correctly, in that, Mario Brothers is on Atari? I
>thought it was a NES/SNES only game. Unless there is a different
>version on Atari???

You're thinking Super Mario Brothers. Mario Brothers is older.

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

4894. Re: Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <KhwvyMezGe6L092yn@kenton.com>
Source record: 77627

In article <59mb7c$os4@news1.fast.net>, rhkramer@fast.net (Randy Kramer) wrote:
>Hi all. I have a cool (at least in my opinion) idea for a joystick.
>
>It'd sort of be like the SNES controller.
>
>Instead of the D-pad, we could put a small analog stick. There would
>be the normal two buttons on the opposite side of the analog stick,
>and below them would be the turbo A and turbo B buttons.
>
>Does such a thing exist? Would someone be willing to make one?

Since there isn't really any analog joysticks that are affordable, I
would rather see a modified Sega controller that uses all the buttons.
What I'm in the process of doing right now is modifying a (clone) sega
controller. the D-pad works fine, the B works as Fire, and C works as
paddle 0 (putting a value of 228). What I'm hoping to do is hook A up
to paddle 1, and using a resistor for paddle 0 and the start button.
Does anyone see a problem with this?

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

4895. Re: Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <59n5vk$1m1@news1.fast.net>
Source record: 77628

gozar@kenton.com (Ryan 'Gozar' Collins) wrote:

>In article <59mb7c$os4@news1.fast.net>, rhkramer@fast.net (Randy Kramer) wrote:
>>Hi all. I have a cool (at least in my opinion) idea for a joystick.
>>
>>It'd sort of be like the SNES controller.
>>
>>Instead of the D-pad, we could put a small analog stick. There would
>>be the normal two buttons on the opposite side of the analog stick,
>>and below them would be the turbo A and turbo B buttons.
>>
>>Does such a thing exist? Would someone be willing to make one?

>Since there isn't really any analog joysticks that are affordable, I
>would rather see a modified Sega controller that uses all the buttons.
>What I'm in the process of doing right now is modifying a (clone) sega
>controller. the D-pad works fine, the B works as Fire, and C works as
>paddle 0 (putting a value of 228). What I'm hoping to do is hook A up
>to paddle 1, and using a resistor for paddle 0 and the start button.
>Does anyone see a problem with this?

Well, I guess I didn't make my self clear enough.

The original Atari Joysticks were analog. I was planning to replace
the big stick with a smaller one (sortof like N64's). Then I'd place
the buttons that are on the stick along side of it.

This would require a new case and a differently "styled" curcuit
board.

Anybody willing to try this?

>--
>---
>Ryan 'Gozar' Collins gozar@kenton.com
>"You can count on others, but its better to use your own fingers and toes"
> http://www.kenton.com/users/gozar/index.htm
>---

4896. Re: How to convert "Super" (bank-switched) carts to files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <59n61p$1m1@news1.fast.net>
Source record: 77629

gozar@kenton.com (Ryan 'Gozar' Collins) wrote:

>In article <59msin$7d@news1.fast.net>, rhkramer@fast.net (Randy Kramer) wrote:
>>Tony Ramos <ramos.15@osu.edu> wrote:
>>
>>>Hi Atari fans,
>>
>>>I'm all set to go 'virtual', running all my old Atari stuff on Chris
>>>Lam's emulator, except for my favorite game: Atari's XE super-cart
>>>version of Mario Bros.
>>
>>Do I understand correctly, in that, Mario Brothers is on Atari? I
>>thought it was a NES/SNES only game. Unless there is a different
>>version on Atari???

>You're thinking Super Mario Brothers. Mario Brothers is older.

Oh. Thanks for setting me straight on that.

>--
>---
>Ryan 'Gozar' Collins gozar@kenton.com
>"You can count on others, but its better to use your own fingers and toes"
> http://www.kenton.com/users/gozar/index.htm
>---

4897. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2312962059360001@port45.bitstream.net>
Source record: 77630

In article <59mjt1$7bn@xmission.xmission.com>,
infoman@xmission.xmission.com (InfoMan) wrote:

> BobKlaas <bobkla19@tcd.net> wrote:
> : How does one post this tactfully?..Possibly not possible?
.
.
> : There are those of you out there that say no one cares its an old
> : product/manual...well my friend (maybe not?) you are wrong..I am sure
> : there those out there capturing every violation of a Copyright
> : document/software ect...and once the Law is in place..those of you that
> : have given freely will definatley reap what you do not wish.
>
> Hmm, it seems like most laws that are passed usually do not apply
> retroactively. Besides, who is going to go through the time and expense to
> prosecute for copyright infringements for software that has not made any
> money for many years? Just my opinion - not that I necessarily agree or
> disagree with such activities.

I am not a lawyer (standard disclaimer ;) ...but (AFAIK) aren't books
protected (US-copyright-wise) for something like 50 years, regardless of
whether they are in print? But OTOH, most 50-year-old books are still
readable (at least technically if not artistically) by the average person.
The same cannot be said for most 10+-year-old software. 10-year-old
software is much like 500-year-old literature in terms of public appeal,
except that the writers are usually still living. It will be interesting
to see how this all shakes out...

Mark
marksim@bitstream.net

4898. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002312962059400001@nntp.netgate.net>
Source record: 77631

In article <marksim-2312962059360001@port45.bitstream.net>,
marksim@bitstream.net (Mark L. Simonson) wrote:

> 10-year-old
> software is much like 500-year-old literature in terms of public appeal,
> except that the writers are usually still living.

And another exception:

Much 500-year-old literature is taught in lit courses. I don't expect
to see anything about Atari DOS 2.5 to be taught in computer
science courses. So it's even *worse*!! :)

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

4899. Re: Paperclip with key

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32bdf659.98501709@news.inc.net>
Source record: 77699

On 13 Dec 1996 17:18:13 GMT, am604@cleveland.Freenet.Edu (Lee
Batdorff) wrote:

>
>My father is looking for a coy of Paperclip with the accompanying key.
>If you have this available for sale, please send me a message at
>bat@apk.net
>
>Sincerely yours, Lee Batdorff

Hi. Paperclip was later released in a version that did not require
the "dongle." That by chance happens to be the version that can use
the extra mem on the 130XE.

Cheers,

Jon

4900. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961223035800.WAA04506@ladder01.news.aol.com>
Source record: 77700

In article <32beaf28.22705616@news2.deltanet.com>, neurom@sensenet.com
(Neurom) writes:

>Why don't you take your 8-bits and shove them up your ass.
>
>Neurom
>neurom@sensenet.com

You obvously have an ego problem. We use our Atari 8-bits because we are
amazed at what they still CAN do, not disgruntled at what they cannot.

4901. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961223035900.WAA04508@ladder01.news.aol.com>
Source record: 77701

In article <ziggy29-ya023080002212961020350001@nntp.netgate.net>,
ziggy29@netgate.net (Tim Irvin) writes:

>
>Perhaps. Then again, though, I worry about my physically write-protected
>software failing on me.
>
>I thought it happened to M.U.L.E. last night. I started to boot it,
>it hesitated a couple of times, and gave me a red *** LOAD ERROR ***
>screen. I think the drive was just a little dusty or something;
>pulling it out and blowing into the disk drive's slot a few times
>seemed to make it boot up just fine.
>
>Nevertheless, though I have the original disk, box and all
>docs, I *can't* copy the damned thing for a backup! That really
>sucks...
>
What you need to do is find someone with either a Happy or Archiver drive,
and make one or two copies of that original disk, so you can keep the
original safe, and play off the backup. As long as you keep the original
disk in your possession, making a backup for safekeeping is perfectly
legal under the "fair use" clauses of the Copyright Act. The only thing
is, if you sell or give away the original, the copies must either go with
it or be erased.

Hope this helps...

4902. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961223035801.WAA04505@ladder01.news.aol.com>
Source record: 77702

In article <19961220074100.CAA02383@ladder01.news.aol.com>,
itztrapper@aol.com writes:

>
>>documentation in English. I just found a new Polish assembler that is
>>said will produce the SpartaDOS X relocatable commands, but again, no
>>English docs.
>
>Where did you find that one? Having worked with the SDX lib functions,
>I'd be interested in an assemble that compiled for SDX relocation.
>
It was uploaded to Star*Net BBS in Orlando. I just looked at mine again,
and it is just a limited demo. But with no English docs, I can't even
figure it out.

Star*Net's number is (407)281-6132.

Hope this helps....

4903. Re: WTB: 8-bit comm program

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961223035900.WAA04509@ladder01.news.aol.com>
Source record: 77703

In article <19961220074500.CAA02435@ladder01.news.aol.com>,
itztrapper@aol.com writes:

>>I have also been using
>>FlickerTerm 80, and with the high-speed handler I wrote for the MIO, I
>>have always preloaded it to save the hassles.
>
>Have you uploaded this handler anywhere?

The handler is not freeware, I sell the disk with versions for both the
MIO and Black Box for $10 including postage.

Lenard Spencer
2513 Healy Drive
Orlando, FL 32818

4904. Saving BASIC FILES

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: Mark Zerafa <adrizera@mail.keyworld.net>
Message-ID: <32BE3CA3.2422@mail.keyworld.net>
Source record: 77704

Can anyone offer any suggestions? I have recently downloaded an ATARI 8-bit emulator. Every time I type the following command:

SAVE "D:PROGRAM.BAS", in an attempt to save a basic program,I get an error 130. I would be most obliged if you could enlighten me.

Thanks,

MARK

4905. WTB: Printer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: Eric_Cron@addus.com
Message-ID: <59kmvj$ddo@kirin.wwa.com>
Source record: 77705

Looking for a serial to parallel interface.

if you have one, contact:

Eric_Cron@addus.com

with your price.

Thanks!

4906. Re: Saving BASIC FILES

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: William Fisher <blackat@direct.ca>
Message-ID: <01bbf073$c7929bc0$09f7aecc@127.0.0.1>
Source record: 77706

> SAVE "D:PROGRAM.BAS", in an attempt to save a basic program,I get an
> error 130. I would be most obliged if you could enlighten me.

You need to have a 'virtual' floppy in the 'virtual' disk drive. Or else the Atari 8-Bit won't know where to save your BASIC program to...

With most emulators there is a boot disk of some sort included. What emu are you using?

Will

4907. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <59l2mm$enh@alexander.INS.CWRU.Edu>
Source record: 77707

(Doc makes many points about my posted code, I sent private
e-mail about it.)
One thing that is VERY IMPORTANT, Doc and anyone who wants
to code stuff.
DO close all channels before and after use of the channel.
Now, maybe Doc and Bill Wilkinson know that RUN closes
channels and END closes channels.
Two novice programmers (novice? intermediate). Me and
another person who I won't mention, wrote programs that
failed to close channels. The point is:
OUR PROGRAMS TRASHED TOM HUNT'S AND JOHN HARRIS'S HARD DRIVE
DIRECTORIES.
I don't claim to know what BASIC does, or ACTION! or any
other language about closing channels left dangling by the
programmer. I do know what happened to Harris and Hunt and
feel real bad about it. I believe there is/was a problem
with SpartaDOS not closing dangling open channels, and Tom
Hunt, I believe has taken steps to see this never happens to
him again. So, no matter what the language, what the
computer, it doesn't hurt and IMO is very important not to
leave it up to the OS, the language or anything else to
close channels, do it yourself.

4908. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E2uq5B.BHo@nonexistent.com>
Source record: 77708

-
-Jeez, that thing? With the bat and the magnet? I guess you found the
-'easter egg' with the authors signature?
-
-Daniel Clinton
-
-
Yes, I did. I also have "Indenture" a rewrite for the pc, which has an
expanded set of rooms. Unfortunately, it crashes alot so I can finish
it.

You have to admit, its a fun game!

4909. FS: Atari Computer Goods! FREE Catalogs! Bravo Sierra Computers!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <59lckf$kg4@maureen.teleport.com>
Source record: 77709
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking. And something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, Local to Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.

--

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974. DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4910. WANTED: Atari Jaguar Game Systems!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <59ldup$lo8@maureen.teleport.com>
Source record: 77710
Cross-posted to: abg.atari,alt.atari-jaguar.discussion,comp.sys.atari.8bit,comp.sys.atari.st

Looking for good deals on Complete Atari Jaguar Systems. Even nicer if
I could get one with a Jaguar CD and even CD Games for the Jaguar. I'd
prefer to buy Locally to Portland, Oregon so I can see what I'm buying
before I Pay and avoid shipping. So Please, If you want me to read your
reply, direct all Replies through E-Mail to: bensmith@teleport.com or
Call Ben at (503)256-9974 Weekdays, Anytime.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4911. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bbf0ce$51c959a0$1f21adce@crc3.concentric.net>
Source record: 77711

Bob,

Your message is way too paranoid.

In case you've forgotten, it takes money to investigate and enforce laws. Who do you suppose would benefit financially by spending time and money to track down and exact revenge against people trading software that has virtually no commercial value?

Seems like you're confusing your personal dissatisfaction with the actions of others and fear mongering based on the threat of big brother. Do you REALLY think Congress has nothing better to do with money than track down people trading 10 year old, discontinued software?

Stating your personal opinion is one thing. Trying to control the actions of others by attempting to instill fear in them is another.

Get a grip.

Fred Thompson

BobKlaas <bobkla19@tcd.net> wrote in article <32BB636F.6F1A@tcd.net>...
> How does one post this tactfully?..Possibly not possible?
>
...
> I have seen several court case sent to me relating to Piracy..ect but
> once Congress passes what the $$ people want these cases will go out the
> window and all are liable.

4912. Re: Memory upgrade for Atari 400??

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: rdell@best.com
Message-ID: <59m74u$76i@shellx.best.com>
Source record: 77712

In article <32be5fc1.5678970@news.networx.net.au>,
Steve <stev@networx.net.au> wrote:
>Ronald T Kneusel <rkneusel@post.its.mcw.edu> wrote:
>
>>
>>My friend has an old Atari 400 that he is in the midst of fixing (broken
>>pin on the cassette port)
>>
>>I'm not an Atari person, but I noticed that the RAM card has 4k chips on
>>it, though it was labeled as 16k which was then crossed out with marker.
>>I know that the Apple II can handle both 4kx1 and 16kx1 chips. If I
>>replace the chips on the card with 16kx1 chips from an Apple II, will the
>>card handle it?
>>
>Well, you can try it. I'm pretty sure it'll work ok. The 400 can
>address up to 64k of RAM, but you will only see 48k- this has
>something to do with the ROM's taking up 10k and not allowing access
>to a further 8k (address C000-CFFF, the ROM's D000-FFFF).
>Actually, I think the card is 32k, being 8 x 4k chips? I'm just saying
>that whoever struck out the printed "16k" should have written what the
>amount of RAM really was. Anyway, good luck......
>Oh, I just had a thought... maybe you should try using 8k chips, cause
>I just realized that 8 x 16k chips would = 128k, and the 400 cannot
>use this much memory, except of course using a specialized upgrade
>card. Umm, This is also being posted to the newsgroup, so I'm sure
>that someone there can help if you want to try and use 128k somehow.
>Anyone?
>

I think we have a byte versus bit discontinuity here.

The chips are labeled and used as bit sized devices (ie -- 4kx1 or 16kx1).
The board (and most boards in general) is labeled in byte terms (byte=8 bits,
of course). Dynamic ram chips are generally either x1 or x4 devices,
ROM chips and todays Static RAM are generally x8 devices, but all may
be refered to either in bit size, or word size, or byte size, although
at the chip level one genrally uses bits. For example, a 2764 EPROM
is 64K bits, or 8Kx8, a 2716 is 16K bits, or 2Kx8, a 4116 RAM is 16K bits,
or 16Kx1 ....

I've never run across a 4K board for the 400, so I cannot venture an
opinion as to whether just swapping chips to 16Kx1 chips will work, but it
is certainly worth a shot. I know I've upgraded the 16K boards to
64K (48K accessible in the 400) by a few added addressing chips and some trace
rearranging and swapping in 64Kx1 chips.

If your going to the bother of swapping chips, it might be worth going
all the way to 64kx1 chips, and modifying the 400 for 48K.

--
Richard Dell

4913. Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <59m7ia$24q0@usenetp1.news.prodigy.com>
Source record: 77713

Eric_Cron@addus.com (Eric) wrote:
>
>I came across two track ball thingamabobbers in the thrift store the
other
>day. I don't know if you call them track balls, but they are the things

>that you use to play centipede and millipede. They were made by WICO.
>
>I have two questions. What is the trade value for one of these (they
>work). Second, the package came with some wierd cord. It is a joystick

>connector that splits into two cords. One of the cords ends up turning

>into what looks like audio jacks, and the other one ends up in three
>audio things. What the heck is this thing for? It also came with a
>connector to turn one joystick port into two. Why the heck would
anybody
>want one of those?
>
>Thanks
>Eric
>
Sounds wild! I want to know too!

4914. Re: Atari 130 XE sound

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <59m9p9$o2f@news1.fast.net>
Source record: 77714

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>Bravo Sierra Computers (bensmith@teleport.com) wrote:
>: On Sun, 8 Dec 1996, Samuel Rebelo wrote:

>: >
>: > Can any one help me on getting more out of the sound capabilities of
>: > my atari ????
>: > i only know the sound statment but that dont gives me the results i
>: > want (those sounds i ear in games)
>: > big thanks in advance

>Well the sound statement works like this.
>SOUND a,b,c,d

>Where a=which voice you want to use(0 to 3).
>b=pitch(0 to 255).
>c=distortion.USe even numbers 0 to 14.Odd numbers activate digitized sound
>mode.Use 10 for a pure tone(no distortion).12 gives you a buzzer.
>You can get a engine type buzz but using two sound statements and
>alternating c between 0 and 1.
>d=volume(1 to 15).

>I hope that helps.argument c is where it's at.Try multiple voices at the
>same time.
>--
> The Doctor

He said he already figured out the sound statement, but that doesn't
give him the desired results.

4915. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: ipoorten@cs.vu.nl
Message-ID: <59mact$8qb@star.cs.vu.nl>
Source record: 77715

"Thomas Meyer" <i03a@zfn.uni-bremen.de> writes:

>> One word: AtmasII

>I used that one all the time, too (although I also had MAC/65). I even have
>the ATMAS-II original sitting on the shelf. :)

>Was it even sold in other countries than Germany?

I believe I got it from the Pokey Foundation (Stichting Pokey), though I
could be wrong. Nevertheless, as far as I know, it was never available
at computerstores...

Ivo

--
Ivo van Poorten
ipoorten@cs.vu.nl ivo@let.vu.nl
http://pmwww.cs.vu.nl/home/ipoorten/
Mega Magazine -- The Atari 8-Bit Homepage

4916. Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <59mb7c$os4@news1.fast.net>
Source record: 77716

Hi all. I have a cool (at least in my opinion) idea for a joystick.

It'd sort of be like the SNES controller.

Instead of the D-pad, we could put a small analog stick. There would be the normal two buttons on the opposite side of the analog stick, and below them would be the turbo A and turbo B buttons.

Does such a thing exist? Would someone be willing to make one?

4917. In search of either a 130xe,65xe, or 800xe

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <59mbe9$os4@news1.fast.net>
Source record: 77717

As I stated in the subject line, I'd like to find either a 130xe,65xe.
or an 800xe for a descent price.

My 800xe broke down two months ago, and I'd like to find a replacement
that can run all of its programs.

Post, but please CC: me a copy.

Thanks, rhkramer@fast.net

BTW: I'm looking to spend $50 or less. (Less being the key word).

4918. FS:Antic disks

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-23 00:00:00 UTC
From: moregames@aol.com
Message-ID: <19961223163600.LAA15429@ladder01.news.aol.com>
Source record: 77718

```
Atari Antic disks for sale: All original disks, only $1 each, or ALL for
$10 plus shipping
Please e-mail: moregames@aol.com

AUG 84
SEPT 84
JAN 85
FEB 85
APRIL 85
DEC 87
AUG 88
SEPT 88
OCT 88
NOV 88
DEC 88
JAN 89
FEB 89
MAR 89
APRIL 89
MAY 89
JUNE 89
JULY 89
ABFAB DISK 1
ABFAB DISK 2
```

4919. FOR SALE: 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: junk_email_sucks@nowhere.com
Message-ID: <59ko1k$sf6@stratus.skypoint.net>
Source record: 77632

ATARI 8-BIT HARDWARE FOR SALE

Continental US/Canada customers only, please. Prices are US dollars.

Atari 400 computer: stock, with 16K. Asking $15 + shipping.

Atari 800 computer: 2 stock 800 units, each with 48K. Asking $25 each +
shipping.

Atari 850 interface: with documentation. Asking $30 + shipping.

Atari SX212 modem, with docs. Asking $15 + shipping.

Atari 1050 disk drive: with PS, works. Asking $40 + shipping.

Atari 810 disk drive: doesn't work, for parts. Asking $10 + shipping.

Please reply to sydtech@skypoint.com.

Thanks,
Scott

The above email address is bogus to defeat junk emailers.
Please respond to: sydtech @ skypoint.com; be sure to
eliminate the spaces in the email address.

4920. Re: Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <59nc4o$jk7@triglav.iwaynet.net>
Source record: 77633

rhkramer@fast.net (Randy Kramer) wrote:

>Hi all. I have a cool (at least in my opinion) idea for a joystick.

>It'd sort of be like the SNES controller.

>Instead of the D-pad, we could put a small analog stick. There would
>be the normal two buttons on the opposite side of the analog stick,
>and below them would be the turbo A and turbo B buttons.

>Does such a thing exist? Would someone be willing to make one?

This is basically the 5200 joystick. The only difference is that the 5200 controller has a keypad and would have to be rewired to work on an XL,XE,400,800. The axes would be read though the paddle controller. Perhaps some PIA strobe code could be whomped up for any extra buttons you want to add. Only one problem, though. Even the capability for analog sticks existed on the 8-bit computers, all of the games use digitial. Except for the 5200, but it is a special case game machine version of the basic 400,800,XL architecture.

4921. Re: Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: itztrapper@aol.com
Message-ID: <19961224033900.WAA29098@ladder01.news.aol.com>
Source record: 77634

In article <19961223035801.WAA04505@ladder01.news.aol.com>,
lenspencer@aol.com wrote:

>It was uploaded to Star*Net BBS in Orlando. I just looked at mine again,
>and it is just a limited demo. But with no English docs, I can't even
>figure it out.
>
>Star*Net's number is (407)281-6132.

yeah...it does! Thanks

4922. Re: Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <59na5k$rh5$1@news.aros.net>
Source record: 77635

Randy Kramer (rhkramer@fast.net) wrote:

: The original Atari Joysticks were analog. I was planning to replace
: the big stick with a smaller one (sortof like N64's). Then I'd place
: the buttons that are on the stick along side of it.

AFAIK, only the 5200 joysticks were analog. I may be wrong, though.

4923. Re: Absolut! Irony! :-)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <59nc8u$jk7@triglav.iwaynet.net>
Source record: 77636

"Ronald A. Laski, Jr." <rlaski@midwest.net> wrote:

>Piracy helped kill Atari (amongst other things) and now piracy is the
>only way to support Atari. (from a consumer's point of view)
>Ironic? Isn't it? :-)

All of my buddies with Commodores and IBMs had pirated software
hanging out the wazoo. The Atari was not particularly special in this
regard (although industry may have had an erroneous view of this). I
think that Atari's idiotic marketing policies had far more to do with
the company's demise.

4924. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32bf5e92.21019016@news.inc.net>
Source record: 77637

On 21 Dec 1996 02:11:33 GMT, ellman@xs4all.nl () wrote:

>In article <slrn5b0akv.r0m.cathryn@junglevision.junglevision.com>,
>cathryn <cathryn@junglevision.junglevision.com> wrote:
>>
>>I'm looking for some Atari 8-bit demos for testing. I'm interested
>>in amazing Atari graphics and sound trickery.
>>
>>1. What is the best Demo out there? (Or the top 5 or so)
>

Okay, here are some ones I remember liking....

robot thing (ces demo)
spaceship (ces demo, made me think of "pigs in space")
swan demo
bounce
ballsong 1 & 2
'magic' (awesome 256 color kaleidoscope type thing, only 12K!)
a demo from Europe called "POP Demo"

I have seen numerous others mentioned here, but I have never seen
them.

Cheers,

Jon

4925. Re: Toad Christmas SPECIALS -- through 12/23/96!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>
Source record: 77638
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On Thu, 19 Dec 1996, Thomas Main wrote:

> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> Compare this with the $299 "special" Toad is offering on USED STe's.
> Also, a few days ago on this very group someone was selling a VERY nice TT
> for $300. I think people in this group ought to write to Toad and tell
> them that we are not willing to pay these prices! I know that Toad has
> long supported the Atari platform, but that is not an excuse to excercise
> price gouging. If you agree, write to Toad "Toaday" and let them know
> their prices are way off. I think the Atari community will be better off
> with realistic prices set for equipment.

This is the kind of Talk that will put Toad out of Business and Kill yet
Another Atari Supporting Business at the Hands of some Cheapskate.

> On Mon, 16 Dec 1996, Dave Troy wrote:
>
> > THERE'S STILL TIME TO GET ATARI STUFF IN TIME FOR CHRISTMAS!!
> > --
> >
> > AMAZINGLY HOT ST STUFF -- PRICES GOOD THROUGH 12/23/96!
> > --
> >
> > ATARI 1040ST and 1040STE Computers!!
> > We have used Atari 1040ST computers available for $199 and used Atari
> > 1040STE computers available for $299! New STE computers available
> > too! Call for pricing! Order yours today!
> >
> > IF YOU CAN WAIT TO ORDER, YOU'LL PAY MORE IF YOU DO IT AFTER 12/23/96!!
> > ---
>
>
>

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www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4926. Re: How to convert "Super" (bank-switched) carts to files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E2wspy.IG0@nonexistent.com>
Source record: 77639

On Mon, 23 Dec 1996 16:01:56 -0400, Tony Ramos <ramos.15@osu.edu>
wrote:

-Hi Atari fans,
-
-I'm all set to go 'virtual', running all my old Atari stuff on Chris
-Lam's emulator, except for my favorite game: Atari's XE super-cart
-version of Mario Bros.
-
-Man, is this a great port. It's got all the 'how-to' intermission
-screens, great animation etc. Trouble is, I think it was only
released
-as a bank-switched Super cart.
-
-I don't want to get back into hacking the 8-bit hardware, I just want
a
-disk-based version of my current favorite game. So, has this cart
been
-'filed'?
-
-I've seen disk versions of carts such as Food Fight, which, I
believe,
-were super carts. As a side note, how are these dumped? I know that
the
-cart program needs to be heavily modified to relocate the code blocks
-side-by-side rather than 'stacked' in the same space.
-
-Any wizards care to respond?
-
--Tony R.
-
How does "very carefully" sound?
Theres some way to do it, I havent gotten what I've tried to work yet,
anyone want to help? This is what I've tried (per Chris LAm's info)
Load Dos
Binary Save 8000-BFFF
Store a $1 in $D301 (or whatever the bank select bit is)
Binary Save with append $a000-$bfff

It hasnt worked yet, it just saves the same info over and over.
If someone can tell me how it bank selects, I can very easily write a
program to dump all the banks!

Yogi

4927. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961224010256.18720D-100000@linda.teleport.com>
Source record: 77640

On 19 Dec 1996, Daniel Klugh wrote:

> Bravo Sierra Computers (bensmith@teleport.com) wrote:
> : On 10 Dec 1996, Daniel Klugh wrote:
>
> : > Robert Smith Ely (rely@ix.netcom.com) wrote:
> : > : In <329dbad8.4294574@news.magg.net> eightbit@magg.net (eight) writes:
> : > : >
> : > : >To All -
> : > : >
> : > : >Hello! I am using an Atari 800XL with P:R: Connection with a P133 PC I
> : > : >am trying to transfer Atari files from the PC to my eight-bit Atari.
> : > : >Can I get some help/tips on how this is done?
> : > : >
> : > : >Thanks,
> : > : >
> : > : >eightbit@magg.net
>
> : Hello Robert, this is how I transfer files between my 800xl using an 850
> : Interface and my Atari ST. It should work for you. I don't have a Null
> : Modem Cable or an SIO2PC. Bob Puff of CSS told me that neither the P:R:
> : Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
>
> I think you mean 9600,not 2400.

No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
would result in dropped characters.

> : Modem hooked up to my ST and a 2400 Baud hooked up to my 800xl using a
> : 850 and BobTerm. To hook the 2 Computers together, I string a long Phone
> : Cable between the two Modems and plug them into the RJ-11 Jack (RJ-11?)
> : that usually plugs directly from the wall jack. Set both Modems at
> : matching speeds. No higher than 2400 Baud or the 850 (According to Bob
> : Puff) will drop Characters. Have the 8 Bit to send the Originate Signal
> : with BobTerm and Answer on your PC. If necessary, reverse which Answers
> : & Originates. Once you've Connected with BobTerm you can transfer with
> : Y-Modem Batch or even F-Modem Batch (If PCs Support F-Modem).
>
> huh.I always wondered if that would work.I could never do it.
> Of course what's the point?
> Why not just bypass the modems and connect the RS232 ports of the Atari
> and PC via a null modem and gender changer?
> (which I always call the "Gender Bender")
> If downloading to the Atari,you can use A-Tar-Z modem,from umich
> archive.(via FTP)

>
> --
> The Doctor
>
>

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www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4928. Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <59oroh$gl6@usenetp1.news.prodigy.com>
Source record: 77641

rhkramer@fast.net (Randy Kramer) wrote:

>The original Atari Joysticks were analog. I was planning to replace
>the big stick with a smaller one (sortof like N64's). Then I'd place
>the buttons that are on the stick along side of it.

That must be before the old 2600, because the joysticks for the 400, 800,
and the 8 bitters used just switches. Only the paddles used the analog
capability of these computers.

- bostone

4929. Re: Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <59p0hm$98p@news1.fast.net>
Source record: 77642

gold@shell.aros.net (Lawrence Gold) wrote:

>Randy Kramer (rhkramer@fast.net) wrote:

>: The original Atari Joysticks were analog. I was planning to replace
>: the big stick with a smaller one (sortof like N64's). Then I'd place
>: the buttons that are on the stick along side of it.

>AFAIK, only the 5200 joysticks were analog. I may be wrong, though.

Nope... upon looking at our broken 800xl joystick, I realize it is
digital. You couldn't really tell that from the outside though.

4930. Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: JEDI
Message-ID: <59opm4$5om@lana.zippo.com>
Source record: 77643
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>
>On Thu, 19 Dec 1996, Thomas Main wrote:
>
>> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>> Compare this with the $299 "special" Toad is offering on USED STe's.
>> Also, a few days ago on this very group someone was selling a VERY nice TT
>> for $300. I think people in this group ought to write to Toad and tell
>> them that we are not willing to pay these prices! I know that Toad has
>> long supported the Atari platform, but that is not an excuse to excercise
>> price gouging. If you agree, write to Toad "Toaday" and let them know
>> their prices are way off. I think the Atari community will be better off
>> with realistic prices set for equipment.
>
>
>This is the kind of Talk that will put Toad out of Business and Kill yet
>Another Atari Supporting Business at the Hands of some Cheapskate.

We're customers, NOT a benevolence association.

They apply supply and demand to us but, cannot have the same done
to them...

Power without the Price used to be more than just empty words.

4931. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: jcompton@flood.xnet.com
Message-ID: <59p5o4$65c@flood.xnet.com>
Source record: 77644
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

JEDI wrote:
: In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
: >This is the kind of Talk that will put Toad out of Business and Kill yet
: >Another Atari Supporting Business at the Hands of some Cheapskate.

: We're customers, NOT a benevolence association.

: They apply supply and demand to us but, cannot have the same done
: to them...

: Power without the Price used to be more than just empty words.

I've looked at Toad's website. Yes, the prices are higher than you can get from a second-hand shop or a direct used sale. That's the nature of being a dealership--on used equipment sales, you can't compete with what somebody just dumping a machine will ask. Somebody just dumping a machine can't take your credit card and be a legal entity you can take recourse against if there's a major problem, either.

As for your statement about supply and demand, you can apply it to them just fine. Don't demand their machines and you're applying it. What's the problem there?

Nobody's asking you to be benevolent. If you think Toad's prices are too high there are other places to get the machines from. They're setting their margins, other people have their own. Personally, I think they're too high for me, so I'm counting on a sales post here to come through. But others may disagree.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

4932. Re: How to convert "Super" (bank-switched) carts to files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-24 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961224212901.QAA16851@ladder01.news.aol.com>
Source record: 77645

In article <59msin$7d@news1.fast.net>, rhkramer@fast.net (Randy Kramer) writes:

>
>Do I understand correctly, in that, Mario Brothers is on Atari? I
>thought it was a NES/SNES only game. Unless there is a different
>version on Atari???

The ORIGINAL Mario Bros. was released for Atari, You may be thinking of Super Mario Bros., which was a Nintendo exclusive. Some enterprising European programmer (I believe German) wrote a decent "semi-clone" of SMB, simply called BROS, in compiled TurboBasicXL. I have it, and it plays very well, although it takes a while for each new level to load in. I play it under SpartaDOS X, putting it all in Ramdisk and swapping that as D1:.

4933. MERRY X-MAS EVERYBODY!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-25 00:00:00 UTC
From: euskara@aol.com
Message-ID: <19961225044300.XAA24526@ladder01.news.aol.com>
Source record: 77646

AND A HAPPY NEW YEAR!

4934. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-25 00:00:00 UTC
From: "m.kangas" <kangas@lily.ee.cornell.edu>
Message-ID: <Pine.HPP.3.93.961225033010.6106A-100000@lily.ee.cornell.edu>
Source record: 77647

Thanks everyone who's gotten back to me on this. Just to answer the
questions...

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: m.kangas (kangas@lily.ee.cornell.edu) wrote:
:
: : I picked up an old Atari 800 (w. 48k RAM) and accompanying odds & ends
: : (410 tape, basic cart, etc) as a Christmas present for my 12-yr old
: : cousin. I'm hoping to get him to start playing around with it,
: : programming-wise, just to get those gears in his head turning...
:
: I dunno,aren't you just seting him up to be a nerd.

That's a curious way to phrase it. He'll be a nerd until his world-view is
no longer dominated by a single pastime... I've known guitar nerds, car
nerds, sports nerds (jocks), etc. They're all one-dimensional characters.
If computer nerd-dom is any worse, it's the lack of social interaction
(and thus skills) that tends to accompany it.

But, let me ask: do you wish you had never learned about computers at an
early age? Would you rather look at every computer in the world, and
perhaps think that it's smarter than you?

On 22 Dec 1996, Terry Borah wrote:
> I _think_ that his point was that if a person types in various
> programs they are a lot more likely to learn more about 'Basic' progamming
> and a lot more likely to modify and learn about the programs they are
> typing in. I know it helped me years ago.

Bingo. To give him a sense of hacking, as opposed to treating it like an
appliance. And perhaps to plant a seed of nostalgia for the pre Win-tel
world...

(the implications of that last point are left as an exercise for the
reader ;)

--
\7\3\d\e\k\b\8\u\o\x\ \
\m\a\t\t\.\k\a\n\g\a\s\ \
m\g\k\3\@\c\o\r\n\e\l\l\.\e\d\u\ \

4935. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-25 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <59r6ea$cfe@nw101.infi.net>
Source record: 77648

"m.kangas" <kangas@lily.ee.cornell.edu> wrote:

>But, let me ask: do you wish you had never learned about computers at an
>early age? Would you rather look at every computer in the world, and
>perhaps think that it's smarter than you?

>Bingo. To give him a sense of hacking, as opposed to treating it like an
>appliance. And perhaps to plant a seed of nostalgia for the pre Win-tel
>world...

Jeez! Stop trying to manipulate the poor kid! ;) I think you should at
least get him a disk drive for the thing if you honestly expect him to
be able to use it. Those cassette tape drives were ridiculously flaky.

Daniel Clinton

4936. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-25 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6NYqzyKpzHB@peter.soemtron.sb.sub.de>
Source record: 77649

Howdy !

Am 25.12.96 , prï¿½zise um 10:25 , schrieb Bravo zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> > : Hello Robert, this is how I transfer files between my 800xl using an 850
> > : Interface and my Atari ST. It should work for you. I don't have a Null
> > : Modem Cable or an SIO2PC. Bob Puff of CSS told me that neither the P:R:
> > : Connection nor the 850 Interface can reliably do over 2400 Baud. I have
> > a
> No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
> would result in dropped characters.

I have a selfmade RS232 interface directly in my SIO-Port. I don't need a
RS:-handler for Bobterm and there are no problems with up to 9600! I use
Telemate under OS/2 in background execution and save binaries into D8: by
using XModem protocoll.

> > (which I always call the "Gender Bender")

what's a "Gender Bender" (never heard of)

> > If downloading to the Atari,you can use A-Tar-Z modem,from umich
> > archive.(via FTP)

what's the name of this file? (I burned the whole UMich archive on a
single CD :-))

--

6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

4937. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-25 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6NYqzIkpzHB@peter.soemtron.sb.sub.de>
Source record: 77650

Howdy !

Am 25.12.96 , prï¿½zise um 10:04 , schrieb Jon zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> >>I'm looking for some Atari 8-bit demos for testing. I'm interested
> >>in amazing Atari graphics and sound trickery.
> >>
> >>1. What is the best Demo out there? (Or the top 5 or so)
> Okay, here are some ones I remember liking....
> swan demo
> bounce
> ballsong 1 & 2
> 'magic' (awesome 256 color kaleidoscope type thing, only 12K!)
> a demo from Europe called "POP Demo"

nothing of them are really good! The best demos are made by some european
groups like (ex)WFMH, HARD and german sceners. You can find some amazing
demos in the UMich archiv.

here the _very_ best demos:

Joyride (H.A.R.D.) (hungarian group)
- brilliant remix of song 'Joyride' by Roxette
- incredible sfx in graphics and digi sounds
- best of demo art!
- new I/O routines, fractal moving *and* disk acces (&Music!)
- morphing, wrapping and multicolor-modes!
--> can't find a working version on UMich :(

The Top #3 (WFMH) (polish group)
- compendium of good ..small.. demos
- amazing dancing girl, from AMIGA game and uses up to 320k!
- interesting bob effect (hundreds of bob's moved on screen)

Cool Emotions (H.A.R.D)
- not as good as Joyride but funny checkboard sfx
- nice music routines
- very good amiga like plasma

File version of VISDOM Demo (pal only!) (german programmer)
- extremous colorfull graphic sfx!
- very good pokey music
- very impressive ! (by a pal tv and a pal XL, can't miss it!)

> I have seen numerous others mentioned here, but I have never seen
> them.

for example ?

--

6502 Ri¿½SC power! ||| i¿½ntel Outsi¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bi¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bi¿½t power !

4938. Re: Absolut! Irony! :-)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961225164600.LAA02440@ladder01.news.aol.com>
Source record: 77651

In article <59nc8u$jk7@triglav.iwaynet.net>, dmaxwell@iwaynet.net (David A. Maxwell) writes:

>All of my buddies with Commodores and IBMs had pirated software
>hanging out the wazoo. The Atari was not particularly special in this
>regard (although industry may have had an erroneous view of this). I
>think that Atari's idiotic marketing policies had far more to do with
>the company's demise.
>
>

If you check the history carefully, you'll find out that Atari, particularly under Warner, was especially paranoid about piracy. And Atari, also under Warner, had hit a point where they simply couldn't afford to market or advertise the way that they should have as a result of such disasters as the ET game cart and the collapse of the videogame market.

4939. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-25 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961225164600.LAA02441@ladder01.news.aol.com>
Source record: 77652

In article <59k77l$knm@news.hoosier.net>, terryb@bloomington.in.us (Terry Borah) writes:

> I _think_ that his point was that if a person types in various
>programs they are a lot more likely to learn more about 'Basic'
progamming
>and a lot more likely to modify and learn about the programs they are
>typing in. I know it helped me years ago.

Yeah, I went through that phase, too. I think it's probably one of the fun parts of learning programming.

4940. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-25 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32c150c8.1318914@news.networx.net.au>
Source record: 77653

aniel11@appstate.campus.mci.net (Daniel Clinton) wrote:

>"m.kangas" <kangas@lily.ee.cornell.edu> wrote:
>
>>But, let me ask: do you wish you had never learned about computers at an
>>early age? Would you rather look at every computer in the world, and
>>perhaps think that it's smarter than you?
>
>>Bingo. To give him a sense of hacking, as opposed to treating it like an
>>appliance. And perhaps to plant a seed of nostalgia for the pre Win-tel
>>world...
>
>Jeez! Stop trying to manipulate the poor kid! ;) I think you should at
>least get him a disk drive for the thing if you honestly expect him to
>be able to use it. Those cassette tape drives were ridiculously flaky.
>
>Daniel Clinton
>
>
>

I agree. All he wants is a few games to type in. Not a lecture on
hacking or whatever.... Jeez... give him a go. He's just starting out
on a classic example of the way computers should be- Easy and FUN!!!
and yes, a disk drive would help......

Steve

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

4941. Re: Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-25 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6NYr1Vk$zHB@peter.soemtron.sb.sub.de>
Source record: 77654

Howdy !

Am 25.12.96 , prï¿½zise um 17:16 , schrieb Randy zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> >: the big stick with a smaller one (sortof like N64's). Then I'd place
> >: the buttons that are on the stick along side of it.
> >AFAIK, only the 5200 joysticks were analog. I may be wrong, though.
> Nope... upon looking at our broken 800xl joystick, I realize it is
> digital. You couldn't really tell that from the outside though.

for a while I bought a Microsoft Sidewinder 3D Pro , would be nice if it
would work with my xe! Any idea to do so ?

--

6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !
CrossPoint v3.11

4942. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: JEDI
Message-ID: <59ubul$1io@lana.zippo.com>
Source record: 77469
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>, Bravo says...
>
>On 24 Dec 1996, it was written:
>
>> In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>> >
>> >On Thu, 19 Dec 1996, Thomas Main wrote:
>> >
>> >> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>> >> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>> >> Compare this with the $299 "special" Toad is offering on USED STe's.
>> >> Also, a few days ago on this very group someone was selling a VERY nice TT
>> >> for $300. I think people in this group ought to write to Toad and tell
>> >> them that we are not willing to pay these prices! I know that Toad has
>> >> long supported the Atari platform, but that is not an excuse to excercise
>> >> price gouging. If you agree, write to Toad "Toaday" and let them know
>> >> their prices are way off. I think the Atari community will be better off
>> >> with realistic prices set for equipment.
>> >
>> >
>> >This is the kind of Talk that will put Toad out of Business and Kill yet
>> >Another Atari Supporting Business at the Hands of some Cheapskate.
>>
>> We're customers, NOT a benevolence association.
>>
>> They apply supply and demand to us but, cannot have the same done
>> to them...
>>
>> Power without the Price used to be more than just empty words.
>
>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>It defies logic and goes against All the Laws of the universe. Like "A Man

In 1988, the cheapest PC Clone available in my area was an (PB)
8Mhz, 8088, w/ 640k & 10Meg HD, dual 5.25 floppies and a cga card.

It cost $1000.

A 520ST (w/ SS drive) cost $300.

Despite the appearace that that Clone outspecs this ST, the
ST ran circles around that machine and was quite a bit more
useable.

Just because you can't manage it now; it doesn't mean that it
never was.

Power without the Price, existed once.

It is not a far stretch to say that that is why many of us are here.

4943. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: Robert S Ely <rsely@dhs.state.nj.us>
Message-ID: <32C345C7.4562@dhs.state.nj.us>
Source record: 77470

Daniel Klugh wrote:

> Man,Bob must've had a crappier P:R:C than me.
> He seems to be somewhat naive about ICD products.I always thought of ICD
> and Bob Puff's stuff as being on opposite sides.

I had a P:R:C for a while until I got my MI/O. Best move I ever made
for my 8-bit.
Actually, Bob Puff designed his own hardware, while ICD used the specs
forr the 1090 expansion box.
If I could have afforded a Black Box, I would have bought one of them
instead. As it was I bought the MI/O (256K) used for $80. at the time.
That was a great price then, since MI/Os were still being produced by
ICD.

> He didn't seem to know why SpartaDOS ended up writing to the wrong floppy
> when you swapped disks while the file was still open.
> (I read this in the docs for SuperARC/UNARC)

You're not talking about me. I never had this problem. I've written
some rather complex, disk intensive BASIC XE programs that used
extensive file management (SDX version of NOTE and POINT). I never had
the time to learn MAC/65. I wish I had, but that's another story.
Anyway, this topic has been replied to on numerous occasions and I
guess the 'who wrote what' has gotten foggy. I replied to the original
guy (I forget who that was now) about file x-fers using a null modem and
a couple of comm programs. I don't know where all this other stuff came
from.

>
> My P:R:C goes at 9600.In fact,I used it to post my GTIATEXT.BAS message.
>
> You may be thinking of one of those graphical text term programmes.
> --
> The Doctor

I still have to try out the GTIATEXT.BAS program you wrote. Looks
interesting.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4944. Re: How do I write out image files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: Robert S Ely <rsely@dhs.state.nj.us>
Message-ID: <32C347FD.7048@dhs.state.nj.us>
Source record: 77471

Leon Barber wrote:
>
> How do I take an image in the various archive formats that are out there i.e.
> ATR, and write them out to an Atari floppy on my PC?
>
> I've gone through the FAQ, I've looked through the various web pages and
> archives, but something's not clicking.
>
> Thanks for any help.

Leon,
One Way: Go to gopher://gopher.archive.umich.edu:7055/11/atari/8bit and look for the file IMU14.ZIP. This program allows you to copy files into and out of .XFD and .ATR files on PCs and Amigas. Then move the file(s) via null modem to your Atari.
Another Way: Usine SIO2PC or APE, simply copy the file from the .ATR or .XFD image to the Atari disk. Obviously the better way if both machines are near each other. The former way is a bit more complicated, but works well.

rsely@dhs.state.nj.us -or- rely@ix.netcom.com

4945. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <59vq3u$krf@nnrp1.news.primenet.com>
Source record: 77472

In article <E323nB.4BG@nonexistent.com>, Yogi <scharles@blast.net> wrote:
>
>You only have a certain # of cpu cycles you can interupt, then it
>screws up system housekeeping (I think it tells you in De Re Atari how
>much code you use during a DLI)

What does that mean? Does that mean if I interrupt more than X-amount of raster lines, my program will screw up without fail, or can I only use one DLI?

I doubt it's some weird quirk, it has to be a relatively normal quirk, because the emulator seems to take this quirk into account. Perhaps I'm using the wrong emulator and need to go lug out my 800XL.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4946. Re: The Goonies, Bounty Bob and Best RPG

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: andrewh@panix.com
Message-ID: <59t5s0$knl@panix2.panix.com>
Source record: 77655

In article <59jp2g$p9v@nw101.infi.net> daniel11@appstate.campus.mci.net (Daniel Clinton) writes:
>scharles@blast.net (Yogi) wrote:
>
>>BTW, I think the best RPG's are in no particular order,
>>Ultima 3, Zelda 3, Zelda, and vcs Adventure!
>>VCS Adventure is actually my favorite.
>
>Jeez, that thing? With the bat and the magnet? I guess you found the
>'easter egg' with the authors signature?
>
>Daniel Clinton
>

Heehee, I also thought that was a fun game. I enjoyed doing weird things with that, like after getting eaten by a dragon, let the bat pick up the dragon then pick up the bat. Also, after you've been eaten, let the bat take you on tours of the dungeon. Ah, those were the days!

4947. Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <59tc69$8u0@nnrp1.news.primenet.com>
Source record: 77656

I'm coding a program that lets one program run continuously (more or less) in the background, and does some DLI's over it.

Problem is, if I use more than one DLI on the screen, my background program starts to nuke itself.

I worked on my first DLI and it worked. So I changed VDSLST at the end and put another DLI in after it, well after the original DLI could complete, mind you, I made certain of that. Then everything started to muck up. So I took the VDSLST change out, and made it so that all DLI's would go through a master routine that would decide, in less than one scanline, which routine to execute. That caused the exact same results.

Just recently I discovered that there was nothing inherently evil about the second DLI, because I replaced the first one with it and the program ran rather smoothly. It just didn't want them both running on the same screen, or something.

I am pushing and pulling all the registers, including P. I don't know what other precautions to take. Are there any others? Is there some magic register I must poke into that says "I just executed a DLI and I want to do another one, please quit breaking my program!"

I am using XL-It version 016, is that one too buggy to code with?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4948. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961226024620.9027A-100000@kelly.teleport.com>
Source record: 77657
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

On 24 Dec 1996, it was written:

> In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
> >
> >On Thu, 19 Dec 1996, Thomas Main wrote:
> >
> >> Toad's prices for used ST equipment are way too high, IMO. Last week, an
> >> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
> >> Compare this with the $299 "special" Toad is offering on USED STe's.
> >> Also, a few days ago on this very group someone was selling a VERY nice TT
> >> for $300. I think people in this group ought to write to Toad and tell
> >> them that we are not willing to pay these prices! I know that Toad has
> >> long supported the Atari platform, but that is not an excuse to excercise
> >> price gouging. If you agree, write to Toad "Toaday" and let them know
> >> their prices are way off. I think the Atari community will be better off
> >> with realistic prices set for equipment.
> >
> >
> >This is the kind of Talk that will put Toad out of Business and Kill yet
> >Another Atari Supporting Business at the Hands of some Cheapskate.
>
> We're customers, NOT a benevolence association.
>
> They apply supply and demand to us but, cannot have the same done
> to them...
>
> Power without the Price used to be more than just empty words.

Power without the Price was Atari's idea for a slogan. And a load of Crap. It defies logic and goes against All the Laws of the universe. Like "A Man is worthy of His Hire." and "You get what you Pay for." and "If it sounds too good to be true, It's probably a Lie." and in Atari's case, "You sow what you reap" aka "What goes around, comes around." Atari trying to appeal to cheapskates was it's undoing. Don't punish Toad because of an Atari Slogan. They're trying to support Atari, stay in business and feed their families. I just received a Toad-M SwitchBox which will let me use a MultiSync Monitor on my Atari ST to do Color and MonoChrome on the same MultiSync. This will also be the Last one Toad makes as their Technician is leaving because not enough people wanting to keep him Employed with a DEMAND for work. I know about the Crap that Bonafide Atari dealers put up with. And how many don't appreciate them. I blame it all on Atari, especially their slogan "Power without the Price!"

==Thanx==
===Ben===

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4949. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59tn9v$qdc@login.freenet.columbus.oh.us>
Source record: 77658

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Daniel Klugh (dklugh@freenet.columbus.oh.us) writes:
: > Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:
: >
: > : Robert Smith Ely (rely@ix.netcom.com) writes:
: > : > In <597a8t$bfe@freenet-news.carleton.ca> ai123@FreeNet.Carleton.CA
: > : > (Steven J. Tucker) writes:
: > : >
: > : >>
: > : >>Yes, Bobterm does transfers well at 56kbs with no loss. Bobterm itself
: > : >> it not responsible for buffering and queueing of data, the
: > : >> handler is. All Bobterm does is call the 'get one byte' portion
: > : >> of the R: handler.
: > : >>
: > : >>The R: Handler itself handles the baud rate and data exchange. So
: > : >> no matter what the R: hander tells bobterm, it can work the
: > : >> pokey as fast as it likes.
: > : >>
: > : >>Steve
: > : >>
: > : > Steve, Now, where can I get such a handler for BTM 1.21. Mine will only
: > : > do up to 19200 (selection in BTM) or is ther a way to reconfigure
: > : > BTM/the handler to go faster? Inquiring minds want to know. Heh...
: >
: > : You can just boot BobTerm w/ APE and it will load the
: > : hander for you. The numbers you see at the top of the
: > : BobTerm screen are just placeholders, they dont really
: > : represent the actual baud rate.
: >
: > Placeholders???
: > They represent what ever BobTerm told R: to do.

: No, they do not. The numbers are the result of a table lookup
: and nothing more. Bobterm never sends 19200 to the R: handler, it
: asks for baud rate #8, or #7 or whatever is wants. I just happens
: those number correspond to those baud rates in the 'standard' R: handler.

Just a difference of language.The standard handler has no 19200 speed.
The P:R:C just uses speed#15 to represent 19200.For the normal handler
that's 9600.

: > : When you deal with a device like the 850/PR connection, the
: > : data bus transfer rate is not the bottleneck restricting your
: > : communications to 9600 baud. This is sort of an

: > : 'urban legend' with the Atari. I constantly hear stuff
: > : like 'the sio port can only work at 9600 baud', etc.
: >
: > The SIO port uses 19200 normally.Ultraspeed takes it up to 53200 on a US1050.

: No, USD ultraspeed uses a speed about twice 19.2k.

That's impossible since 19200x2=38400.That's supossedly the speed of a XF551.
(acording to the FAQ)
The ICD manual says that the US Doubled 1050 goes at 53200.
(the FAQ agrees with this)

I think you're confusing APE Ultraspeed with 1050USD Ultraspeed.
Remember that the Ultraspeed protocol involves DOS (or UltraSpeed SIO handler)
asking the drive what timer value to use.So different drives could go at
different speeds.

: > : The real problems are:
: >
: > : 1) the UART/RIOT/Controller in your device just cant keep up above
: > : 9600 baud. I.e. the atari is pumping out data fast
: > : enough, but your interface is a dog.
: >
: > Actually,with the 850 and P:R:C,the Atari IS the interface.
: > The 850/PRC just connects the lines of the SIO port with the modem,and
: > converts SIO voltages to RS232 ones.
: > So data flows directly from the POKEY to the modem.

: > : can only go so fast. If you wrote a new rom for the 850 it
: > : might be possible to boost its speed upto 19.2k or above.
: >
: > You could probably just upload the new handler as a file to this newgroup,
: > and people would just load it up as a file instead of downloading it from
: > their interface.

: But it would be for fun to put it in the 850 :)

If only I could find one.

: Steve

--
The Doctor

4950. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: Bravo Sierra Computers <bensmith@teleport.com>
Message-ID: <Pine.SUN.3.92.961226030852.9027B-100000@kelly.teleport.com>
Source record: 77659

On Wed, 25 Dec 1996, Daniel Clinton wrote:

> "m.kangas" <kangas@lily.ee.cornell.edu> wrote:
>
> >But, let me ask: do you wish you had never learned about computers at an
> >early age? Would you rather look at every computer in the world, and
> >perhaps think that it's smarter than you?
>
> >Bingo. To give him a sense of hacking, as opposed to treating it like an
> >appliance. And perhaps to plant a seed of nostalgia for the pre Win-tel
> >world...
>
> Jeez! Stop trying to manipulate the poor kid! ;) I think you should at
> least get him a disk drive for the thing if you honestly expect him to
> be able to use it. Those cassette tape drives were ridiculously flaky.

I agree, I started with a 1010 Program Recorder. It was slow, took forever to load and even after a long session of loading, I could still get a truncated error and have to start over. Then I bought a BRAND NEW 1050 disk drive. A Program recorder can be good if you have a 400 with too little memory to use a Disk Drive. If thats your dilemma, do the kid a favor and get him a computer with more memory and a disk drive. The Program recorders are getting a higher failure rate with age. At least with a Disk Drive you can use DOS and have more options.

==Thanx==
===Ben===

> Daniel Clinton
>
>
>
>
>

Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at
www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received
Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

4951. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59tnji$qpk@login.freenet.columbus.oh.us>
Source record: 77660

Bravo Sierra Computers (bensmith@teleport.com) wrote:
: On 19 Dec 1996, Daniel Klugh wrote:

: > Bravo Sierra Computers (bensmith@teleport.com) wrote:
: > : On 10 Dec 1996, Daniel Klugh wrote:
: >
: > : > Robert Smith Ely (rely@ix.netcom.com) wrote:
: > : > : In <329dbad8.4294574@news.magg.net> eightbit@magg.net (eight) writes:
: > : > : >
: > : > : >To All -
: > : > : >
: > : > : >Hello! I am using an Atari 800XL with P:R: Connection with a P133 PC I
: > : > : >am trying to transfer Atari files from the PC to my eight-bit Atari.
: > : > : >Can I get some help/tips on how this is done?
: > : > : >
: > : > : >Thanks,
: > : > : >
: > : > : >eightbit@magg.net
: >
: > : Hello Robert, this is how I transfer files between my 800xl using an 850
: > : Interface and my Atari ST. It should work for you. I don't have a Null
: > : Modem Cable or an SIO2PC. Bob Puff of CSS told me that neither the P:R:
: > : Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
: >
: > I think you mean 9600,not 2400.

: No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
: would result in dropped characters.

Man,Bob must've had a crappier P:R:C than me.
He seems to be somewhat naive about ICD products.I always thought of ICD
and Bob Puff's stuff as being on opposite sides.
He didn't seem to know why SpartaDOS ended up writing to the wrong floppy
when you swapped disks while the file was still open.
(I read this in the docs for SuperARC/UNARC)

My P:R:C goes at 9600.In fact,I used it to post my GTIATEXT.BAS message.

You may be thinking of one of those graphical text term programmes.
--
The Doctor

4952. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59toao$reb@login.freenet.columbus.oh.us>
Source record: 77661

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (Doc makes many points about my posted code, I sent private
: e-mail about it.)
: One thing that is VERY IMPORTANT, Doc and anyone who wants
: to code stuff.
: DO close all channels before and after use of the channel.
: Now, maybe Doc and Bill Wilkinson know that RUN closes
: channels and END closes channels.
: Two novice programmers (novice? intermediate). Me and
: another person who I won't mention, wrote programs that
: failed to close channels. The point is:
: OUR PROGRAMS TRASHED TOM HUNT'S AND JOHN HARRIS'S HARD DRIVE
: DIRECTORIES.
: I don't claim to know what BASIC does, or ACTION! or any
: other language about closing channels left dangling by the
: programmer. I do know what happened to Harris and Hunt and
: feel real bad about it. I believe there is/was a problem
: with SpartaDOS not closing dangling open channels, and Tom
: Hunt, I believe has taken steps to see this never happens to
: him again. So, no matter what the language, what the
: computer, it doesn't hurt and IMO is very important not to
: leave it up to the OS, the language or anything else to
: close channels, do it yourself.

Well if you're going to use SpartaDOS,you can expect that.I still don't
see how closing a channel twice will help,though.

I can only guess that you used the channels used by I/O re-direction.
These are used by batch files and the PRINT command.
When SpartaDOS runs a batch file,the CP keeps the batch file open constantly.

I think that DOS XL did a better job in this department.Everytime a
programme was run by a batch file,it took NOTE of the current possition in
the batch file,closed the batch file,ran the programme,re-opened the batch
file,and POINTed back to where it left off.

SpartaDOS X's CP simply comunicates to SpartaDOS through SDX's special
interface.(the disk SPartaDOSes don't have it)
This interface allows 16 channels to be opened.Any channel opened through
the SDX interface wasn't connected with a CIO channel.This way,batch files
and I/O re-direction (batch files aren't simply re-directed I/O in SDX
like they are in disk SpartaDOS) don't get in the way of programmes that
expect to have all (CIO) channels (except maybe #0) to them selves.
--
The Doctor

4953. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59tq48$n8@login.freenet.columbus.oh.us>
Source record: 77662

m.kangas (kangas@lily.ee.cornell.edu) wrote:

: Thanks everyone who's gotten back to me on this. Just to answer the
: questions...

: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: : m.kangas (kangas@lily.ee.cornell.edu) wrote:
: :
: : : I picked up an old Atari 800 (w. 48k RAM) and accompanying odds & ends
: : : (410 tape, basic cart, etc) as a Christmas present for my 12-yr old
: : : cousin. I'm hoping to get him to start playing around with it,
: : : programming-wise, just to get those gears in his head turning...
: :
: : I dunno,aren't you just seting him up to be a nerd.

: That's a curious way to phrase it. He'll be a nerd until his world-view is
: no longer dominated by a single pastime... I've known guitar nerds, car
: nerds, sports nerds (jocks), etc. They're all one-dimensional characters.
: If computer nerd-dom is any worse, it's the lack of social interaction
: (and thus skills) that tends to accompany it.

That last statement is exactly my point.

: But, let me ask: do you wish you had never learned about computers at an
: early age? Would you rather look at every computer in the world, and
: perhaps think that it's smarter than you?

(uh,I think PICO messsed up your formatting)
Hell no.I'd never want to be like my friends who constantly ask how to do
the same thing on MyDOS.(how to load ML and BASIC programmes and switch
drives/directories,mostly)
I like teaching,from my past,but it's always the same questions!!!

Alas,all my friends were computer nerds.Sometimes they'd bore me to sleep
with their marathon computer conversations.The most interesting of them knew
how to programme so he was interesting.But he learned on a TRS-80 Color
Computer.Of course they've all betrayed their computers (Atari,ST and TRS)
and gone on to the PC so he's just as in the dark now as the rest.
(I know quite a bit about PC software and hardware)

My prejudice is from the fact that I'm very active but they never do anything!
Of course the non-nerds I know never do anything as well...

: On 22 Dec 1996, Terry Borah wrote:
: > I _think_ that his point was that if a person types in various
: > programs they are a lot more likely to learn more about 'Basic' progamming
: > and a lot more likely to modify and learn about the programs they are

: > typing in. I know it helped me years ago.

: Bingo. To give him a sense of hacking, as opposed to treating it like an
: appliance. And perhaps to plant a seed of nostalgia for the pre Win-tel
: world...

Too True!
"Win-tel",I'll have to remember that!
Knowing about how the Atari REALLY works makes things like Windows seem
terrible to me.Even the classic MS-DOS stuff does.
I used a spreadsheet called Multiplan on the PC.It only needed 64k of RAM!
(including DOS 1.MP is pretty complex,too!)
Now you look for a Spreadsheet and the box says you need 8000k!!!
(8192k,to be exact)
People seem to think that's normal.
I asked about and people just said that it's that big because it can FAX
stuff.You know,since Windows has MS-DOS type multitasking,you'd think that
it'd be like UNIX and FAXing would be the job of some little programme filter.
Does Windows even have anything like a pipe or FIFO?
For those that don't know,UNIX systems usually have many little programmes
that work together rather than duplicating the same routines in countless
(HUGE) programme-files.

: (the implications of that last point are left as an exercise for the
: reader ;)

: --
: \7\3\d\e\k\b\8\u\o\x\ \
: \m\a\t\t\.\k\a\n\g\a\s\ \
: m\g\k\3\@\c\o\r\n\e\l\l\.\e\d\u\ \

What are all the back-slashes for?
--
The Doctor

4954. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59tqqd$1sn@login.freenet.columbus.oh.us>
Source record: 77663

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

```
: 10 close #1:close #2
: 20 open #1,4,0,"file1.ext"
: 30 open #2,8,0,"file2.ext"
: 40 iocb1=848:iocb2=848+16
: 50 poke iocb1+2,7:adrhi=int(adr(a$)/256):adrlo=adr(a$)-(256*adrhi)
: 60 poke iocb1+4,adrlo:poke iocb1+5,adrhi
: 70 poke iocb2+2,11:adr2hi=int(adr(b$)/256):adr2lo=adr(b$)-(256*adr2hi)
: 80 poke iocb2+4,adr2lo:poke iocb2+5,adr2hi
: 90 poke iocb1+8,1:poke iocb1+9,0:poke iocb2+8,1:poke iocb2+9,0
: 100 x=usr(adr("hhh*LVd",16)
: 110 error=0:status #1,error
: 120 if error<>0 then close #1:close #2:goto 500
: 130 x=usr(adr("hhh*LVd"),32)
: 140 error=0:status #2,error
: 150 if error<>0 then close #1:close #2:goto 500
: 160 goto 50
: 170 rem I forgot 5 dim a$(20):dim b$(20)
: 500 ? "Error #",error
: 510 end
```

You know,I tried out using STATUS to check for errors.You can't!
At least not for checking for errors after reads and writes.It just gives
you 170 (File Not Found) or 165(Bad Filename).I also check this out in my
Atari OS guide.Aparently,where as other handlers return 1 one for
normal(or some other possitive number to indicate some non-error status),
and a number 128 or more for a errror and put the status of the hardware
in DVSTAT,DOS just uses STATUS to indicate wether a file exists and is locked.

I was suprised because I remember reading that status code#3 meant that
the next read (or write) would cause a error#136 (End Of File).
But that must've been DOS 3.
--
The Doctor

4955. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <59tqv3$23u@login.freenet.columbus.oh.us>
Source record: 77664

```
Robert Smith Ely (rely@ix.netcom.com) wrote:
: In <59cb2f$ui@login.freenet.columbus.oh.us>
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:
: >
: >Omar Pualuan (opualuan@oboe.calpoly.edu) wrote:
: >: geez... sounds like you're in a time warp to the past or
: something...
: >: complaining about windows 3.1, like that's current, not even
: mentioning
: >: windows nt 4.0.... and then saying that you saw a mac once, that had
: a
: >
: >Doesn't NT need HUGE amounts of memory?
: >I got by with 5MB on my old,dead PC using Linux.
: >Anyway,most people will be using 95,not NT.(which is really not for
: >personal use)
: >
: >: b/w screen and funny pictures.... well, at the time the mac only
: had a
: >: b/w screen, pc users had the joy of Hercules green monochrome (4
: shades
: >: of puke if you upgraded to a color card, 4 ugly cga colors if you
: >: splurged on a cga monitor)... so what exactly do you USE computers
: for,
: >
: >Sure,if you use a monitor.But if you use a TV/composite monitor like a
: >normal computer,you get more colours.
: >(with a CGA.MDA can't use composite video)
: >On my Apple,640x200x1 graphics gives you 16 colours.But 640x200 text
: mode
: >is B&W.I assume that my graphics card is turning off the "colour
: burst",
: >like the CGA can/does.That's why you see each mode list twice in a
: list of
: >graphics modes that the BIOS can take.But I don't remember seeing two
: >modes for 640x200.Does 640x200 produce colours on a Tv,anybody?
: >
: >I use computers for programming,gaming and telecomunicating.
: >I was also using a spreadsheet on my PC for a while.
: >It was MultiPlan.It had all sorts of complex features,and it worked on
: a 64k
: >PC.(assuming DOS 1)
: >
: >: anyways? The reason GUI's were invented were to abstract data to a
```

: >: degree where the user is in touch, but is able to sort through more
: >: information faster than text-based systems.
: >
: >I don't see the point.Why does a text editor need graphics?
: >(and don't say to imbed graphics,you could use a GIF editor for that)
: >Why does listing files in a directory need graphics?
: >I remember some some GUI I downloaded for the atari.I wrote if off as
: useless.
: >(later,when I got a ST,it had the SAME interface)
: >I've never seen any benefit gained by Window's programme manager.
: >No new features.In fact,features in MS-DOS that I took for granted
: (like
: >control-C) are missing.
: >
: >But the point isn't the Windows OS,but the GUI.(program manager and
: USER.EXE)
: >I just don't see any new feature provided by these,and many bad
: features.
: >(programmes can't switch graphics modes or use text modes.Memory
: leaks)
: >
: >: look at your calendar...it's not 1986....
: >
: >It not!?!
: >--
: > The Doctor

: Doc,
: Actually, the GUI user interface does handle graphics and animation
: better than DOS could. DOS also has that blasted 640 barrier. The newer
: OSes remove that. At least Win95 does. Unix certainly does. NT

Actually the original UNIX (on a PDP-11) had a 64k barrier.
(per process,I assume)

--
The Doctor

4956. Atari Prototype Auction #1

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: Curt Vendel <cvendel@aol.com>
Message-ID: <32C2B6CA.859@aol.com>
Source record: 77665

ATARI PROTOTYPE AUCTION #1:

The following RARE items are available for auctioning.

RULES: Bids start at specified price and will go up in $10 increments. Updates will be posted daily to all bidders. Auction will go until Jan 10th 1997 and will then enter the GOING, GOING TWICE, GONE stage. All bidders who make it to the GONE section of the bidding are responsible for shipping costs. All items will be shipped PRIORITY ONE MAIL. Please don't bid unless you are serious about buying. All items are sold "as-is" and there will be no returns and/or refunds. No items will be shipped until payments are received and cashed.

Atari SALT Diagnostic Module: Enclosed in an Atari 850 interface, has 1 Serial SIO port, 4 Atari RS232 ports, power input, an RCA plug where the Parallel intreface would normally be, and 2 14 pin chip sockects, an HP seven segment ultra-bright LED display and reset switch. Unit powers on and doesn't cause any Atari that was hooked up to it to freeze. Salt Diagnostic ROM or disk software required to activate and use this unit (NOT INCLUDED), picture available on my web page upon request. (3 Available) Minimum BID: $50.00ea.

Atari XL Salt Diagnostic Module: Enclosed in an Atari 850 interface, unit has PBI cable comming out of right side SIO connection cut-out of 850 module for testing parallel bus interface.
Salt Diagnostic ROM or disk software required to activate and use this unit (NOT INCLUDED), picture available on my web page upon request.
(1 Available) Minimum BID: $75.00

EXTREMELY RARE: Atari 6402A Prototype Motherboard (only 3 exist!!!)
Prototype motherboard, apparently a test bed which has all the same components contained on an Atari 1450XLD "TONG" version motherboard including disk drive controller area, modem area, SC-01 voice synthesiser, Parallel Bus Interface. This unit has ports positioned on all 4 sides and does not appear to be a "commercial" product but appears to be more of a test design to condense the Atari 1450XLD TONG motherboard down to about 1/2 the size, (unit is NOT functional)
Minimum bid $120.00
Image will be posted on my webpage upon request

Atari XE Game System 8 port multicart prototype board:
A prototype test board which may have been a pre-design idea to allow the XE game system to contain and select up to 8 cartridges (this of course turned out to be built in BASIC and MISSLE COMMAND in the released version) The board is about 8" by 12"
Minimum Bid $50.00

Image will be posted on my webpage upon request

Atari XEP-80 Prototype:
Atari Corp design prototype of the XEP-80 system. Design consists of a mainboard, daughter card, DB-25 connectors and Atari joystick interface cable, this unit has never been tested and I am not sure if the current commercially released XEP-80 will work on this pre-design prototype.
Minimum Bid: $75.00
Image will be posted on my webpage upon request

Make all bids and requests for images to:

Curt Vendel
Email Address: cvendel@aol.com
webpage: http//:members.aol.com/cvendel/vaporware.html

4957. WTB: 810/1050 Happy/Archiver drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002612961255400001@nntp.netgate.net>
Source record: 77666

I'd like to have a disk drive which will allow me to copy some
of my copy-protected software (for my own backup use only, of course).

I understand that there are "Happy" and/or "Archiver" drives
available for the Atari 8-bit which can do this. I'm interested
in buying one. As I've never done this before, I'd need instructions
on how to use it if it's not completely straightforward (i.e. if
DOS 2.5 or MyDOS 4.5's "duplicate disk" works, I wouldn't need
instructions; otherwise, I probably would). I'd prefer a 1050, but
for the right price an 810 will do.

If you have one, let me know. If you know where I can find one
at a fair price, let me know that as well. While I generally know
a fair amount about the Atari, forgive my ignorance in this area, as
I've never done this kind of thing before. In the past, I've just
waited for the disks to suffer bit rot and make them unusable. But
I don't want to do that anymore.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

4958. Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002612961310100001@nntp.netgate.net>
Source record: 77667

One of the occasional recurring themes on c.s.a.8 (and, I'd imagine, newsgroups about the Commodore and Apple][among others) is that of copying software. One camp says that piracy is piracy, plain and simple, and can't be justified even if one knows that copying 1982-vintage software won't adversely affect the copyright holder by one cent. The other camp suggests that since no one commercially sells the software anymore, there's no one to be hurt by such copying and that therefore, it's not acceptable to completely shut out future distribution or acquisition of this software if the copyright holder has no plans to start making/selling it again ("I'm not hurting anyone by copying this floppy").

These arguments seem to contradict each other; sadly, they both have some merit in my eyes. I'd like to think there is another possibility, one which may not have been explored in detail, which I believe has the potential of eliminating the debate on the terms I've mentioned above.

I'd like to see some type of "middleman," a software "clearing house" so to speak, who could obtain a license to copy and redistribute software (but not necessarily own the copyright) from the copyright holder. Given this license, s/he could make copies of the disk and documentation (not necessarily looking like the originals but being somehow distinctive from the typical copy), sell them for (say) $15-20, giving (say) $5 to the copyright holder for each copy sold while pocketing the difference between the remainder and the cost of running the operation. Each purchaser would receive two copies of the disk--one for use and one for backup purposes.

Whatever the vendor--be it EA, or SSI, or Origin, or Sierra, or others--this place could work with them, pay royalties from sales to their respective copyright holders, and help pad their bottom line a bit with little or no cost to them. And I'd think it would be good for PR as well.

It seems to me that the old software vendors would have very little to lose under such an arrangement. They're not making anything off of the copyright today anyway, and there would be a low-cost legitimate source for the software you kicked yourself for throwing away in 1990. Furthermore, there would again be *no* legitimate arguments in favor of software piracy, as there would now be accessible commercial channels for buying the software through legitimate means.

Any thoughts on this? Has anything like this ever been seriously considered? There's no reason why this couldn't apply to Commodore or Apple][software as well...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

4959. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-26 00:00:00 UTC
From: "m.kangas" <kangas@lily.ee.cornell.edu>
Message-ID: <Pine.HPP.3.93.961226184947.6762A-100000@lily.ee.cornell.edu>
Source record: 77668

On 26 Dec 1996, Daniel Klugh wrote:

> m.kangas (kangas@lily.ee.cornell.edu) wrote:
> ...
> (uh,I think PICO messsed up your formatting)

Sorry; pine's the only way I can post from this account (grumble, grumble)

Re: the "get a disk drive" comments... I'd love to, but haven't found one (cheap) yet. Also, it turns out that the space bar, of all keys, is bad on this 800. Arrrrgh. (so much for being useful for programming)

> Does Windows even have anything like a pipe or FIFO?

MS would probably say "use OLE", but that's neither simple to use nor lightweight, memory-wise.

> : m\g\k\3\@\c\o\r\n\e\l\l\.\e\d\u\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
>
> What are all the back-slashes for?

I thought it looked cool. :)

--
\7\3\d\e\k\b\8\u\o\x\ \
\m\a\t\t\.\k\a\n\g\a\s\ \
m\g\k\3\@\c\o\r\n\e\l\l\.\e\d\u\ \

4960. How do I write out image files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: lbarber@sonymusic.com
Message-ID: <59v61l$38t@news1.sjc.in.sel.sony.com>
Source record: 77473

How do I take an image in the various archive formats that are out there i.e. ATR, and write them out to an Atari floppy on my PC?

I've gone through the FAQ, I've looked through the various web pages and archives, but something's not clicking.

Thanks for any help.

4961. Re: In search of either a 130xe,65xe, or 800x

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961227025300.VAA05320@ladder01.news.aol.com>
Source record: 77474

If your looking for any kind of Atari released model, please contact Bruce at

B&C Computervisions 408-986-9960

They stock almost ANYTHING Atari, I just recently bought an Atari N386SX Laptop from them, its a fantastic Atari DOS based PC laptop. They stock everything Atari 2600/5200/7800, Atari 400/800/1200XL, Atari 600XL/800XL, Atari 65XE/130XE, Atari ST, STe, Mega, TT, Falcon, Atari Lynx/Jaguar, so go for it!!!

Curt

4962. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <59vg08$ktd@dfw-ixnews7.ix.netcom.com>
Source record: 77475

In article <ziggy29-ya023080002612961310100001@nntp.netgate.net>, ziggy29@netgate.net (Tim Irvin) wrote:
>One of the occasional recurring themes on c.s.a.8 (and, I'd imagine,
>newsgroups about the Commodore and Apple][among others) is that of
>copying software. One camp says that piracy is piracy, plain and
>simple, and can't be justified even if one knows that copying 1982-
>vintage software won't adversely affect the copyright holder by one cent.
>The other camp suggests that since no one commercially sells the software
>anymore, there's no one to be hurt by such copying and that therefore,
>it's not acceptable to completely shut out future distribution or
>acquisition of this software if the copyright holder has no plans to
>start making/selling it again ("I'm not hurting anyone by copying this
>floppy").
>
>These arguments seem to contradict each other; sadly, they both have
>some merit in my eyes. I'd like to think there is another possibility,
>one which may not have been explored in detail, which I believe has the
>potential of eliminating the debate on the terms I've mentioned above.
>
>I'd like to see some type of "middleman," a software "clearing house"
>so to speak, who could obtain a license to copy and redistribute
>software (but not necessarily own the copyright) from the copyright
>holder. Given this license, s/he could make copies of the disk and
>documentation (not necessarily looking like the originals but being
>somehow distinctive from the typical copy), sell them for (say) $15-20,
>giving (say) $5 to the copyright holder for each copy sold while
>pocketing the difference between the remainder and the cost of
>running the operation. Each purchaser would receive two copies of
>the disk--one for use and one for backup purposes.
>
>Whatever the vendor--be it EA, or SSI, or Origin, or Sierra, or
>others--this place could work with them, pay royalties from sales
>to their respective copyright holders, and help pad their bottom
>line a bit with little or no cost to them. And I'd think it would
>be good for PR as well.
>
>It seems to me that the old software vendors would have very little
>to lose under such an arrangement. They're not making anything off
>of the copyright today anyway, and there would be a low-cost
>legitimate source for the software you kicked yourself for
>throwing away in 1990. Furthermore, there would again be *no*
>legitimate arguments in favor of software piracy, as there would
>now be accessible commercial channels for buying the software
>through legitimate means.

>
>Any thoughts on this? Has anything like this ever been seriously
>considered? There's no reason why this couldn't apply to Commodore
>or Apple][software as well...
>

Well, since a large majority of the Atari 8 bit software is still available from vendors, new in the box (I just spent $80 on some), those software houses are being hurt by the piracy. In fact, a lot of them have already closed down or are in the process of "clearing" out inventory because of the lack of demand for the software anymore. I recently had to track down a copy (or two *grin*) of Alternate Reality The City and The Dungeon. A set was a holiday gift to one of my younger brothers who loves Atari stuff almost as much as I. (The other set is safely tucked away in storage, never to be touched.)

Price? $20 each. Not, bad. Not great either, since I purchased the exact same set a few years ago for $12 each. Since I have finally gotten back in touch with the software/hardware vendors that I used years ago, I am planning on purchasing more software.

At the same time, I also want to download all the pirated stuff. Will I? Maybe. Will I purchase the software new as well? You bet. I'm a collector so, NIB is very nice. =) I own 4 legal copies of the AR series, but I play the pirated versions so as not to destroy my originals.

If after trying to locate a source for a particular piece of software, and I can't find it. I probably will try to obtain a pirated copy. ONLY in this case do I feel pirating is acceptable. However, as soon as a source comes up people should purchase the legal copy.

Anyone else?

Also, me in my dreaming state want to know if anybody has the desire to create an 8bit database of all parts (by Atari part number) and all software/hardware. I though of just running through old catalogs I have and typing in every piece of software I could find as well as who you can get it from now a days. If we all chiped in we could get it done. Well, most of it anyways. One person could locate and find all SSI games, another all INFOCOM games, another all ICD software etc... and so forth. There is already a large cartridge file floating around the net that I would like to get my hands on. I also wonder if BEST Electronics has all that good stuff they sell in some database. =)

Oh... to dream...

Karl
..

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |

```
| Biggest, Fastest, Best... |
-----------------------------------------------------------------------
```

4963. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: kheller2@ix.netcom.com
Message-ID: <59vgpp$ktd@dfw-ixnews7.ix.netcom.com>
Source record: 77476

In article <59k0oq$50o@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:
>Windows runs in 80286 protected mode,so it wouldn't have this limitation.
>MS-DOS could use swapping like UNIX.Since many computers run MS-DOS in
>virtual mode,this would be easy.Extended memory can be swapped in anywhere.
>MAny programmes do this already.But it would be nice if this was built
>into MS-DOS.(so device drivers would be swapped out when they were closed)
>Something like Macintosh's "resources" could be used to manage swapping of
>programmes.
>(a programme would tell MS-DOS when it was done using a segment of it's
>memory.When it needed it again,it would ask MS-DOS for it.IF it was still
>in memory,MS-DOS would tell the programme it's new address.(since it would
>move around to reduce memory fragmentation) If it wasn't in memory,it
>would be loaded up and the address passed back to the programme)
>
>: with for configuring stuff. Of course machines like the Mac, Amiga
>: ST/TT/Falcon never did have to deal with that. I don't know about the
>: MAC, but AmigaDOS/Workbench has a CLI and the GUI in a nice
>: combination. The Amiga's interface looks and works very muck like the
>: Unix X-Windows.
>
>Oh,X,another degradation to computers.I ran a pool game under it once and
>I thought it had crashed,but it was just running extremely slow.
>And X-Tank looks like it was running on a Apple.
>(Ataris are not even THAT slow)
>

Okay.. I have to say this ..but you knocked on Unix and X. Whatever X environment you happen to be running on must be junk. I run X apps all the time and they are very fast. (Yes you have to have a good piece of hardware and video card... but you need that for any real OS anyway). I like X because I can do whatever the hell I want with it. Obviously, you must not have ever used Solaris's OpenWindows (yuck, but damn nice graphical interface) nor have you used the CDE (Common Desktop Environment).

I run FreeBSD with XFree86 on a 486DX2/80. Its fair. Much faster than Windoze 95. Even on very old Sparc2 hardware (under $2000 used) X kicks butt.

Okay... back to Ataris...

>: Now. We should get back on topic... Atari 8-bit!!! Thanx for
>: listening... Heh..
>
>: rsely@dhs.state.nj.us -or- rely@ix.netcom.com

>

Karl Heller - Making the world safe once again.

| heller@Cdnow.com |
| >>> HTTP://CDNOW.COM <<< |
| Biggest, Fastest, Best... |

4964. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E323nB.4BG@nonexistent.com>
Source record: 77477

On 26 Dec 1996 01:15:05 -0700, nickb@primenet.com (Nick S Bensema)
wrote:

-I'm coding a program that lets one program run continuously (more or
less)
-in the background, and does some DLI's over it.
-
-Problem is, if I use more than one DLI on the screen, my background
-program starts to nuke itself.
-
-I worked on my first DLI and it worked. So I changed VDSLST at the
end
-and put another DLI in after it, well after the original DLI could
-complete, mind you, I made certain of that. Then everything started
to
-muck up. So I took the VDSLST change out, and made it so that all
DLI's
-would go through a master routine that would decide, in less than one
-scanline, which routine to execute. That caused the exact same
results.
-
-Just recently I discovered that there was nothing inherently evil
about
-the second DLI, because I replaced the first one with it and the
program
-ran rather smoothly. It just didn't want them both running on the
same
-screen, or something.
-
-I am pushing and pulling all the registers, including P. I don't
know
-what other precautions to take. Are there any others? Is there some
-magic register I must poke into that says "I just executed a DLI and
I
-want to do another one, please quit breaking my program!"
-
-I am using XL-It version 016, is that one too buggy to code with?
-

-N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
-~ ~
-

You only have a certain # of cpu cycles you can interupt, then it
screws up system housekeeping (I think it tells you in De Re Atari how

much code you use during a DLI)

4965. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E323nF.4C5@nonexistent.com>
Source record: 77478

```
-I'd like to see some type of "middleman," a software "clearing house"
-so to speak, who could obtain a license to copy and redistribute
-software (but not necessarily own the copyright) from the copyright
-holder. Given this license, s/he could make copies of the disk and
-documentation (not necessarily looking like the originals but being
-somehow distinctive from the typical copy), sell them for (say)
$15-20,
-giving (say) $5 to the copyright holder for each copy sold while
-pocketing the difference between the remainder and the cost of
-running the operation. Each purchaser would receive two copies of
-the disk--one for use and one for backup purposes.
-
You must not have been around when the Atari was viable- most software
WAS only $15-$20 then!
```

4966. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c35fae.122019225@news.inc.net>
Source record: 77479

On Sat, 14 Dec 1996 16:03:30 -0800, BobKlaas <bobkla19@tcd.net> wrote:

>I have noticed since I have been chastised by a few on my messages have
>attempted to proff read and correct spelling...well maybe I missed a few
>but within the past couple days...have noticed my posts are not coming
>across as I have read and sent them..??
>
>Anyone else having a problem with Netscape Gold Ver 3.0? I know user
>error if enevitable but when one does make an effort and the messages
>come out partialy sent ect...Is it Netscape or is it the server..Will
>have to go back to Eudora for a while and compare??
>
>bob
>
>
Bob, I assume you are using a PC to do your newsgroups and other
internet activities with? If so, I suggest that you use Forte's Agent
(or Free Agaent) for news. It also does mail. Best darn news reader
out there.

Cheers,

Jon

4967. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c36041.122165706@news.inc.net>
Source record: 77480

On Tue, 17 Dec 1996 21:00:56 GMT, rhkramer@fast.net (Randy Kramer)
wrote:

>I don't know about Netscape Gold 3.0, but Netscape 3.0 takes about 2
>minutes to send messages; especially quoted ones. I would typically
>think the server is slow, but why does Eudora consistantly
>recieve/send mail faster then Netscape?
>
>I really don't care. I use my three favorite internet programs almost
>exclusively. They are:
>
> -Internet Explorer 3.0b(at the moment)
> -Eudora
> -Forte FreeAgent
>
>I'd recommend you delete Netscape completly and install all these
>programs instead.

IE is nice, but buggy. Also, there are still by far more Netscape
enhanced pages than IE enhanced ones (though it is true MS is catching
up at a firey pace). Junk Eudora... use the email in Agent instead.

Cheers,
Jon

4968. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961227063900.BAA10124@ladder01.news.aol.com>
Source record: 77481

Taod prices are way to high.. Just look into the computer shopper and
you'll see Intel Pentiums mother boards going for as low as $100.00 366
for $30.00 and all the extras like 16bit sound cards and 1meg PCI video
cards going for $30-$50 buck, Plus ram is at an all time low.. Toad
is not the only ones, theres BEST and B&C Trying to sell 130XE for
$200.00 Anyone that needs an Atari setup should look in Thrift-Shops..
I just passed up a COMPLETE ST system 1040ST with Floppie and ST monitor
for 35.00 and it look brand new..
I know that TOAD buys Atari STUFF By the truckload at dirt prices, I use
to buy the same stuff from Atari in the good old days "Truck Loads"
Toad dose have some good deals on there Lynx games $14-$19 bucks a cart is
fine for a dead system. I probley have more Atari stuff than most ..
:) I also have a Full 8bit LAN system online 24hrs. When I need
parts I just go to a thrift shop and pick up XL or XE for $3.00 each while
there not in the best shape, but all the parts are inside. Atari at
this time is trying to dump truck loads of JAG's packed with 5 games each
for $40.00 a shot.. Hmmm Thats a good price but you must buy a truck
load. The bottom line is I dont need Toad/B&C or any other place to
get my Atari stuff.. Toad on the other hand should sell off all there
Atari stuff At Closeout prices and invest it in somthing that makes
money..

4969. Re: Atari Prototype Auction #1

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961227064700.BAA10212@ladder01.news.aol.com>
Source record: 77482

Well you may find a sucker here that would pay that outrages price for
that thing,
Its a collectable for sure but has no use what-so-ever. Probley would
be good for Bob Puff or Bob Wooly, they could fix the thing so it would
be compatible with the BL/MIO or the new IDE interface.

It me its not worth a dime.

Good Luck.

4970. Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961227071000.CAA10590@ladder01.news.aol.com>
Source record: 77483

Atari started to market there home computers to a younger group, Just look at there TV commercials, They also knew that the average person let alone a teenager could ever come up with the money to buy all there software, a person would have to be a millionair! So they burned there stuff in ROM, knowing its a bit harder to copy. Well the PILL and other devices make it a snap to copy the rom to a binary file. So there it is.. But wait a min - even in the 80's software companys knew thare stuff was only good on the market for about 6 months till another program or game surpassed it. Where now in the LATE 90's and Atari is gone. Jack T. took the money and ran.. Hiding Behind the JTS Logo, Im sure theres 300,000 JAG user that would like to get there hands on him, and Im one of them. To me he is a lowlife.. Dummping the JAG so soon and wrecking the hell out of ATARI.

Long Live Atari user's there machine have stood the test of TIME and continue to work. I would still like to see Atari come back with a new owner and re-group . I would love to see this.

Just my 0.2 cents

4971. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961227080601.DAA11486@ladder01.news.aol.com>
Source record: 77484

In article <59toao$reb@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>
>Well if you're going to use SpartaDOS,you can expect that.I still don't
>see how closing a channel twice will help,though.

The point is: Do NOT trust the OS, DOS, or whatever language your are
using to close the IOCB's for you. There may be another (compatible)
version that will NOT automatically close them. The OSS/ICD Action!
runtime file is a prime example. Programs compiled with runtime will NOT
automatically close them on an error, but Jeff Reister's PD Action!
runtime does.

4972. Re: Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: fu511@cleveland.Freenet.Edu
Message-ID: <5a01ec$ivi@alexander.INS.CWRU.Edu>
Source record: 77485

Just use a old Sega game controller..works the best I think..

4973. Zybex manual for the manual site (lost address)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <045_9612270506@idn.nl>
Source record: 77486

Please forgive me, I lost the address for the manual site, here's the manual for Zybex and a review I typed in years ago. When the game was brandnew, it was only available on tape. I made a boot disk version of it, and put these 2 text files on side 2 of the disk. I gave it to all my friends who had also bought the tape (of course <G>) and wanted a disk version.

```
**************************************************************************
This file contains:
Manual: ZYBEX for ATARI XL/XE
Review: ZYBEX review from ATARI USER, vol. 4 No. 1, May 1988
**************************************************************************
ZYBEX for ATARI XL/XE

Simultaneous two player option L 2.99

Battle on your own or with a friend through the planets of the
Czoken system to your final destination- Zybex. The great
variety of weird and wonderful weapons ensure there are hundreds
of variations on blasting your opponents to oblivion.

Atari Program - Brian Jobling
Game Design - Michael Owens & Kevin Franklin
Graphics - Michael Owens

ATARI LOADING INSTRUCTIONS:

Switch off computer. Hold down OPTION key and switch on
computer.
This game is just too good to believe and is about the best
arcade game you can imagine. Brilliant graphics, superb music
and sound effects, and the kind of slick gamesplay that will
have you itching for just one more go. The story has two rebels,
Rinser and Cassalana, on an almost suicidal mission to escape
the nightmare that is Death Row. To earn a stay of execution
they must penetrate the very heart of many strange worlds and
collect from each a teleport crystal. Each crystal gives access
to another fantastic world until the excited player reaches the
Restricted Levels and the ultimate challenge- Zybex itself. The
last, Zybex crystal, is all-powerful, and will ensure your
captors remove the death rings from your necks. Shoot your way
through the bizarre and colourful aliens and find exotic weapons
whose differing powers are a joy to discover and use. Each
weapon delivers an even more powerful blast as you pick up more
of the same weapon type.
```

CONTROLS:

JOYSTICK
1 ICONS and FIRE select one or two players
2 Run through alternative player colours by pressing FIRE when over man/woman icon
3 Do not engage AUTOFIRE on sophisticated joysticks.
4 S-STARTS game
5 Weapons fire automatically

KEYBOARD
SELECT to PAUSE game
START to restart
Pressing OPTION while game pauses takes you back to the title screen

The game always begins on the first level, Arcturus, and each level sees you start with the Orbit Weapon. This bullet-firing gun begins on Fire Power 1 but can be further developed to deliver a constant stream of missiles when the player has the maximum (2) orbiting defence pods. The other weapons are the 8-way, the Pulse, the Wall, and the Rail Gun. This last can be developed into a long pole which cannot be stopped. All these weapons begin on Fire Power 1 but by picking up weapons of the same type each can have its power increased up to Fire Power 2. Fireballs and asteroids cannot be destroyed. At the end of most levels lies a commandship which is difficult to eliminate. The heads of these craft are vulnerable.
When killed the player looses one Fire Power from the weapon carried at the time and assuming there are some spare lives, a new life has the player invulnerable to collision for a few seconds (while the figure flashes).
Extra lives lie in the floating suits and after every 10,000 points. Bomus points, represented by a large floating B, are added up at the end of each level.

Have you tried SPEED ACE, Zeppelin's super motorcycle racing game by the same author, Brian Jobling?

The program code, graphics, music and artwork of this game are the copyright of Zeppelin Games and may not be reproduced, stored or hired without the written permission of Zeppelin Games Limited.
(c) 1988 Zeppelin Games Limited
28 Osborne Road, Jesmond, Newcastle upon Tyne NE2 2AJ
****
ZYBEX review from ATARI USER, vol. 4 No. 1, May 1988

TWO PLAYER DESTRUCTION

Product : Zybex
Price : L 2.99
Supplier : Zeppelin Games, 28 Osborne Road, Newcastle upon Tyne

NE2 2AJ
Tel. : 091-281 4401

AFTER taking a look at the pre-release version of Zybex in the March 1988 issue of Atari User I was delighted when the finished version arrived. Believe me, it was well worth the wait. The game revolves around the fate of two rebels, Rinser and Cassalana. You control them in their bid to escape death row and execution - and before you think or say anything, not the one in Alcatraz.
To do this you have to undertake an almost suicidal mission to the Czoken System.
Once there you have to visit 16 strange worlds and do battle with wave after wave of alien hordes.
If you survive you will be awarded a teleport crystal which allows you access to other planets in the system.
Eventually you will reach the restricted levels and the ultimate challenge- the Zybex itself.
As well as needing the crystals for access to the other planets you are also governed by how many tokens you have collected.
After completing the initial level it is possible to advance up to level 12 in any order you want without a token, but after that you will need three tokens to get to the restricted areas.
These are awarded after the completion of a level. If you survive and retrieve the Zybex, the death rings- placed around your necks by your captors- will be removed.
To help you on the mission you have been given the Orbit weapon with its lowest power level.
As the mission progresses you can increase the destructive force of the Orbit by picking up debris of the same shape that appears on screen after you have blasted an alien wave.
Many different instruments of destruction can be collected including the Rail Gun, the 8-Way, the Wall and the Pulse.
Extra lives are awarded in the same way- simply fly over the spare man when he appears.
The game has an original shooting system. You have built-in auto-fire which allows you to select any of the weapons you have collected by pressing fire to step through them.
In later stages you can have them all going at once- it was a real pleasure watching aliens explode all over the screen under a hail of laser fire.
Your weapons are displayed in two status screens that sandwich the main playfiels- one on each playfield- one for each player.
Another status line near the bottom of the screen shows lives remaining, score and which weapon you are using.
You can have both players on screen at the same time, and luckily you can't shoot each other.
The play area uses a number of graphics modes with a carefully thought out use of colour and superb scrolling. The alien landscapes for the different planets have been beautifully

designed.
Similar games are often criticised about the design and
animation of the hero and aliens, but Zybex doesn't suffer from
any af these faults.
The animation and design of your player is excellent. His arm
jerks back as he fires his weapons and he swings and tucks his
legs as he thrusts upwards or accelerates.
Every alien wave that attacks you is animated its own way: Some
rotate and others pulse as they zoom across the screen.
The game caters for everything you would ever want. The high
Score table has a dual entry mode- two players with two
joysticks can enter their names at the same time.
All game options are controlled using the joystick- all you need
to do is simply highlight the icon you want on the main screen
and away you go.
One of my favourite features is the music. Several pieces are
used throughout, but the main tune is so catchy I found myself
whistling it all day.
A fine finishing touch to a wonderful shoot-'em-up.

Neil Fawcett

Sound.....:10
Graphics.....:10
Playability....:10
Value for money:10
Overall.....:10
****
_ __ _ _ _ 'Ni', 'Peng', and 'Nuuuu-wom'!
| `_ \ (_) __ | |__ __ _ _ _ __| | (Monty Python and the Holy Grail)
| |_) || | / _|| '_ \ / _` || '_|/ _` |
| _ < | || (_ | | | | (_| || | | (_| | Richard Douwes - NL-9171 LR-37
|_| _\|_| __||_| |_|__,_||_| __/_| Richard.Douwes@hcc-lwd.idn.nl

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.

4974. MAC/65 manual + Who wants the BBK manuals?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <046_9612270506@idn.nl>
Source record: 77487

Last week I sent the MAC/65 manaul to the manual archive, and this week I saw it had arrived.

With the digest having problems, I missed out on last week's postings here. Since then I use Reference.com to receive this group (have EMail only) and have received all messages since 12/24.

So maybe somebody answered this already, but who can provide me with the missing parts in the manual? I believe it was sections 2.4-2.8 I was missing.

When I was looking through my old Atari disks, I also found the Zybex manual (see my other post) and the great BBK programs from A.N.A.L.O.G. I didn't even remember, but I typed in all the manuals/ articles for these too! Now it all comes back to me. I remember I really liked the idea of a "free" editor, database, ml monitor, copier, spreadsheet and game, including the manuals. I wanted to distribute a disk containing all the programs and manuals for a nominal fee. Only one problem: nobody wanted them. Maybe this is my second chance. Anybody want it? Maybe I should upload them to the manual site. Should I also include the UUEncoded program files then?

What about the complete source code for Speedscript? (Even edited out a few mistakes!).

Schreurs brothers: Do you want them on your next CD?

While I'm at it: Is there anybody in the Netherlands who can sell me a disk drive or SIO2PC cable?

When will the digest be back?

What's the meaning of life?

Thank you.

```
_ __ _ _ _ 'Ni', 'Peng', and 'Nuuuu-wom'!
| `_ \ (_) __ | |__ __ _ _ _ __| | (Monty Python and the Holy Grail)
| |_) || | / _|| '_ \ / _` || '_|/ _` |
| _ < | || (_ | | | | (_| || | | (_| | Richard Douwes - NL-9171 LR-37
|_| \_\|_| \__||_| |_|\__,_||_| \__/_| Richard.Douwes@hcc-lwd.idn.nl

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.
```

4975. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: Adam Billyard <ads@csl.com>
Message-ID: <32C3B212.704C@csl.com>
Source record: 77488

Tim Irvin wrote:
>
> In article <marksim-2312962059360001@port45.bitstream.net>,
> marksim@bitstream.net (Mark L. Simonson) wrote:
>
> > 10-year-old
> > software is much like 500-year-old literature in terms of public appeal,
> > except that the writers are usually still living.
>
> And another exception:
>
> Much 500-year-old literature is taught in lit courses. I don't expect
> to see anything about Atari DOS 2.5 to be taught in computer
> science courses. So it's even *worse*!! :)
>

I'm really pleased that the games I wrote for the Atari800 are seeing
the light of day again on these emulators and I'd encourage other
Atari800 authors to put up there old games. The thing I object to is
wankers like "Yogi" hacking my games and replacing the "Written by Adam
Billyard" in the game with his own name. Its such shitty thing to do.
Credit where credits due and all.

Adam

--

Adam Billyard,
Criterion Software Limited,
Westbury Court, Buryfields, Guildford, Surrey, GU25AZ, UK.
Tel: +44 (0) 1483 406203 Fax: +44 (0) 1483 406211

4976. Re: Atari BBS List: 96-12-05 Update

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19961227150801.KAA16045@ladder01.news.aol.com>
Source record: 77489

One very noticeable ommission to your Atari BBS List is probably the oldest Atari 8-Bit BBS in existance, ACE Of America, run by me, The Shadow, and owner of Shadow Software, and the support BBS for the Carina BBS System as well as all other Shadow Software.

Located in Portland, Oregon, phone (503)-761-9074

Not only do we still support the 8-bit, but we also are continually writing new programs for it!

The Shadow

4977. Game screen shots (12/27/96)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: vga2000@ix.netcom.com
Message-ID: <32c41222.21641438@nntp.ix.netcom.com>
Source record: 77490
Cross-posted to: rec.games.video.nintendo,rec.games.video.sega,rec.games.video.3do,comp.sys.cbm,comp.sys.atari.8bit,rec.games.video.atari,rec.games.video.sony,rec.games.video.cd-i,rec.games.video.classic

I have just added 180 new game screen shots for the Sega Saturn, NES, and SMS to my WWW site. This brings the total number of ORIGINAL screen shots on-line to 1375, for the following systems:

Atari 2600, Atari 5200, Atari 7800, Colecovision, Mattel Intellivision, Magnavox Odyssey2, Emerson Arcadia 2001, Bally Astrocade, Atari 8-bit computer, Commodore 64 computer, Commodore Vic-20 computer, Tomy Tutor computer, 3DO, Sony Playstation, SMS, NES, SNES, TurboGrafx-16 / TG CD / Duo, Sega Genesis, Nintendo 64, Sega Saturn, Atari Jaguar, Philips CD-i, and Game Boy.

More will be added as I have time. Eventually, I will have my entire collection on-line (hopefully before the turn of the century :)

The Sega CD / Sega 32X are probably next in line (I've had a few problems getting clear 32X pictures).

If this is of interest to you, the URL is listed in my sig.

Michael

P.S. And before anyone else asks; if the game isn't on one of my FS/T lists, it isn't FS/T :)

Michael J. Novak Jr. B/S/T systems and games from: 3DO, Atari,
Video Game Advantage NEC, Nintendo, Philips, Sega, Sony, and
6861 Anthony Lane all Classic video game and cartridge
Parma Hts., OH 44130 based computers, for over 3 years on the
(216) 843-8815 Voice Internet! Visit us on the WWW at
VGA2000@ix.netcom.com http://www.io.com/~vga2000/
VGA2000@io.com for FS/T & Want lists, FAQ's, Screen
dw901@cleveland.freenet.edu Shots, Collecting tips & much more...

4978. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E32w66.1q5@nonexistent.com>
Source record: 77491

On Fri, 27 Dec 1996 12:25:06 +0100, Adam Billyard <ads@csl.com> wrote:

-Tim Irvin wrote:
->
-> In article <marksim-2312962059360001@port45.bitstream.net>,
-> marksim@bitstream.net (Mark L. Simonson) wrote:
->
-> > 10-year-old
-> > software is much like 500-year-old literature in terms of public
appeal,
-> > except that the writers are usually still living.
->
-> And another exception:
->
-> Much 500-year-old literature is taught in lit courses. I don't
expect
-> to see anything about Atari DOS 2.5 to be taught in computer
-> science courses. So it's even *worse*!! :)
->
-
-
-I'm really pleased that the games I wrote for the Atari800 are seeing
-the light of day again on these emulators and I'd encourage other
-Atari800 authors to put up there old games. The thing I object to is
-wankers like "Yogi" hacking my games and replacing the "Written by
Adam
-Billyard" in the game with his own name. Its such shitty thing to
do.
-Credit where credits due and all.
-
- Adam
-

Gee Adam, you didnt object when you didnt even have a copy of your own
software and asked me for it?
Maybe I'll just delete the archive and say the hell with it, this is
quite a different attitude from your emails of a few months ago.

Just that "wanker"
Yogi

4979. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002712960835180001@nntp.netgate.net>
Source record: 77492

In article <59vg08$ktd@dfw-ixnews7.ix.netcom.com>, kheller2@ix.netcom.com (Karl Heller) wrote:

> Well, since a large majority of the Atari 8 bit software is still available
> from vendors, new in the box (I just spent $80 on some), those software
> houses are being hurt by the piracy. In fact, a lot of them have already
> closed down or are in the process of "clearing" out inventory because of the
> lack of demand for the software anymore. I recently had to track down a copy
> (or two *grin*) of Alternate Reality The City and The Dungeon. A set was a
> holiday gift to one of my younger brothers who loves Atari stuff almost as
> much as I. (The other set is safely tucked away in storage, never to be
> touched.)

Well, this is a bit problematic. My suggestion was based on the (sometimes flawed) premise that the software items they sell wouldn't be available anywhere else. Unfortunately, it would be hard to determine whether any particular item is still available anywhere before doing this. I'd agree that in an ideal world, those who still have the original items for sale, new, should be able to sell them first before some scheme like this kicks in.

> Price? $20 each. Not, bad. Not great either, since I purchased the exact
> same set a few years ago for $12 each. Since I have finally gotten back in
> touch with the software/hardware vendors that I used years ago, I am planning
> on purchasing more software.

Well, I'd imagine that only the more popular titles (or ones with several disks) would sell as high as $20. I'd imagine that $10-15 would usually be the target price. I recently bought stuff from American Technavision for $3-5 each; depending on the deal one could make with the vendors, it might not be much more than $8-10. (About a year ago, maybe a little more, they had each title of the AR series for $5 each, if I recall correctly.)

> At the same time, I also want to download all the pirated stuff. Will I?
> Maybe. Will I purchase the software new as well? You bet. I'm a collector
> so, NIB is very nice. =) I own 4 legal copies of the AR series, but I play
> the pirated versions so as not to destroy my originals.

This is understandable. If I could copy my copy-protected floppies, I'd do the same thing. I'd probably make two backups of everything I have, use one of them on a regular basis, and store the others away for safe keeping. I might even take the original disks and, where possible, tuck them in their original boxes.

> If after trying to locate a source for a particular piece of software, and
> I can't find it. I probably will try to obtain a pirated copy. ONLY in this
> case do I feel pirating is acceptable. However, as soon as a source comes up
> people should purchase the legal copy.

That's exactly how I feel, and it's why I'd like to see other legitimate
sources made available and easily accessible--that would completely
wipe out the "piracy is acceptable" arguments.

> Also, me in my dreaming state want to know if anybody has the desire to
> create an 8bit database of all parts (by Atari part number) and all
> software/hardware. I though of just running through old catalogs I have and
> typing in every piece of software I could find as well as who you can get it
> from now a days. If we all chiped in we could get it done. Well, most of it
> anyways. One person could locate and find all SSI games, another all INFOCOM
> games, another all ICD software etc... and so forth. There is already a
> large cartridge file floating around the net that I would like to get my
> hands on. I also wonder if BEST Electronics has all that good stuff they
> sell in some database. =)

That would be nice. Then, at a glance, you could see whether one could
buy something new from a reputable source. That would certainly
help some who want to do the right thing have every chance to do things
the right way before copying that floppy.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

4980. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5a0v6p$42l@news1.fast.net>
Source record: 77493

ssilicon@lax.net (Jon D. Melbo) wrote:

>On Tue, 17 Dec 1996 21:00:56 GMT, rhkramer@fast.net (Randy Kramer)
>wrote:

>>I don't know about Netscape Gold 3.0, but Netscape 3.0 takes about 2
>>minutes to send messages; especially quoted ones. I would typically
>>think the server is slow, but why does Eudora consistantly
>>recieve/send mail faster then Netscape?
>>
>>I really don't care. I use my three favorite internet programs almost
>>exclusively. They are:
>>
>> -Internet Explorer 3.0b(at the moment)
>> -Eudora
>> -Forte FreeAgent
>>
>>I'd recommend you delete Netscape completly and install all these
>>programs instead.

>IE is nice, but buggy. Also, there are still by far more Netscape
>enhanced pages than IE enhanced ones (though it is true MS is catching
>up at a firey pace). Junk Eudora... use the email in Agent instead.

> Cheers,
> Jon

The only problem using email in Free Agent is that you *CANNOT* (at
least to my knowledge) recieve mail. IE, while buggy, can render most
Netscape enhanced pages equal or better then Netscape. I just wish IE
3.0 for Windows 3.11 had Java support. Currently, it only has
JavaScript (just like NN 3.0 for Win 3.1)

4981. Re: WTB: 810/1050 Happy/Archiver drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: infoman@xmission.xmission.com
Message-ID: <5a125g$evj@xmission.xmission.com>
Source record: 77494

Tim Irvin <ziggy29@netgate.net> wrote:

: I understand that there are "Happy" and/or "Archiver" drives
: available for the Atari 8-bit which can do this. I'm interested
: in buying one. As I've never done this before, I'd need instructions
: on how to use it if it's not completely straightforward (i.e. if
: DOS 2.5 or MyDOS 4.5's "duplicate disk" works, I wouldn't need
: instructions; otherwise, I probably would). I'd prefer a 1050, but
: for the right price an 810 will do.

If you can find a drive with the Archiver chip, make sure it comes with
the Archiver or Archiver/Editor software. It is required to use the chip.
I've had an 810 with the Archiver chip for about 15 years and it's
wonderful (no, I'm not willing to sell it 8+)). If you do get a legal
copy of the software and need a copy of the manual, let me know.

/InfoMan
http://infoman.simplenet.com/atari

4982. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: infoman@xmission.xmission.com
Message-ID: <5a12b2$fke@xmission.xmission.com>
Source record: 77495

Tim Irvin <ziggy29@netgate.net> wrote:

: I'd like to see some type of "middleman," a software "clearing house"
: so to speak, who could obtain a license to copy and redistribute
: software (but not necessarily own the copyright) from the copyright
: holder. Given this license, s/he could make copies of the disk and
: documentation (not necessarily looking like the originals but being
: somehow distinctive from the typical copy), sell them for (say) $15-20,
: giving (say) $5 to the copyright holder for each copy sold while
: pocketing the difference between the remainder and the cost of
: running the operation. Each purchaser would receive two copies of
: the disk--one for use and one for backup purposes.

That may work, but certainly not at that price. And even if you only
charged $1 or $2, I'm not sure there'd be enough demand to justify it.

/InfoMan
http://infoman.simplenet.com/atari

4983. Re: WTB: 810/1050 Happy/Archiver drive

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32C44C0D.75B5@iag.net>
Source record: 77496

InfoMan wrote:
>
> Tim Irvin <ziggy29@netgate.net> wrote:
>
> : I understand that there are "Happy" and/or "Archiver" drives
> : available for the Atari 8-bit which can do this. I'm interested
> : in buying one. As I've never done this before, I'd need instructions
> : on how to use it if it's not completely straightforward (i.e. if
> : DOS 2.5 or MyDOS 4.5's "duplicate disk" works, I wouldn't need
> : instructions; otherwise, I probably would). I'd prefer a 1050, but
> : for the right price an 810 will do.
>
> If you can find a drive with the Archiver chip, make sure it comes with
> the Archiver or Archiver/Editor software. It is required to use the chip.
> I've had an 810 with the Archiver chip for about 15 years and it's
> wonderful (no, I'm not willing to sell it 8+)). If you do get a legal
> copy of the software and need a copy of the manual, let me know.
>
> _/InfoMan_
> http://infoman.simplenet.com/atari

I bought an Archiver II and BitWriter option for my 1050 about 5 years
ago. I believe CSS still sells these products and they do come with the
Archiver/Editor software. I have no idea what the prices would be, ask
Bob Puff. --Bill B.

4984. Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32c51d97.723470@news.demon.co.uk>
Source record: 77497

Any able to offer some help here please..I hope so :-))

Been using Ape under MsDos mode for a while and it works a dream but I only had 1 9pin comm port till today when I went mad and added another one....So I saved myself the hassle of unplugging the mouse in comm 1 so I could put the Ape lead in...
That was great, no more lead swapping Ape in comm3 and mouse comm1 and all working fine...

So now I think (big mistake) that the long file name support in Ape under win 95 would be ideal as most of Yogi`s atr etc are long names that truncated for win95. A few mins later the add new hardware proggy has found my new comms ports and its looking good...I open a dos prompt and do what Steven says in the Doc re the Idle setting for the window and make it full screen. Ape runs no probs BUT it will not recognise it as having a drive when booting an image..I have checked the settings and they are the same as before, I have checked for conflicts in the device manager but the Atari just boots like there isn`t a drive...

Any Ideas...It all works if rebooted to MSDOS mode or from the F8 command line only option but not from a Dos prompt window..
Running on a P133 with 24megs mem...

Help....

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

4985. Looking for De Re Atari and Atari Hardware Manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5a1dpk$71d$1@news.aros.net>
Source record: 77498

I'm looking for a copy of the Atari Hardware Manual (I saw a reference to it in a Compute book) and De Re Atari.

If anybody is willing to make a photocopy or sell an original copy, just name your price.

Thanks very much.

(If you also know of any other good hardware or low-level references, I'd appreciate the information.)

4986. Atari 8bit Support BBS's List: 96-12-27

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: InfoMan <infoman@poboxes.com>
Message-ID: <32C44755.2D46@poboxes.com>
Source record: 77499

I am the new maintainer of the Atari 8bit Support BBS's list. It is
available on my Atari web page at http://infoman.simplenet.com/atari
I will also be posting it periodically, as was done before.
The newest version is attached below, which includes a couple of changes
and one addition. Please advise of updates.
Thanks,
/InfoMan
infoman@poboxes.com
infoman@xmission.com
http://infoman.simplenet.com/atari

Atari BBS List 12/27/96

Maintained by _/InfoMan_ <infoman@poboxes.com>

Please keep me informed with updates to the list and I'll post revisions
as necessary. In particular, if one of the BBS's is within your local
calling area, please give them a call and let me know whether they're
currently operational.

All boards are assumed to be operational 24 hours a day, 7 days
a week unless otherwise noted.

The format of the individual entries is below.
Note that each entry uses at least five lines (all of which are
less than 40-columns in order to make this easily 8bit readable):
"Type" indicates the type of hardware used to run the board.
"Status" is whether the board was up or not the last time it was checked.
"Status Date" tells you when the entry was last updated.
--
There can be one or more lines of "Notes".

An asterisk (*) next to the board's phone number indicates that entry has
been updated since the last version of this list.

```
*****************************
* Atari 8bit Support BBS's *
* *
* Last update: 96-12-27 *
* *
*****************************
```

<BBS name> : <phone number> [*]
<location>
<type> : <status> : <status date>
--
<notes>

```
-------------------------------------
50 Systems Listed
-------------------------------------

01 ? : 716-337-3628
New York, USA
? : ? : 96-03-10
--
Carina

02 ABACUS : 415-564-8062
San Francisco, California, USA
Atari-16 : ? : 96-03-10
--
ST Express

03 ABBUC Box : +49-5439-3265
Bersenbrueck (?), Germany
Atari-8 : OK : 96-03-13
--
M-F 19:00-07:00; S-S 15:00-08:00 MET

04 ACE of America : 503-761-9074 *
Portland, Oregon, USA
Atari-8 : ? : 96-12-27
--
Support for the Carina BBS System
and all other Shadow Software
Sysop: The Shadow

05 ACUTE : 610-261-0620
?
? : OK : 96-11-26
--
Atari Computer Users Technical
Exchange, ProNode 330

06 ASB Zan Sweeds : +46-3145-8807
?
? : ? : 96-03-10
--
ProNode 463

07 Atari Connection : 801-280-7486
?
Atari-8 : OK : 96-08-04
--
Up since 85.
QWK connected to the world.
650MB of 8bit ONLY storage.
Huge collection of Atari 8bit
software and support.
```

08 Atari Express : 506-652-6826
?
? : ? : 96-03-10
--
ProNode 112

09 Atari Nest : 516-783-4634 *
Wantagh, New York, USA
Atari-8 : OK : 96-11-22
--
130XE/MIO/14.4K ProNode 218
Formerly called New Nest
Long Island Atari User Group
and Old Hackers Atari User
Group
Patrick Mulvey: pmulvey@li.net

10 Atari Scene : 502-456-4292
Louisville, Kentucky, USA
Atari-16 : OK : 96-08-03
--
Atari Exchange of Louisville
user group.

11 Atari XE Group : 613-225-0901
Ottawa, Ontario, Canada
? : ? : 96-03-10
--
Dave Brown. X_232, IAN net soon

12 BAAUG : 408-986-0215
San Leandro, California, USA
Atari-16 : ? : 96-03-10
--
MichTron

13 Barvarian Gaus : 303-367-5877
?
? : ? : 96-03-10
--
ProNode 108

14 Beco Tel : +31-2063-26859
Amsterdam, The Netherlands
Atari-8 : OK : 96-11-24
--
Bernard Kok. Hours - 17:00-06:00 GMT

15 Carnival : 810-235-0158
?
? : ? : 96-03-10
--
ProNode 349

16 Closer to Home : 419-368-4413
Jeromesville, Ohio, USA
Atari-8 : OK : 96-08-07
--
ProNode 439; 300-14.4K USR
256K Bucholtz XL
CTH shareware support site.
Tom Hunt

17 Computer World : 716-247-8355
?
Atari-8 : OK : 96-03-10
--
Bob Puff.

18 CSS : 716-247-7157
?
? : ? : 96-03-10
--
<no notes>

19 DarkForce! : 606-886-9014
Prestonsbrug, Kentucky, USA
Atari-16 : OK : 96-08-05
--
Ronald Hall
Monthly cash/prizes!!
Gemini CD-ROM online.

20 Enterprise : 607-648-8027
?
? : ? : 96-03-10
--
ProNode 393

21 Hard Core : 203-871-1842
?
? : ? : 96-03-10
--
ProNode 317

22 Heechee Heaven : 803-788-7982
?
? : ? : 96-03-10
--
ProNode 366

23 Inside 8bit 1 : 706-798-2474

?
? : OK : 96-08-03
--
ProNode 47

24 Inside 8bit West : 510-895-8022
?
? : OK : 96-08-03
--
<no notes>

25 JACS : 609-346-1224
Somerdale, New Jersey, USA
Atari-16 : OK : 96-11-16
--
Jersey Atari Computer Society
1040ST, <Fnord>adel 3.51
Citadel network
No restrictions, many discussion
areas

26 JAIL : 416-762-9316
?
? : ? : 96-03-10
--
ProNode 335

27 Last Hope : 604-460-1195
Maple Ridge, BC, Canada
Atari-8 : OK : 96-11-24
--
Express node 244
International Message Relay

28 Menzobarranzen : 504-649-4194
?
? : ? : 96-03-10
--
ProNode 415

29 MOOSE : 716-381-5139
?
? : ? : 96-03-10
--
<no notes>

30 Northern Limits : 905-937-2786
?
? : ? : 96-03-10
--
ProNode 338

31 Owl's Nest : 510-276-6394
?
? : ? : 96-03-10
--
ProNode 430

32 Part Time : 216-582-1196
Cleveland, Ohio, USA
Atari-8 : OK : 96-08-05
--
ProNode 7 version 2.1a

33 Pot Hole : 250-642-6795
Sooke, British Columbia, Canada
Atari-8 : OK : 96-11-24
--
ProNode 365. 300-14.4/24hr. Off-line
at 2300, 0000, and 0400 (PT) for 25
minute periods for networking with
North America and Europe. Excellent
selection of 8-bit utilities.
International Message Relay
Sysop: Boomer (Bob Nex)

34 Precinct : 504-766-3315
?
? : ? : 96-03-10
--
ProNode 207

35 Programmer's : 416-466-6749
?
? : ? : 96-03-10
--
<no notes>

36 Repair Shop : 801-967-8738 *
Salt Lake City, Utah, USA
? : OK : 96-12-27
--
ProNode 53
300-19.2 baud Hayes Ultra
International Message Relay
BBS Express Pro support BBS
Sysop Bob Klaas

37 Rest Stop : 916-568-1712
?
? : ? : 96-03-10
--
ProNode 412

38 Revelstone : 717-263-9689
?
? : ? : 96-03-10
--
ProNode 227

39 Simplicity : +643-352-0688
Christchurch, New Zealand
Atari-8 : OK : 96-03-19
--
Oasis 4.8 - Total 8-bit support

40 Slidell Express : 504-649-7921
?
? : ? : 96-03-10
--
ProNode 181

41 SNACC : 702-438-2208
?
? : ? : 96-03-10
--
ProNode 121

42 SPACE : 612-427-4317
St. Paul, Minnesota, USA
Atari-8 : OK : 96-03-10
--
1Meg XE, 1Meg MIO, 40MB HD, 14.4K

43 Star NET : 407-281-6132
Orlando, Florida, USA
Atari-8 : OK : 96-11-16
--
ProNode 449-Multinode Pro V50b_m
500MB - One of the biggest 8bit
BBS's in the country.

44 Star Wars : 210-737-3019
?
? : ? : 96-03-10
--
ProNode 118

45 System Reset! : <none>
Hamilton, Ontario, Canada
Atari-8 : DOWN : 96-11-22
--
USF net, IAN net, ProNode 59
Probably back up in a year...

46 TAF : 416-421-8999
Toronto, Ontario, Canada
Atari-16 : OK : 96-12-07
--
Toronto Atari Federation
Forem, 28.8K, 8/16 support
Fidonet, USENET news
Sysop: Dave Lee

47 Underdog : 508-820-3089
?
? : ? : 96-03-10
--
ProNode 102

48 Wall : 904-730-8659
?
? : ? : 96-03-10
--
ProNode 287

49 Wayne's World : 614-761-1891
Columbus, Ohio, USA
? : ? : 96-03-10
--
Wayne Arenz

50 Westex : 610-776-7495
?
? : ? : 96-03-10
--
ProNode 169

4987. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080002712961540510001@nntp.netgate.net>
Source record: 77500

In article <5a12b2$fke@xmission.xmission.com>,
infoman@xmission.xmission.com (InfoMan) wrote:

> That may work, but certainly not at that price. And even if you only
> charged $1 or $2, I'm not sure there'd be enough demand to justify it.

Well, it would first and foremost have to be a labor of love. There clearly isn't a lot of money in it for *anyone*. But I've been the beneficiary of so much generous goodwill in c.s.a.8 (the community really seems to help each other out a lot) that I don't doubt that a lot of people would be willing to form a "co-op" given the right organization (or lack thereof!) and the ability to quickly and cheaply obtain that missing software title they've wanted for the last 8 years.

And the price would obviously depend on the title and the deal one could cut with the copyright owner. Maybe they'd give away the rights, assuming those who took the license made no profit on the distributions. (Before you call me a idealistic Utopian, this is *exactly* what happened to the Vectrex software, so there *is* a precedent.)

But if you assume that most vendors would want at least $1-2 for each copy sold, if you have a mostly volunteer and non-profit orientation to the project, the software could be made available for $5. And if this is a roughly break-even, non-profit (or small profit) setup, you wouldn't really *want* a high demand--it takes too long! But you would perform a great service for a hard-core nucleus of us die-hards who have (like me) an 800XL next to his Power Mac 7200.

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in 1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

4988. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32C490B5.2B1C@pacbell.net>
Source record: 77501

Eric wrote:
>
> I have been reading this book called Hackers. It really says a lot about
> the Atari.

Companies want to control their markets as best they can and controlling
Atari programmers was the best way to do it. IBM also wanted to control
their market, but tried to do so at a hardware level. Both companies
failed miserably..... For Atari, it meant death. For IBM, it spawned a
huge industry (just not theirs...). No nice guyz ever ran a billion
dollar company.

Bob

4989. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5a2ee7$i63@nnrp1.news.primenet.com>
Source record: 77502

In article <5a1p1h$7b3@kirin.wwa.com>, Eric <Eric_Cron@addus.com> wrote:
>I have been reading this book called Hackers. It really says a lot about
>the Atari.
=snip=
>Basically, it said that Atari was a really nasty company, even though it
>had a great machine. It went on to say that they treated their programmers
>really nasty. Evidentally, they wanted to keep all of the secrets to the
>Atari to themselves. They didn't want other companies to compete with
>their software division????
>
>I find this very hard to believe, since the users of the Atari seem to be
>the most friendly of any computer.

Friendly to the user, yes, but not the programmer.

Reading the parts of the Reference Manual that are currently on the Web, I noticed how incomplete it was when compared to the Commodore manual, which gave complete hardware register information.

The memory map on the Commodore programmer's reference manual was littered with things like (Bits 5-7: X offset) and (0=LOAD, 1=VERIFY). It even had a reasonably complete description of the 6502 instruction set, and walked a user through a few simple machine language concepts like branching and indexing. This kind of thing was also seen in the Vic-20 manual.

>Whats your take on this? I was very disturbed when I read this. I love
>my Atari, but I really liked thinking it was a cool company. It really
>ruined my evening.

Atari thought, well, if we make all the GOOD stuff, WE make all the money, not THEM. The personal computer industry was, what, three years old when they offered the 400 and 800. They decided to try something. They shouldn't have tried it.

>one other note, Ken Williams of Sierra On-Line evidentally set up an Atari
>running a copy of Frogger at some trade show and passed it off as an
>Apple. I guess a lot of people got pissed when they bought their copy for
>the Apple and it really sucked.
>
>Would love to see some talk about this. Anybody else read this book?
>
>Eric
>Eric_Cron@addus.com
>ericcron@wwa.com
>

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

4990. Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-27 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32c3df29@pianosa.demon.co.uk>
Source record: 77503

Whilst reading the usual rubbish I find here, Nick S Bensema wrote something
interesting to All about Coding oddity. HELP!:

Hello Nick,

>> You only have a certain # of cpu cycles you can interupt, then it screws
>> up system housekeeping (I think it tells you in De Re Atari how much code
>> you use during a DLI)
NSB> What does that mean? Does that mean if I interrupt more than X-amount
NSB> of raster lines, my program will screw up without fail, or can I only

Basically, yes. If DLI's get too big, then system timings start getting thrown
off. Obviously the Atari (or emulator, for that matter) objects to system
critical timing being mucked up like this, and wont let it happen.

NSB> use one DLI?

No, you /can/ use more than one, but the overall length of DLI's time-wise
can't exceed a certain amount. Hence the reference to De Re, above.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... How could you ever let me down? - Promises; The Buzzcocks

4991. Re: Looking for De Re Atari and Atari Hardware Manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: Eric_Cron@addus.com
Message-ID: <5a1oi2$7b3@kirin.wwa.com>
Source record: 77504

In article <5a1dpk$71d$1@news.aros.net>, gold@shell.aros.net says...
>
>I'm looking for a copy of the Atari Hardware Manual (I saw a reference to
>it in a Compute book) and De Re Atari.
>
>If anybody is willing to make a photocopy or sell an original copy, just
>name your price.
>
>Thanks very much.
>
>(If you also know of any other good hardware or low-level references, I'd
>appreciate the information.)
>
I have both of these. If you mail me postage I will be happy to make
photocopies of both of these manauls. I think 3 bucks for each should
cover it.

Reply only to Eric_Cron@addus.com

Let me know if youre interested.

4992. The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: Eric_Cron@addus.com
Message-ID: <5a1p1h$7b3@kirin.wwa.com>
Source record: 77505

I have been reading this book called Hackers. It really says a lot about the Atari.

It says that some dude named John Harris who wrote a "copy" of Pacman way back when was really hassled by Atari. He also said that Atari wouldn't give him any information when he was trying to learn how to program it. For example, Atari people told him you could only get four colors on a screen, and he knew you could get more because Atari was marketing products that cleary had 8 or more.

Basically, it said that Atari was a really nasty company, even though it had a great machine. It went on to say that they treated their programmers really nasty. Evidentally, they wanted to keep all of the secrets to the Atari to themselves. They didn't want other companies to compete with their software division????

I find this very hard to believe, since the users of the Atari seem to be the most friendly of any computer.

Whats your take on this? I was very disturbed when I read this. I love my Atari, but I really liked thinking it was a cool company. It really ruined my evening.

one other note, Ken Williams of Sierra On-Line evidentally set up an Atari running a copy of Frogger at some trade show and passed it off as an Apple. I guess a lot of people got pissed when they bought their copy for the Apple and it really sucked.

Would love to see some talk about this. Anybody else read this book?

Eric
Eric_Cron@addus.com
ericcron@wwa.com

4993. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <5a20uk$dc9@nw101.infi.net>
Source record: 77506

scharles@blast.net (Yogi) wrote:

>On Fri, 27 Dec 1996 12:25:06 +0100, Adam Billyard <ads@csl.com> wrote:

>-I'm really pleased that the games I wrote for the Atari800 are seeing
>-the light of day again on these emulators and I'd encourage other
>-Atari800 authors to put up there old games. The thing I object to is
>-wankers like "Yogi" hacking my games and replacing the "Written by
>Adam
>-Billyard" in the game with his own name. Its such shitty thing to
>do.

>Gee Adam, you didnt object when you didnt even have a copy of your own
>software and asked me for it?
>Maybe I'll just delete the archive and say the hell with it, this is
>quite a different attitude from your emails of a few months ago.

>Just that "wanker"
>Yogi

Yeah, how ingracious. But if you deleted his name you should put it
back.

Daniel Clinton

4994. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E33uEo.G18@nonexistent.com>
Source record: 77507

->Gee Adam, you didnt object when you didnt even have a copy of your
own
->software and asked me for it?
->Maybe I'll just delete the archive and say the hell with it, this is
->quite a different attitude from your emails of a few months ago.
-
->Just that "wanker"
->Yogi
-
-Yeah, how ingracious. But if you deleted his name you should put it
-back.
-
-Daniel Clinton
-
-

I dont have the time nor the inclination to do either.
Nor the disk editor with the hex mask. I no longer have a copy of
Diskey to do so, and If you think I want to do hex math in my head to
figure out where to change it, you're crazier than I am.

It's unfortunate that this has happened, but you see, in the
particular game that Mr. Billyard is complaining about (Chop Suey) I
received a cracked boot disk of it that had ALREADY had the text
changed to say "from the Cocaine BBS and the NOSE". So changing it to
something else was no big deal on the file version.

What I used to do for my personal archive in the 80's was to keep a
copy that NOTHING was changed on, and one that got distributed.
Unfortunately, the person who ended up with the disks bulk erased all
those versions, so they're gone forever. Besides, after I figured out
how to make Gr. 7 mode title screens I never changed any more text.

So there...........

4995. Test <<<<

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5a27a2$al@news.asu.edu>
Source record: 77508

```
This is a test.
This is only a test.
--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts
```

4996. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5a27k4$fi@news.asu.edu>
Source record: 77509

Funny how the "archivists" say they don't feel like they are committing piracy, but then change the names of the authors within the games... like the pirates did in the past. If they really felt like they were "preserving" the games, then they should stop hacking their names into them.

If it looks like a rose,
and smells like a rose ...

--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

4997. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5a27ov$hj@news.asu.edu>
Source record: 77510

Okay, I spoke too soon. One point for Yogi.

--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

4998. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c4b284.10373657@news.inc.net>
Source record: 77511

On Fri, 27 Dec 1996 16:59:45 GMT, rhkramer@fast.net (Randy Kramer)
wrote:

>ssilicon@lax.net (Jon D. Melbo) wrote:
>

>>IE is nice, but buggy. Also, there are still by far more Netscape
>>enhanced pages than IE enhanced ones (though it is true MS is catching
>>up at a firey pace). Junk Eudora... use the email in Agent instead.
>
>> Cheers,
>> Jon
>
>The only problem using email in Free Agent is that you *CANNOT* (at
>least to my knowledge) recieve mail. IE, while buggy, can render most
>Netscape enhanced pages equal or better then Netscape. I just wish IE
>3.0 for Windows 3.11 had Java support. Currently, it only has
>JavaScript (just like NN 3.0 for Win 3.1)
>

I forget about Free Agent... are you sure it can't do e-mail? If not
then consider MS Exchange or Windows messaging, or buy Agent, or try
Pegusus Mail.

As to IE rendering pages that are enhanced with Netscape SPECIFIC
extensions equal to or better than Netscape... you are on drugs. :)
Netscape enhanced pages LOOK BEST WITH NETSCAPE. IE enhanced pages
LOOK BEST WITH IE. Most pages are not enhanced with browser specific
extensions at all, but of the ones that are, NETSCAPE enhanced pages
FAR OUTNUMBER IE ones.

Are you still using Win 3.x?

Cheers,

Jon

4999. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c4b5a2.11172380@news.inc.net>
Source record: 77512

On 22 Dec 1996 20:55:17 GMT, terryb@bloomington.in.us (Terry Borah)
wrote:

>Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
>: m.kangas (kangas@lily.ee.cornell.edu) wrote:
>
>: : I picked up an old Atari 800 (w. 48k RAM) and accompanying odds & ends
>: : (410 tape, basic cart, etc) as a Christmas present for my 12-yr old
>: : cousin. I'm hoping to get him to start playing around with it,
>: : programming-wise, just to get those gears in his head turning...
>
>: I dunno,aren't you just seting him up to be a nerd.
>: I wonder if schools teach children (like they did me) about computers so
>: that when they become dis-ilussioned with life,they'll become nerds rather
>: than hoodlums.
>
>: Not that computers are a BAD influence,just too much much of one.
>
>
>: : So, would anybody have the *SOURCE CODE* to an/any old Atari Basic game
>: : that'll work on the 800? Not a disk image, but source I can print out
>: : (from unix, windows, or mac) for him to type in?
>
>: What exactly did you get with your Atari?
>: Disk drives?Modem interfaces?
>: You might be able to transfer the BASIC programme directly to your
>: Atari,with no typing.
>
>: If you must type it in,you can use a PC/Atari emulator to emulate
>: BASIC.This would allow you to list programmes to "D:".
>: You would need some virtual disk extraction tool to extract the LISTed
>: file from the virtual disk.
>
>: From BASIC you'd use
>: LOAD "FILENAME.BAS"
>: to load the programme.And
>: LIST "D:FILENAME.LST"
>: to list it out in text format.
>: --
>: The Doctor
>
> I _think_ that his point was that if a person types in various
>programs they are a lot more likely to learn more about 'Basic' progamming
>and a lot more likely to modify and learn about the programs they are

>typing in. I know it helped me years ago.
>
> Just a thought
>
Another thought is that the files must be printed in ATASCII not mere
ASCII. His cousin will quickly become hopelessly disappointed if he
tries to enter in from a listing in ASCII. Most Atari BASIC programs
use special characters in the source, and these will not convert to
ASCII correctly. Just a thought. :)

Cheers,

Jon

5000. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c4b8a7.11945244@news.inc.net>
Source record: 77513

On 19 Dec 1996 16:29:20 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>: Action only supports BYTE, INT and CARDs, though - floating point requires
>: the toolkit and isn't quite as elegant or easy.
>
>If modular and assembly programming is so easy,can you just create macros
>that call the OS's FP routines?
>--
> The Doctor

That is essentially what the floating point package in the toolkit does. The reason it is clumsy to use in programming, is because there is no native floating point type in action. All references to FP type variables have to be done a little surreptitiously. It is doable though.

Cheers,

Jon

5001. Re: Assembler, Action!, and copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c4ba5f.12384783@news.inc.net>
Source record: 77514

On 19 Dec 1996 21:51:30 GMT, UASZ40A@prodigy.com (Robert Stone) wrote:

>Bill W makes a good point. I'm pretty sure you can still buy "legit" Fine
>Tooned packages for Action, Mac65, Basic XL, Basic XE, and all the rest
>from B&C Computervisions at 408-986-9960.
>
>- bostone

Has anyone considered that those might be used copies that CSS is selling? If so, they are not pirating. Ownership of a product can transfer. It wasn't until much later in the software copyrighting game that there were user licenses instead of ownership of a particular copy. In other words, back in the time of OSS products, when you bought a program, you OWNED that copy of the program and could re-sell it. Now-a-days, you simply purchase the rights to USE a program generally. I am no expert at copyright law, and am unsure of the validity of what I just wrote. I do believe it to be at least somewhat correct however. Comments Bill or Robert (or anyone else)?

Cheers,

Jon

5002. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c4bdfb.13309057@news.inc.net>
Source record: 77515

On 22 Dec 1996 13:46:46 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
>
>I just realized more errors.
>
>: (Doc asks why not use a BASIC usr for disk i/o.)
>: 10 close #1:close #2
>
>Since RUNning a programme closes all channels except #0,line 10 is unneeded.
>

I disagree. It is good form to program this step anyway. While it is technically unnecessary, it IS necessary for good programming habit and code maintenance. Most all people who program a lot for a long time learn the value of that.

>: 20 open #1,4,0,"file1.ext"
>: 30 open #2,8,0,"file2.ext"
>: 40 trap 100
>: 50 get #1,x
>: 60 put #2,x
>: 70 goto 50
>: 100 trap 40000:close #1:close #2:end
>
>Once again,ENDing a programme closes all files.So all these CLOSE commands
>are useless.

See above commentary on what is useless or not.

>Also,line 100 should check that the error is 136(End Of File)
>using STATUS,otherwise print out a error message.

Agreed. It is better to verify that the error is in fact the one expected rather than assume it.

>: Last time I did this, I use it to get rid of 13 bytes at the
>: beginning of a A8 file I transferred to A8 on a hp48gx. The
>: hp put the 13 bytes of garbage at the beginning. You can use
>: it to, say put a small header on, etc.
>:
>: 10 close #1:close #2
>
>line#10 could be omited for above stated reasons.

It should be left in for good form.

```
>: 110 error=0:status #1,error
>
>Why are you storing a value in to "ERROR" when the STATUS command will
>obliterate it several jiffies later.
```

Perhaps to make sure that it isn't an old error code left over?
Does the STATUS routine merely return the value in that system
variable or does it also force that variable to be set to some code
whether there is an error or not?

Cheers,

Jon

5003. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961228064900.BAA05388@ladder01.news.aol.com>
Source record: 77516

Yeah, IBM developed the system and now has no controll over it, Im sure it makes them sick to see Billions and Billions of clone being sold and not a penny for them... I dont see them crying over old 15 year old software either.

5004. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c4c447.14921405@news.inc.net>
Source record: 77517

On Wed, 18 Dec 1996 19:43:10 -0500, "Jonathan C. Mordosky"
<mordosky@erols.com> wrote:

>Neurom wrote:
>>
>> Why don't you take your 8-bits and shove them up your (edited for common decency).
>>
>> Neurom
>> neurom@sensenet.com
>
>While you may not agree with Bob's opinions, they are usually firmly
>based in fact. Take some time and use your Internet access to find out
>about the proposed laws on Capital Hill. There are many (mostly
>lawyers) who would profit greatly from these proposed and re-written
>copyright laws.
>
>If you enjoy your present freedom of access to Atari material on the
>internet, perhaps you should tell your Congressman and Senators what to
>do with these new proposed laws before it is too late.

Could you give a little bit of an idea what some of these new laws
will do or how they differ from old laws?

Cheers,

Jon

5005. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c4ca45.16455444@news.inc.net>
Source record: 77518

On 25 Dec 1996 08:22:00 +0200, peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>
>Howdy !
>
>Am 25.12.96 , pr&#65533;zise um 10:04 , schrieb Jon zu diesem Thema
>folgenden "netten Text" , den ich nun im einzelnen zitieren werde .
>
>> >>I'm looking for some Atari 8-bit demos for testing. I'm interested
>> >>in amazing Atari graphics and sound trickery.
>> >>
>> >>1. What is the best Demo out there? (Or the top 5 or so)
>> Okay, here are some ones I remember liking....
>> swan demo
>> bounce
>> ballsong 1 & 2
>> 'magic' (awesome 256 color kaleidoscope type thing, only 12K!)
>> a demo from Europe called "POP Demo"
>
>nothing of them are really good! The best demos are made by some european
>groups like (ex)WFMH, HARD and german sceners. You can find some amazing
>demos in the UMich archiv.
>
>here the _very_ best demos:
>
> Joyride (H.A.R.D.) (hungarian group)
> - brilliant remix of song 'Joyride' by Roxette
> - incredible sfx in graphics and digi sounds
> - best of demo art!
> - new I/O routines, fractal moving *and* disk acces (&Music!)
> - morphing, wrapping and multicolor-modes!
> --> can't find a working version on UMich :(
>
> The Top #3 (WFMH) (polish group)
> - compendium of good ..small.. demos
> - amazing dancing girl, from AMIGA game and uses up to 320k!
> - interesting bob effect (hundreds of bob's moved on screen)
>
> Cool Emotions (H.A.R.D)
> - not as good as Joyride but funny checkboard sfx
> - nice music routines
> - very good amiga like plasma

>
> File version of VISDOM Demo (pal only!) (german programmer)
> - extremous colorfull graphic sfx!
> - very good pokey music
> - very impressive ! (by a pal tv and a pal XL, can't miss it!)
>
>> I have seen numerous others mentioned here, but I have never seen
>> them.
>
>for example ?

Like all those cool European ones you & others have mentioned.
I will have to check into them. Thanks for the tip.

Cheers,

Jon

5006. For Sale...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5a2j7s$u3@xmission.xmission.com>
Source record: 77569

```
4 x XF551 disk drives (good condition)
2 x Happy 1050 disk drives (good condition)
1 x Percomm Data disk drive (good condition)

Looking to trade for XL or XE machines (upgraded preferred)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!
```

5007. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonE34CAz.6Mt@netcom.com>
Source record: 77570

Bo Schreurs (stack@worldonline.nl) wrote:
: On 16 Dec 1996 20:05:21 GMT, ai123@FreeNet.Carleton.CA (Steven J.
: Tucker) wrote:
: >Whats the best assembler for the Atari 8 bit?
:
: Well, I use SynAssembler myself.
: Don't see or read much about this nice Assembler in the newsgroups
: though, but it is still my favourite Assembler.

the synassembler was *great*.

my roommate and i wrote a super development setup. it consisted of
a device driver we could write an object file to (R:) that drove a
parallel port hooked up to a slave machine, which received and ran the
executable. the slave was free to crash; the master machine almost
never did.

i wrote an emacs-like editor that patched out one of the less useful
synassembler commands. [in my naive youth, i wondered why synapse
software didn't want to buy it from me. :-) if hehore wolosenko is
out there somewhere: i understand now...!]

god, the synasm setup was fast. being able to do an "edit and try
again" in five seconds or so is something i've not enjoyed again until
recently, and it makes a real difference.

--
Landon Dyer (landon@netcom.com)

5008. Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a2u7d$fpc@login.freenet.columbus.oh.us>
Source record: 77571

I was up on the new site for Yogi's FTP site (www.blast.net).
It's super hard to connect to with Lynx since it keeps loging in and out everytime you do anything.(Yogi's site has a limit of 5 users)
I saw a new site,but all the boot disks are kept in "ATR" files instead of DCM files.

How can I access the ATR files on a 800?
I know of a CTB (compiled TurboBASIC) programme,but that's useless without the TUR (BAS?) files to use with TurboBASIC 3.2q.
(TurboBASIC for SpartaDOS.I assume it will also work with MyDOS)

Also,the ATR files seem to be as big as the actual disk they contain.So a single density disk ATR is 90k.It seems to me that you could only download these ATR files if you have a better drive than the one they are for.
You need a 1050 to download the 90k files and a double density drive (like the XF551) to download the (few) 130k files.Am I right about this.

Why not use DCMs in ARC files?
Much more compact,and you don't have to worry about garbage at the end of the files.(because of X-modem)

And the COM/OBJ files are kept in HUGE ZIPs!
Even if these ZIPs used a compression method compatible with Atari's ZIP,they're too huge for anyone to download!

Why aren't these being kept in seperate ARC files instead of dozens of COM files being stored in ZIP files?
--
The Doctor

5009. Re: Merry Christmas And A Happy New Year

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a2uds$frg@login.freenet.columbus.oh.us>
Source record: 77572

Bernard Kok (beco@worldaccess.nl) wrote:
: Hello,

: This message can better be viewed in HIGH ASCII ! ! !

Even if I knew what character set you were talking about,you can't use
8-bit text in a message.
(at least not at my site)
You should've used ^N/^O (SI and SO) to send it 7-bit.

: ? ? * ? ? *
: :\?/. ? * ? * ?
: ??*?? . ??????????????????????????? ? ?
: ./?\. . ? MERRY * X-MAS ? * ? * ? *
: . . . ? TO YOU ! ALL ? ? ?
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????????????????????????????

: Dutch (Nedeerlands) : Prettige kerstdagen en een gelukkig nieuwjaar
: English (Engels) : Merry Christmas And A Happy New Year
: Germany (Duits) : Frohe Weinachten Und Ein Gutes Neues Jahr
: France (Frans) : Joyeux nol et bonne anne

: ��
������������������������ķ
: ����Christmas Brings Light Light Brings Clarity Clarity Brings Vision
: ��� Vision To See The Potential In The Year Ahead
: ��� And The Fortitude To Carry On In 1997 !
: ��
������������������������Ľ

: | |
: A KOOL X-MAS EVERYBODY!!! ! | |
: | -O- --^-- | |
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: (C) 1997 ^^^!^^^^^^^^^^^^^.^^^^^! | | ^ ^^^ | |
: by Happy ^^O^^^^+^^^x^^^^^^+^^x^^^^^ | | ^^ ^^ ^ ^ | |
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: AND AN EXCELLENT 1997 ! ! !

: Greetings to everybody!, may you have an kool holiday-time!!!

: Gtx. Bernard Kok (Sysop of BECO TEL bbs)

: --

: Bernard Kok BECO TEL (XL/XE support)
: beco@worldaccess.nl Online : every day from 17-06 GMT
: Amsterdam Baud : 300 to 14.400
: The Netherlands Phone : +31-(0)20-6326859
: Home Page : http://www.worldaccess.nl/~beco

: ... This is SHAREWARE! To register, send me $10

--
The Doctor

5010. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a309d$gvi@login.freenet.columbus.oh.us>
Source record: 77573

Jon D. Melbo (ssilicon@lax.net) wrote:
: On 22 Dec 1996 13:46:46 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: >James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
: >
: >I just realized more errors.
: >
: >: (Doc asks why not use a BASIC usr for disk i/o.)
: >: 10 close #1:close #2
: >
: >Since RUNning a programme closes all channels except #0,line 10 is unneeded.
: >

: I disagree. It is good form to program this step anyway. While it is
: technically unnecessary, it IS necessary for good programming habit
: and code maintenance. Most all people who program a lot for a long
: time learn the value of that.

IT's useless clutter,if you ask me.Even if it's as that chap said,that
some BASICs don't close channels on "RUN",you would simply get a error if
you tried to open a already opened channel,not coruption.This is a
artefact of the OS,not the particular handler(read "DOS") you are using.

: >: 20 open #1,4,0,"file1.ext"
: >: 30 open #2,8,0,"file2.ext"
: >: 40 trap 100
: >: 50 get #1,x
: >: 60 put #2,x
: >: 70 goto 50
: >: 100 trap 40000:close #1:close #2:end
: >
: >Once again,ENDing a programme closes all files.So all these CLOSE commands
: >are useless.

: See above commentary on what is useless or not.

: >Also,line 100 should check that the error is 136(End Of File)
: >using STATUS,otherwise print out a error message.

Actually,STATUS doesn't seem to work this way.You'll have to use BASIC's
memory location that stored the number of the error.
(I forget it at the moment)

: Agreed. It is better to verify that the error is in fact the
one : expected rather than assume it.

: >: Last time I did this, I use it to get rid of 13 bytes at the
: >: beginning of a A8 file I transferred to A8 on a hp48gx. The
: >: hp put the 13 bytes of garbage at the beginning. You can use
: >: it to, say put a small header on, etc.
: >:
: >: 10 close #1:close #2
: >
: >line#10 could be omited for above stated reasons.

: It should be left in for good form.

It more useless than a REM statement.What good is form if it's meaningless?

: >: 110 error=0:status #1,error
: >
: >Why are you storing a value in to "ERROR" when the STATUS command will
: >obliterate it several jiffies later.

: Perhaps to make sure that it isn't an old error code left over?
: Does the STATUS routine merely return the value in that system
: variable or does it also force that variable to be set to some code
: whether there is an error or not?

It returns whatever the handler says.Normally a 1 or some other
non-negative number (read "above 127").A number with the high bit set (and
hence "negative") indicates a error.But the DOS handler doesn't seem to
suport the STATUS command except after a OPEN to determine it's success.
It meant to be used in a XIO statement.
XIO 13,#3,0,0,"D:FILENAME.EXT".
Since the CIO opens a files to get it's STATUS (and to perform a XIO) if
the IOCB# refers to a closed IOCB,this will give you a 1 if the file
exists and is un-locked,167 if the file is locked,170 if the file is
missing,and any other error number returned by the handler if DOS could
not find/access the file.

(note:of course the "XIO" BASIC command is in fact being used here to
perform a CIO call,not a actual XIO call)

In sumary,DOS only lets you get the STATUS after you've opened a file.But
BASIC would abort or trigger the TRAP line if there was a error (except if
the file was merely locked and you weren't trying to open a write channel)
The XIO13 works because the CIO opens the file for you.

I think that DOS merely looks in the buffer for a filename rather than
simply returning the status of the last open.Since the buffer pointer
would simply be pointing the the string at the end of the BASIC OPEN
statement,you can use STATUS after OPEN.But after PUTs and GETs,the buffer
pointer would just point towards random data (random to DOS),so you get
error 170s and 165s.(file not found and bad filename)

I've had SpartaDOS X create files because of BASIC's STATUS command.

I think that DOS 3 fixed this problem.I'll have to find my manual.
--

The Doctor

5011. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a3184$ht1@login.freenet.columbus.oh.us>
Source record: 77574

Karl Heller (kheller2@ix.netcom.com) wrote:
: In article <59k0oq$50o@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us
(Daniel Klugh) wrote:
: >Windows runs in 80286 protected mode,so it wouldn't have this limitation.
: >MS-DOS could use swapping like UNIX.Since many computers run MS-DOS in
: >virtual mode,this would be easy.Extended memory can be swapped in anywhere.
: >MAny programmes do this already.But it would be nice if this was built
: >into MS-DOS.(so device drivers would be swapped out when they were closed)
: >Something like Macintosh's "resources" could be used to manage swapping of
: >programmes.
: >(a programme would tell MS-DOS when it was done using a segment of it's
: >memory.When it needed it again,it would ask MS-DOS for it.IF it was still
: >in memory,MS-DOS would tell the programme it's new address.(since it would
: >move around to reduce memory fragmentation) If it wasn't in memory,it
: >would be loaded up and the address passed back to the programme)
: >
: >: with for configuring stuff. Of course machines like the Mac, Amiga
: >: ST/TT/Falcon never did have to deal with that. I don't know about the
: >: MAC, but AmigaDOS/Workbench has a CLI and the GUI in a nice
: >: combination. The Amiga's interface looks and works very muck like the
: >: Unix X-Windows.
: >
: >Oh,X,another degradation to computers.I ran a pool game under it once and
: >I thought it had crashed,but it was just running extremely slow.
: >And X-Tank looks like it was running on a Apple.
: >(Ataris are not even THAT slow)
: >

: Okay.. I have to say this ..but you knocked on Unix and X. Whatever X
: environment you happen to be running on must be junk. I run X apps all the
: time and they are very fast. (Yes you have to have a good piece of hardware
: and video card... but you need that for any real OS anyway). I like X
: because I can do whatever the hell I want with it. Obviously, you must not
: have ever used Solaris's OpenWindows (yuck, but damn nice graphical interface
:) nor have you used the CDE (Common Desktop Environment).

If only all UNICES were like Linux.

I know that the PC's video is really simplistic.The only feature I can
think of is smooth scrolling,but I don't know anything about that.
(PCs don't even have player/missle graphics)
But must a wire frame game (which wouldn't even use any of those features
except double buffering) run like it's on a 1mhz machine?!?

In case you others have never seen X-tank,it like Mercenary in the 3D graphics department.

: I run FreeBSD with XFree86 on a 486DX2/80. Its fair. Much faster than
: Windoze 95. Even on very old Sparc2 hardware (under $2000 used) X kicks
: butt.

I really don't want to buy such a overly powered machine to play the equivilant of BattleZone!

Even the author of Xasteroids agrees with me.He gave up on X and now uses the shared VGA libraries of Linux.He said that Xasteroids was so slow because of X it self!
There was nothing he could do,most of the user-time of his game was being spent in X!

For those of you not UNIX inclined,that means that no matter how fast he made his game,it'd still run slow because X takes so long to do anything!

: Okay... back to Ataris...

Funny you should say that,my Atari 800XL is running Flight Simulator 2,and it's as fast as Xtank.On my 80386 40mhz!!!
--
The Doctor

5012. FS: Atari Computer Goods! FREE Catalogs! More Atari Stock!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: bensmith@teleport.com
Message-ID: <5a315csej1@nadine.teleport.com>
Source record: 77575
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,abg.atari

Check out my Updated Atari Catalogs and find More Atari stuff like MULE and Archon for the Classic Atari 8 Bit and for you Collectors with an appetite for Ultima. BRAND NEW, UNOPENED original copies of Ultima V.

See my Web Page at www.teleport.com/~bensmith/bscomputers.shtml for Bravo Sierra Computers. Where you'll find Both Classic Atari 8 Bit & ST HardWare, SoftWare, Books and Accessories. In BSC's Catalogs, you may find something you've been looking. And something you might want. At BSC's Web Page you can View, Capture and even DownLoad Atari Catalogs or Contact BSC by Web Page! Or Request Catalogs by E-Mail. Do You Have problems connecting with BSC's web page? Why not DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or Feel free to Request catalogs through E-Mail. Really, it's no inconvenience. All I ask is that you specify Atari 8 Bit, Atari ST or both. Then I'll send them to you by E-Mail Only. I'll get back to you after the weekend. Catalogs are sent only by E-Mail. Not Snail (Postal) Mail. Please Direct any and all Replies Through E-Mail to bensmith@teleport.com. Or call Weekdays, Anytime, Local to Portland, Oregon. U.S.A. at (503)256-9974.

Also, on BSC's Home Page! Links to Atari Support at other Locations... At one link you'll find a Link to a Web Page with Michael Currents List of Developers and Others who Support Atari. And Bravo Sierra Computers is on the list. Also, you can find A list of Atari Support on BSC's Web Page. The Atari Developers, Sellers & ReSellers of Atari that I go to for Help.
--
Atari ST and Classic 8 Bit, Hardware, Software, & Accessories. (503)256-9974.
DownLoad FREE Catalogs at ftp.teleport.com/vendors/bensmith/ or by WebPage at www.teleport.com/~bensmith/bscomputers.shtml Catalogs Requested by & Received Through E-Mail at bensmith@teleport.com Please Specify Classic 8 Bit or ST!!

5013. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a3273$ihc@login.freenet.columbus.oh.us>
Source record: 77576

Robert S Ely (rsely@dhs.state.nj.us) wrote:
: Daniel Klugh wrote:

: > Man,Bob must've had a crappier P:R:C than me.
: > He seems to be somewhat naive about ICD products.I always thought of ICD
: > and Bob Puff's stuff as being on opposite sides.

: I had a P:R:C for a while until I got my MI/O. Best move I ever made
: for my 8-bit.
: Actually, Bob Puff designed his own hardware, while ICD used the specs
: forr the 1090 expansion box.
: If I could have afforded a Black Box, I would have bought one of them
: instead. As it was I bought the MI/O (256K) used for $80. at the time.
: That was a great price then, since MI/Os were still being produced by
: ICD.

: > He didn't seem to know why SpartaDOS ended up writing to the wrong floppy
: > when you swapped disks while the file was still open.
: > (I read this in the docs for SuperARC/UNARC)

: You're not talking about me. I never had this problem. I've written
: some rather complex, disk intensive BASIC XE programs that used
: extensive file management (SDX version of NOTE and POINT). I never had
: the time to learn MAC/65. I wish I had, but that's another story.

I was talking about Bob Puff,of CSS.SpartaDOS doesn't have file buffers
(nor drive buffers) like AtariDOS/MyDOS.The buffers get dynamicly assigned
to a file's use.If you swap disks while a write-opened file has had data
writen to it (this data is still in the buffers until you close the file)
and then put in another disk and starting reading another files (like what
might be done in a copy operation),SpartaDOS X will start looking for
buffers for the read-opened file.So it'll start flushing the buffers of
the write-opened file,which of course will cause the data to be writen to
the wrong disk.The solution,always close write-opened files before you ask
the user to swap disks.

: Anyway, this topic has been replied to on numerous occasions and I
: guess the 'who wrote what' has gotten foggy. I replied to the original
: guy (I forget who that was now) about file x-fers using a null modem and
: a couple of comm programs. I don't know where all this other stuff came
: from.

: >
: > My P:R:C goes at 9600.In fact,I used it to post my GTIATEXT.BAS message.
: >
: > You may be thinking of one of those graphical text term programmes.

: > --
: > The Doctor

: I still have to try out the GTIATEXT.BAS program you wrote. Looks
: interesting.

It's not much,just shows off a new text mode.

For those who don't know,many games use text modes.Forgotten Island and
Crypt of The Undead are two examples.These are BASIC games,so they are
slow.Text mode means 1/8 the data to move.The CGS system (it WAS available
from Closser To Home BBS,dunno now),which I have never tried,also seems to
use text mode.This is important since modems can only carry so much data
at a time.Sending graphical data would simply be tooo slow.

In case this is confusing,you can alter what "set of characters" the Atari
uses.When you do this,you have the same restrictions as graphics in GR.8.
That how you get colours in GR.0 games.My GTIATEXT programme uses a GR.11
aproach.Might be useful in BBS and BASIC programmes.

There really needs to be a modem protocol that not only lets the BBS
programme define new character sets,but to also set graphic modes.
(and to mix GTIA modes with CTIA modes like GTIATEXT does)
And to control P/M graphics and smooth scrolling and display lists...
--
The Doctor

5014. Re: Saving BASIC FILES

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a32am$iia@login.freenet.columbus.oh.us>
Source record: 77577

William Fisher (blackat@direct.ca) wrote:
: > SAVE "D:PROGRAM.BAS", in an attempt to save a basic program,I get an
: > error 130. I would be most obliged if you could enlighten me.

: You need to have a 'virtual' floppy in the 'virtual' disk drive. Or else
: the Atari 8-Bit won't know where to save your BASIC program to...

: With most emulators there is a boot disk of some sort included. What emu
: are you using?

IT would be nice if these emulators would let you use the C: device.
--
The Doctor

5015. Re: Saving BASIC FILES

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a32i9$ird@login.freenet.columbus.oh.us>
Source record: 77578

Steve (stev@networx.net.au) wrote:
: Mark Zerafa <adrizera@mail.keyworld.net> wrote:

: >Can anyone offer any suggestions? I have recently downloaded an ATARI
: >8-bit emulator. Every time I type the following command:
: >
: >SAVE "D:PROGRAM.BAS", in an attempt to save a basic program,I get an
: >error 130. I would be most obliged if you could enlighten me.
: >

: Ok, to get it working you need to have a DOS virtual disk as D1. This
: means that when you start the emulator, you must add a reference on
: the command line to an ATR image file.

: for example: (this should work with any emu you have)

: ATARI DOSDISK.ATR (this is for XLit)
: XF25 DOSDISK.ATR (PC Xformer)

: Once you have started the emulator, it should be in basic- but there
: will be a slight pause while DOS loads. If you want to check that DOS
: is actually loaded, type DOS at the basic prompt, and that should take
: you to the DOS MENU. You can then press "B" (run cartridge) to return
: to basic. Hope this helps........

But remember:typing "DOS" erases you programme.(except sometimes in MyDOS)
Before you type any programmes in,goto DOS and use the "N" command.
This will activate the MEM.SAV feature which will save part of your BASIC
programme before the DOS menu ("DUP.SYS") loads up,and re-loads that part
when you go back to BASIC.

But if you load a game or something from the menu before you go back this
will probably overwrite your BASIC programme.Some copy operations also
corupt memory.
--
The Doctor

5016. Re: Source for (any) BASIC game for 800?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a333l$ja0@login.freenet.columbus.oh.us>
Source record: 77579

```
Jon D. Melbo (ssilicon@lax.net) wrote:
: On 22 Dec 1996 20:55:17 GMT, terryb@bloomington.in.us (Terry Borah)
: wrote:

: >Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: >: m.kangas (kangas@lily.ee.cornell.edu) wrote:
: >
: >: : I picked up an old Atari 800 (w. 48k RAM) and accompanying odds & ends
: >: : (410 tape, basic cart, etc) as a Christmas present for my 12-yr old
: >: : cousin. I'm hoping to get him to start playing around with it,
: >: : programming-wise, just to get those gears in his head turning...
: >
: >: I dunno,aren't you just seting him up to be a nerd.
: >: I wonder if schools teach children (like they did me) about computers so
: >: that when they become dis-ilussioned with life,they'll become nerds rather
: >: than hoodlums.
: >
: >: Not that computers are a BAD influence,just too much much of one.
: >
: >
: >: : So, would anybody have the *SOURCE CODE* to an/any old Atari Basic game
: >: : that'll work on the 800? Not a disk image, but source I can print out
: >: : (from unix, windows, or mac) for him to type in?
: >
: >: What exactly did you get with your Atari?
: >: Disk drives?Modem interfaces?
: >: You might be able to transfer the BASIC programme directly to your
: >: Atari,with no typing.
: >
: >: If you must type it in,you can use a PC/Atari emulator to emulate
: >: BASIC.This would allow you to list programmes to "D:".
: >: You would need some virtual disk extraction tool to extract the LISTed
: >: file from the virtual disk.
: >
: >: From BASIC you'd use
: >: LOAD "FILENAME.BAS"
: >: to load the programme.And
: >: LIST "D:FILENAME.LST"
: >: to list it out in text format.
: >: --
: >: The Doctor
: >
: > I _think_ that his point was that if a person types in various
: >programs they are a lot more likely to learn more about 'Basic' progamming
```

: >and a lot more likely to modify and learn about the programs they are
: >typing in. I know it helped me years ago.
: >
: > Just a thought
: >
: Another thought is that the files must be printed in ATASCII not mere
: ASCII. His cousin will quickly become hopelessly disappointed if he
: tries to enter in from a listing in ASCII. Most Atari BASIC programs
: use special characters in the source, and these will not convert to
: ASCII correctly. Just a thought. :)

Too bad these emulators don't have a G: device.(like the Black Box's P9:)
For those not in the know,G: acts like P: but the printer will corectly
print ATASCII characters.

Would the REAL G: handler work with a emulator?
--
The Doctor

5017. Re: Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a33f4$jh1@login.freenet.columbus.oh.us>
Source record: 77580

Randy Kramer (rhkramer@fast.net) wrote:
: Hi all. I have a cool (at least in my opinion) idea for a joystick.

: It'd sort of be like the SNES controller.

: Instead of the D-pad, we could put a small analog stick. There would
: be the normal two buttons on the opposite side of the analog stick,
: and below them would be the turbo A and turbo B buttons.

: Does such a thing exist? Would someone be willing to make one?

There was a analog joystick for flight simulators for the ST.
Unless there's something really weird about the ST,it should be usable on
all personal computers except the PC and Apple.

A Atari analog joystick would use the pot lines for the joystick itself.
The digital jostick lines and fire button could be used to provide 5 fire
buttons!!!
--
The Doctor

5018. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a33t1$ju0@login.freenet.columbus.oh.us>
Source record: 77581

Brad Rogers (brad@pianosa.demon.co.uk) wrote:
: Whilst reading the usual rubbish I find here, Nick S Bensema wrote something
: interesting to All about Coding oddity. HELP!:

: Hello Nick,

: >> You only have a certain # of cpu cycles you can interupt, then it screws
: >> up system housekeeping (I think it tells you in De Re Atari how much code
: >> you use during a DLI)
: NSB> What does that mean? Does that mean if I interrupt more than X-amount
: NSB> of raster lines, my program will screw up without fail, or can I only

: Basically, yes. If DLI's get too big, then system timings start getting thrown
: off. Obviously the Atari (or emulator, for that matter) objects to system
: critical timing being mucked up like this, and wont let it happen.

: NSB> use one DLI?

: No, you /can/ use more than one, but the overall length of DLI's time-wise
: can't exceed a certain amount. Hence the reference to De Re, above.

I think you can't have your DLI interupt routine running when it comes
time for the OS's vertical blank routine to run.
This assumes that all interupts are blocked while any interupt service
routine is running.
--
The Doctor

5019. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961228134701.IAA10174@ladder01.news.aol.com>
Source record: 77582

The trouble, Ziggy, is that anyone who tried to obtain the rights to do this in the past was greeted by the absence or stone silence of the copyright holders. Many can't or won't be located unless there is a rather significant buck in it for them. Meanwhile, if the "middleman" has announced his intentions to the community involved, be it Atari or Apple or Commodore, he is hounded from that side for progress reports.

It's been a thankless task, so far, by all reports I've heard. As Jon Mordosky pointed out, new legislation may make it even more difficult.

None of that means, "don't try," but be prepared for a frustrating time.

5020. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: billbnghm@aol.com
Message-ID: <19961228140500.JAA10407@ladder01.news.aol.com>
Source record: 77583

Whelp, since the subject is C and Atari 8-bit...

Why not:

```
#define REALLY_BIG 6000

main() $(

FILE *in, *out;
int error;
char buffer[REALLY_BIG]

in = fopen("filename.one","r");
out = fopen("filename.two","w");
error = fread(buffer, REALLY_BIG, 1, in);
if (error > 0) /* Then it's the actual size */
$(
error = fwrite(buffer,error,1,out);
if (error <= 0) printf("Error %u",error);
$)
else printf("Error %u while reading",error);
fclose(in);
fclose(out);
$)
```

CC65 is the coolest....

5021. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <5a3c79$qpj@ns.mcs.kent.edu>
Source record: 77584

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: Karl Heller (kheller2@ix.netcom.com) wrote:
: : In article <59k0oq$50o@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us
(Daniel Klugh) wrote:
: : >: with for configuring stuff. Of course machines like the Mac, Amiga
: : >: ST/TT/Falcon never did have to deal with that. I don't know about the
: : >: MAC, but AmigaDOS/Workbench has a CLI and the GUI in a nice
: : >: combination. The Amiga's interface looks and works very muck like the
: : >: Unix X-Windows.
: : >Oh,X,another degradation to computers.I ran a pool game under it once and
: : >I thought it had crashed,but it was just running extremely slow.
: : >And X-Tank looks like it was running on a Apple.
: : >(Ataris are not even THAT slow)
:
: Even the author of Xasteroids agrees with me.He gave up on X and now uses
: the shared VGA libraries of Linux.He said that Xasteroids was so slow
: because of X it self!
: There was nothing he could do,most of the user-time of his game was being
: spent in X!
:
: For those of you not UNIX inclined,that means that no matter how fast he
: made his game,it'd still run slow because X takes so long to do anything!

If X takes so long to do anything, then how come one can get
over 20 fps on X-Doom? It doesnt look like X is as slow as the Xasteroids
author claims it to be. Have you ever checked out X Maelstrom?
It runs fast as well. Im not sure how XQuake performs.
X does have a certain amount of overhead, but if you base your
opinion of X off of XTank or Xasteroids then you're only seeing half the
picture. Check out X-doom, XMaelstrom, and even X-Quake.

--Craig

5022. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961228150700.KAA11441@ladder01.news.aol.com>
Source record: 77585

In article <19961227071000.CAA10590@ladder01.news.aol.com>,
guy1015@aol.com (GUY1015) writes:

> Atari started to market there home computers to a younger group, Just
>look at there TV commercials, They also knew that the average person
let
>alone a teenager could ever come up with the money to buy all there
>software, a person would have to be a millionair! So they burned
>there stuff in ROM, knowing its a bit harder to copy. Well the PILL and
>other devices make it a snap to copy the rom to a binary file. So there
>it is.. But wait a min - even in the 80's software companys knew thare
>stuff was only good on the market for about 6 months till another program
>or game surpassed it. Where now in the LATE 90's and Atari is gone.
>Jack T. took the money and ran.. Hiding Behind the JTS Logo, Im sure
>theres 300,000 JAG user that would like to get there hands on him, and Im
>one of them. To me he is a lowlife.. Dummping the JAG so soon and
>wrecking the hell out of ATARI.
>
> Long Live Atari user's there machine have stood the test of TIME and
>continue to work. I would still like to see Atari come back with a
new
>owner and re-group . I would love to see this.
>
> Just my 0.2 cents
>
>

Read the history books. Atari was in trouble long before JT. In fact, it
was in trouble in some ways when Warner picked it up from Nolan Bushnell,
and Warner compounded the problem by not knowing anything about computers
and being unwilling to learn. In fact, Nolan advised Warner to stick to
game machines, which they didn't do. JT and his guys merely added to the
problems, but I think they made an honest effort to keep the computer end
afloat. By the time the Jag hit, there was no money to market it
successfully.

5023. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961228150700.KAA11442@ladder01.news.aol.com>
Source record: 77586

In article <5a1p1h$7b3@kirin.wwa.com>, Eric_Cron@addus.com (Eric) writes:

>Would love to see some talk about this. Anybody else read this book

I read the book a while ago, so my memory is really foggy. Did the John Harris incident and the Sierra thing happen during the Bushnell ownership, or was Warner in control? If it was Warner, it would seem to make sense. Those guys seemed to know nothing about computers or how to market them.

I also seem to recall a courtroom scene in the book where Ataris lawyers were questioning some game programmer about his flowcharts and source code, and he just laughed at them and said he wrote the entire program in question off the top of his head. The lawyers were dumbfounded. Can anyone fill in the details on that one?

5024. Re: Test <<<<

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961228150700.KAA11443@ladder01.news.aol.com>
Source record: 77587

In article <5a27a2$al@news.asu.edu>, irata@aztec.asu.edu (JOHN COLLINS)
writes:

>This is a test.
>This is only a test.

It came through.

Surprised?

5025. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961228150900.KAA11474@ladder01.news.aol.com>
Source record: 77588

The book sounds interesting, its called HACKERS??? and who is the publisher and if possible, whats the ISBN???

I think that perhaps since one pogrammer complained that doesn't represent all of them, for example about 10 years ago there was a Compuserve roundtable where they interviewed some of the programmers from Activision and these were all former Atari employees who started Activision, they said they had it great, free food and soda (gotta keep that sugar rush going!!!) coaches to sleep on, arcade machines to play and other assorted perks, they said the only thing that miffed them and made them leave was that Atari would never allow them to place their names or initials in the games and their names were not mentioned anywhere on the boxes or instructions, they just wanted to be acknowledged for their work. Thats why on any Activision product you see all the programmers and names. From all the people in Atari (whether is INC or CORP) they loved it.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http//:members.aol.com/cvendel/vaporware.html

5026. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <5a3dmp$p0f@ssbunews.ih.lucent.com>
Source record: 77589

In article <5a1p1h$7b3@kirin.wwa.com>, Eric <Eric_Cron@addus.com> wrote:
>I have been reading this book called Hackers. It really says a lot
>about the Atari.
>
>It says that some dude named John Harris who wrote a "copy" of Pacman way
>back when was really hassled by Atari. He also said that Atari wouldn't
>give him any information when he was trying to learn how to program it.

Look at the key word there - Atari wouldn't GIVE him any info. Atari sold the documentation for the 8 bit at very reasonable prices. The hardware manual (with full register specs contrary to what the Commo fan wrote), De Re Atari which was filled with wonderful ideas about what the special hardware put into the machine could do (always use this book when looking for a new programming project.), the source for the OS and the basic compiler. These manuals ranged in price from about $15 to $25 (I paid $50 for the hardware manual and the OS source book.)

I chose the Atari 800 for two reasons - the full availability of specs -hardware and software - and the fact that the Atari had a true OS - one where you could change anything you wanted because all OS software was linked through table vectors in ram that you could change. No other OS had these capabilities. The Atari was a software hacker's dream come true. And yes, they did not give the info away but sold it at reasonable prices.

rest of whining deleted. Wayne

5027. Atari Binarie Files

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: Matthew <melbert@ivic.net>
Message-ID: <01bbf4d6$6b1f1b40$43f833cf@matthewe>
Source record: 77590
Cross-posted to: alt.atari,comp.binaries.atari,comp.sys.atari,comp.sys.atari.8bit

Is there an program I can find to run my old Atari 8-bit software on my
pc-compatible?

Do I have to use my atari floppy drive patched into my paralell port or
something? -or-
Can I transfer them to my pc-harddrive using a pc-floppy?

Will the sound from the Atari 8-bit games run through a pc-soundcard?

-Matt
melbert@ivic.net

(please - no offense to hard-core Atari-Fans -- I don't like B.G. either)

5028. 800xl disk printer monitor $25

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: me@usa.com
Message-ID: <5a3gnh$fkp@vnetnews.value.net>
Source record: 77591

```
Atari 800xl
Magnavox color monitor
floppy drive
printer (new)
$25.00

Pickup-only (you may test all) in San Francisco Bay area.
Respond via e-mail for phone and address. dkg@value.net

Peace;
Kimmie
```

5029. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: Kent Simon <kent@*instanet.com>
Message-ID: <5a3hhk$162@gandalf.instanet.com>
Source record: 77592

Nick S Bensema wrote:
>
> In article <E323nB.4BG@nonexistent.com>, Yogi <scharles@blast.net> wrote:
> >
> >You only have a certain # of cpu cycles you can interupt, then it
> >screws up system housekeeping (I think it tells you in De Re Atari how
> >much code you use during a DLI)
>
> What does that mean? Does that mean if I interrupt more than X-amount of
> raster lines, my program will screw up without fail, or can I only use
> one DLI?
>

From what I recall you have alot of time, however if you set up a DLI to occur before a previous one is finished you could have a problem.

I would be sure to double check the registers you are pushing and poping, also be sure you are not changing memory that the mainline code is useing.

-kent

5030. Re: Test <<<<

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5a3l2i$o8u@news.asu.edu>
Source record: 77593

I was starting to wonder. Some of my previous posts I made from
this address never made it. ALL of my posts from my 'pay'
provider never made it. And they supposedly improved it.

--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

5031. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32ca4df8.7282231@news.networx.net.au>
Source record: 77594

mclane@dellos.demon.co.uk (Paul "Mclane" Irvine) wrote:

>
>Any able to offer some help here please..I hope so :-))
>
>Been using Ape under MsDos mode for a while and it works a dream but I
>only had 1 9pin comm port till today when I went mad and added another
>one....So I saved myself the hassle of unplugging the mouse in comm 1
>so I could put the Ape lead in...
>That was great, no more lead swapping Ape in comm3 and mouse comm1 and
>all working fine...
>
>So now I think (big mistake) that the long file name support in Ape
>under win 95 would be ideal as most of Yogi`s atr etc are long names
>that truncated for win95. A few mins later the add new hardware proggy
>has found my new comms ports and its looking good...I open a dos
>prompt and do what Steven says in the Doc re the Idle setting for the
>window and make it full screen. Ape runs no probs BUT it will not
>recognise it as having a drive when booting an image..I have checked
>the settings and they are the same as before, I have checked for
>conflicts in the device manager but the Atari just boots like there
>isn`t a drive...
>
>Any Ideas...It all works if rebooted to MSDOS mode or from the F8
>command line only option but not from a Dos prompt window..
>Running on a P133 with 24megs mem...

The problem is simply WINDOWS 95!! I don't have WIN 95 myself, but
after repeated attempts to connect the game Command & Conquer with my
brother (who IS using WIN 95) over a modem, we found that for some
reason WIN 95 is NOT fully releasing the COM port to the program that
wants to use it. After booting like you say using the F8 menu, we had
no trouble whatsoever. I think the only solution is to use the F8 menu
option whenever you need APE. Unless some WIN95 user/freak/anyone???
has some info on freeing the COM port fully. Sorry this wasn't much
help. but just letting you know your not alone in your fight against
WIN 95!!! :)

Steve

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

5032. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32c946e5.5471683@news.networx.net.au>
Source record: 77595

dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>I was up on the new site for Yogi's FTP site (www.blast.net).
>It's super hard to connect to with Lynx since it keeps loging in and out
>everytime you do anything.(Yogi's site has a limit of 5 users)
>I saw a new site,but all the boot disks are kept in "ATR" files instead of
>DCM files.
>
>How can I access the ATR files on a 800?
>I know of a CTB (compiled TurboBASIC) programme,but that's useless without
>the TUR (BAS?) files to use with TurboBASIC 3.2q.
>(TurboBASIC for SpartaDOS.I assume it will also work with MyDOS)
>
>Also,the ATR files seem to be as big as the actual disk they contain.So a
>single density disk ATR is 90k.It seems to me that you could only download
>these ATR files if you have a better drive than the one they are for.
>You need a 1050 to download the 90k files and a double density drive (like
>the XF551) to download the (few) 130k files.Am I right about this.
>
>Why not use DCMs in ARC files?
>Much more compact,and you don't have to worry about garbage at the end of
>the files.(because of X-modem)
>
>And the COM/OBJ files are kept in HUGE ZIPs!
>Even if these ZIPs used a compression method compatible with Atari's
>ZIP,they're too huge for anyone to download!
>
>Why aren't these being kept in seperate ARC files instead of dozens of COM
>files being stored in ZIP files?
>--
> The Doctor

Well, for a start an ATR file is actually a full DISK written in a
format that can be "booted" either using the SIO2PC cable (for which
you need a PC to connect the ATARI to, and run software on the PC to
emulate an ATARI disk drive), or any of the current ATARI emulators
use the ATR on the command line as a virtual DISK.
The reason for placing COM and EXE files into a ZIP format, is that
many ATARI users actually use their PC to download the files, extract
and then port the COM/EXE files directly to an ATARI disk, or disk
image. Of course if you only have an ATARI computer, well, methinks
time to get a PC. It's just so much easier to use the PC as a medium
for the ATARI. As you have stated- the ATARI computer doesn't have the
disk space to download HUGE ATR and ZIP files, and work with them very
easily. The only way to get the ATR files I think would be to get

someone to convert them to DCM format. Then the ATARI could work with it, of course if you have at least a Doubled 1050 drive. As for ZIP files, Good Luck... I haven't heard of a ZIP utility for the ATARI.

Steve.

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/

5033. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5a3na9$g2u@flood.xnet.com>
Source record: 77596

asharkis@aol.com wrote:
: In article <5a1p1h$7b3@kirin.wwa.com>, Eric_Cron@addus.com (Eric) writes:
:
: >Would love to see some talk about this. Anybody else read this book
:
: I read the book a while ago, so my memory is really foggy. Did the John
: Harris incident and the Sierra thing happen during the Bushnell
: ownership, or was Warner in control? If it was Warner, it would seem to
: make sense. Those guys seemed to know nothing about computers or how to
: market them.

It was Warner-era. The sad truth there is that the chief exec had a
background in textiles and referred to programmers on the same level as
towel designers.

: I also seem to recall a courtroom scene in the book where Ataris lawyers
: were questioning some game programmer about his flowcharts and source
: code, and he just laughed at them and said he wrote the entire program in
: question off the top of his head. The lawyers were dumbfounded. Can
: anyone fill in the details on that one?

Basically, that's what happened. I don't think it was Harris, it was a
different case. The lawyer wanted documented source code and there simply
was none.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

5034. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5a3ne0$g2u@flood.xnet.com>
Source record: 77597

Cvendel (cvendel@aol.com) wrote:
: The book sounds interesting, its called HACKERS??? and who is the
: publisher and if possible, whats the ISBN???

Delta publishes it. Any good bookstore can order it for you--there was a
reprint a couple of years ago.

: I think that perhaps since one pogrammer complained that doesn't
: represent all of them, for example about 10 years ago there was a
: Compuserve roundtable where they interviewed some of the programmers from
: Activision and these were all former Atari employees who started
: Activision, they said they had it great, free food and soda (gotta keep
: that sugar rush going!!!) coaches to sleep on, arcade machines to play and
: other assorted perks, they said the only thing that miffed them and made
: them leave was that Atari would never allow them to place their names or
: initials in the games and their names were not mentioned anywhere on the
: boxes or instructions, they just wanted to be acknowledged for their work.

John Harris didn't work FOR Atari. Nobody from Atari complains in the
book, but Atari had bought up the rights to a bunch of arcade conversions,
and when guys like Harris started making games that were better than
Atarisoft offerings that looked an awful lot like the same game, Atari got
pissed.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

5035. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5a3nhp$g2u@flood.xnet.com>
Source record: 77598

-Booth,W.A. (trek@ihgp15.ih.att.com) wrote:
: In article <5a1p1h$7b3@kirin.wwa.com>, Eric <Eric_Cron@addus.com> wrote:
: >It says that some dude named John Harris who wrote a "copy" of Pacman way
: >back when was really hassled by Atari. He also said that Atari wouldn't
: >give him any information when he was trying to learn how to program it.
:
: Look at the key word there - Atari wouldn't GIVE him any info. Atari
: sold the documentation for the 8 bit at very reasonable prices. The
: hardware manual (with full register specs contrary to what the Commo
: fan wrote), De Re Atari which was filled with wonderful ideas about
: what the special hardware put into the machine could do (always use
: this book when looking for a new programming project.), the source
: for the OS and the basic compiler. These manuals ranged in price from
: about $15 to $25 (I paid $50 for the hardware manual and the OS
: source book.)

Yes, but if you read either the post or the book you'll see that Atari
personnel were giving Harris information that was clearly not true, and
the impression from the reading is that they never said "BTW, for $50
we'll let you have the docs."

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

5036. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32c59719.13194105@news.demon.co.uk>
Source record: 77599

On Sat, 28 Dec 1996 06:33:03 GMT, daniel11@appstate.campus.mci.net
(Daniel Clinton) wrote:
>scharles@blast.net (Yogi) wrote:
>
>>On Fri, 27 Dec 1996 12:25:06 +0100, Adam Billyard <ads@csl.com> wrote:
>
>>-I'm really pleased that the games I wrote for the Atari800 are seeing
>>-the light of day again on these emulators and I'd encourage other
>>-Atari800 authors to put up there old games.

On the plus...yes its good to see the old programs getting permission
from the programmers like yourself. I remember when you brought a half
finished version of Bellum into my shop in Hammmersmith (Maplin) and
showed me it..So to see it rise again with your nod is pleasing..

> The thing I object to is-wankers like "Yogi" hacking my games and
>replacing the "Written by Adam Billyard" in the game with his own name.
> Its such shitty thing to do.
>
On the Minus....if it says cracked by or your name its still your game
and the Atari 8bit community as a great bunch of knowledgable people
will know who, what and when re the programming...
The fact that Yogi has put such effort into maintaining the archive
and preserving your good work should be applauded.

>>Gee Adam, you didnt object when you didnt even have a copy of your own
>>software and asked me for it?
>>Maybe I'll just delete the archive and say the hell with it, this is
>>quite a different attitude from your emails of a few months ago.
>
If you want Adam, you can have a genuine untouched copy (ie real) of
electraglide but calling Yogi a wanker because a copy of your software
was modified many moons ago is a little over the top IMHO...
The game is still intact and can still be enjoyed, thats the crux of
the matter..

>>Just that "wanker"
>>Yogi
>
Keep the archive going....:-)

>Yeah, how ingracious. But if you deleted his name you should put it
>back.
>
>Daniel Clinton
>

Daniel, in the old days it was a fun thing to do, getting diskey out and playing around with the ingame text. It was never a dig or comment at the programmers prowess. The fact that it was on a cracked copy makes it even less of a argument point...

Yes, quite alot of us DID crack games and mess about with the loaders to show our "talent" as a hacker but unless the interest is kept alive by people like Yogi, James King and any one else who still loves the old 8 bit it is not going to matter one little bit about names in loaders....

BTW Yogi...Do you want Diskey back for the Archive?

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

5037. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5a46rbgtp1@news.aros.net>
Source record: 77600

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:

: How can I access the ATR files on a 800?
: I know of a CTB (compiled TurboBASIC) programme,but that's useless without
: the TUR (BAS?) files to use with TurboBASIC 3.2q.
: (TurboBASIC for SpartaDOS.I assume it will also work with MyDOS)

: Also,the ATR files seem to be as big as the actual disk they contain.So a
: single density disk ATR is 90k.It seems to me that you could only download
: these ATR files if you have a better drive than the one they are for.
: You need a 1050 to download the 90k files and a double density drive (like
: the XF551) to download the (few) 130k files.Am I right about this.

ATR files are just raw disk images, with an extra 16-byte header tacked on at the front. (XFD files are the same files without the header; in other words, pure disk images.)

The 1050 can actually handle both the 90k and 128k disks, but that still doesn't make it any easier to download the files.

One solution is to use something like APE, and daisy-chain it with a regular 1050. Copying disks or files this way works very nicely.

There's another cable that connects the PC to the Atari's joystick port, allowing you to copy disks between the two. The advantage of this one is that it requires less hardware than the SIO2PC/APE cable (it's just a bundle of five wires). The disadvantage is that it's quite slow (about 6 minutes to transfer a 90k disk). (As a substitute for the Xformer cable, which I could never get working, it was wonderful.)

If you need any info, ask away...

5038. Re: Best Assembler?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: landon@netcom.com
Message-ID: <5a4akg$5b2@nr1.vancouver.istar.net>
Source record: 77601

Bo Schreurs (stack@worldonline.nl) wrote:
: On 16 Dec 1996 20:05:21 GMT, ai123@FreeNet.Carleton.CA (Steven J.
: Tucker) wrote:
: >Whats the best assembler for the Atari 8 bit?
:
: Well, I use SynAssembler myself.
: Don't see or read much about this nice Assembler in the newsgroups
: though, but it is still my favourite Assembler.

the synassembler was *great*.

my roommate and i wrote a super development setup. it consisted of
a device driver we could write an object file to (R:) that drove a
parallel port hooked up to a slave machine, which received and ran the
executable. the slave was free to crash; the master machine almost
never did.

i wrote an emacs-like editor that patched out one of the less useful
synassembler commands. [in my naive youth, i wondered why synapse
software didn't want to buy it from me. :-) if hehore wolosenko is
out there somewhere: i understand now...!]

god, the synasm setup was fast. being able to do an "edit and try
again" in five seconds or so is something i've not enjoyed again until
recently, and it makes a real difference.

--
Landon Dyer (landon@netcom.com)

5039. Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <5a4asv$5b2@nr1.vancouver.istar.net>
Source record: 77602

Whilst reading the usual rubbish I find here, Nick S Bensema wrote something
interesting to All about Coding oddity. HELP!:

Hello Nick,

>> You only have a certain # of cpu cycles you can interupt, then it screws
>> up system housekeeping (I think it tells you in De Re Atari how much code
>> you use during a DLI)
NSB> What does that mean? Does that mean if I interrupt more than X-amount
NSB> of raster lines, my program will screw up without fail, or can I only

Basically, yes. If DLI's get too big, then system timings start getting thrown
off. Obviously the Atari (or emulator, for that matter) objects to system
critical timing being mucked up like this, and wont let it happen.

NSB> use one DLI?

No, you /can/ use more than one, but the overall length of DLI's time-wise
can't exceed a certain amount. Hence the reference to De Re, above.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... How could you ever let me down? - Promises; The Buzzcocks

5040. Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a4b5e$5b2@nr1.vancouver.istar.net>
Source record: 77603

I was up on the new site for Yogi's FTP site (www.blast.net).
It's super hard to connect to with Lynx since it keeps loging in and out everytime you do anything.(Yogi's site has a limit of 5 users)
I saw a new site,but all the boot disks are kept in "ATR" files instead of DCM files.

How can I access the ATR files on a 800?
I know of a CTB (compiled TurboBASIC) programme,but that's useless without the TUR (BAS?) files to use with TurboBASIC 3.2q.
(TurboBASIC for SpartaDOS.I assume it will also work with MyDOS)

Also,the ATR files seem to be as big as the actual disk they contain.So a single density disk ATR is 90k.It seems to me that you could only download these ATR files if you have a better drive than the one they are for.
You need a 1050 to download the 90k files and a double density drive (like the XF551) to download the (few) 130k files.Am I right about this.

Why not use DCMs in ARC files?
Much more compact,and you don't have to worry about garbage at the end of the files.(because of X-modem)

And the COM/OBJ files are kept in HUGE ZIPs!
Even if these ZIPs used a compression method compatible with Atari's ZIP,they're too huge for anyone to download!

Why aren't these being kept in seperate ARC files instead of dozens of COM files being stored in ZIP files?
--
The Doctor

5041. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a4bpk$5b2@nr1.vancouver.istar.net>
Source record: 77604

Jon D. Melbo (ssilicon@lax.net) wrote:
: On 22 Dec 1996 13:46:46 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: >James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
: >
: >I just realized more errors.
: >
: >: (Doc asks why not use a BASIC usr for disk i/o.)
: >: 10 close #1:close #2
: >
: >Since RUNning a programme closes all channels except #0,line 10 is unneeded.
: >

: I disagree. It is good form to program this step anyway. While it is
: technically unnecessary, it IS necessary for good programming habit
: and code maintenance. Most all people who program a lot for a long
: time learn the value of that.

IT's useless clutter,if you ask me.Even if it's as that chap said,that
some BASICs don't close channels on "RUN",you would simply get a error if
you tried to open a already opened channel,not coruption.This is a
artefact of the OS,not the particular handler(read "DOS") you are using.

: >: 20 open #1,4,0,"file1.ext"
: >: 30 open #2,8,0,"file2.ext"
: >: 40 trap 100
: >: 50 get #1,x
: >: 60 put #2,x
: >: 70 goto 50
: >: 100 trap 40000:close #1:close #2:end
: >
: >Once again,ENDing a programme closes all files.So all these CLOSE commands
: >are useless.

: See above commentary on what is useless or not.

: >Also,line 100 should check that the error is 136(End Of File)
: >using STATUS,otherwise print out a error message.

Actually,STATUS doesn't seem to work this way.You'll have to use BASIC's
memory location that stored the number of the error.
(I forget it at the moment)

: Agreed. It is better to verify that the error is in fact the
one : expected rather than assume it.

: >: Last time I did this, I use it to get rid of 13 bytes at the
: >: beginning of a A8 file I transferred to A8 on a hp48gx. The
: >: hp put the 13 bytes of garbage at the beginning. You can use
: >: it to, say put a small header on, etc.
: >:
: >: 10 close #1:close #2
: >
: >line#10 could be omited for above stated reasons.

: It should be left in for good form.

It more useless than a REM statement.What good is form if it's meaningless?

: >: 110 error=0:status #1,error
: >
: >Why are you storing a value in to "ERROR" when the STATUS command will
: >obliterate it several jiffies later.

: Perhaps to make sure that it isn't an old error code left over?
: Does the STATUS routine merely return the value in that system
: variable or does it also force that variable to be set to some code
: whether there is an error or not?

It returns whatever the handler says.Normally a 1 or some other
non-negative number (read "above 127").A number with the high bit set (and
hence "negative") indicates a error.But the DOS handler doesn't seem to
suport the STATUS command except after a OPEN to determine it's success.
It meant to be used in a XIO statement.
XIO 13,#3,0,0,"D:FILENAME.EXT".
Since the CIO opens a files to get it's STATUS (and to perform a XIO) if
the IOCB# refers to a closed IOCB,this will give you a 1 if the file
exists and is un-locked,167 if the file is locked,170 if the file is
missing,and any other error number returned by the handler if DOS could
not find/access the file.

(note:of course the "XIO" BASIC command is in fact being used here to
perform a CIO call,not a actual XIO call)

In sumary,DOS only lets you get the STATUS after you've opened a file.But
BASIC would abort or trigger the TRAP line if there was a error (except if
the file was merely locked and you weren't trying to open a write channel)
The XIO13 works because the CIO opens the file for you.

I think that DOS merely looks in the buffer for a filename rather than
simply returning the status of the last open.Since the buffer pointer
would simply be pointing the the string at the end of the BASIC OPEN
statement,you can use STATUS after OPEN.But after PUTs and GETs,the buffer
pointer would just point towards random data (random to DOS),so you get
error 170s and 165s.(file not found and bad filename)

I've had SpartaDOS X create files because of BASIC's STATUS command.

I think that DOS 3 fixed this problem.I'll have to find my manual.
--

The Doctor

5042. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a4c5d$5b2@nr1.vancouver.istar.net>
Source record: 77605

Robert S Ely (rsely@dhs.state.nj.us) wrote:
: Daniel Klugh wrote:

: > Man,Bob must've had a crappier P:R:C than me.
: > He seems to be somewhat naive about ICD products.I always thought of ICD
: > and Bob Puff's stuff as being on opposite sides.

: I had a P:R:C for a while until I got my MI/O. Best move I ever made
: for my 8-bit.
: Actually, Bob Puff designed his own hardware, while ICD used the specs
: forr the 1090 expansion box.
: If I could have afforded a Black Box, I would have bought one of them
: instead. As it was I bought the MI/O (256K) used for $80. at the time.
: That was a great price then, since MI/Os were still being produced by
: ICD.

: > He didn't seem to know why SpartaDOS ended up writing to the wrong floppy
: > when you swapped disks while the file was still open.
: > (I read this in the docs for SuperARC/UNARC)

: You're not talking about me. I never had this problem. I've written
: some rather complex, disk intensive BASIC XE programs that used
: extensive file management (SDX version of NOTE and POINT). I never had
: the time to learn MAC/65. I wish I had, but that's another story.

I was talking about Bob Puff,of CSS.SpartaDOS doesn't have file buffers
(nor drive buffers) like AtariDOS/MyDOS.The buffers get dynamicly assigned
to a file's use.If you swap disks while a write-opened file has had data
writen to it (this data is still in the buffers until you close the file)
and then put in another disk and starting reading another files (like what
might be done in a copy operation),SpartaDOS X will start looking for
buffers for the read-opened file.So it'll start flushing the buffers of
the write-opened file,which of course will cause the data to be writen to
the wrong disk.The solution,always close write-opened files before you ask
the user to swap disks.

: Anyway, this topic has been replied to on numerous occasions and I
: guess the 'who wrote what' has gotten foggy. I replied to the original
: guy (I forget who that was now) about file x-fers using a null modem and
: a couple of comm programs. I don't know where all this other stuff came
: from.

: >
: > My P:R:C goes at 9600.In fact,I used it to post my GTIATEXT.BAS message.
: >
: > You may be thinking of one of those graphical text term programmes.

: > --
: > The Doctor

: I still have to try out the GTIATEXT.BAS program you wrote. Looks
: interesting.

It's not much,just shows off a new text mode.

For those who don't know,many games use text modes.Forgotten Island and
Crypt of The Undead are two examples.These are BASIC games,so they are
slow.Text mode means 1/8 the data to move.The CGS system (it WAS available
from Closser To Home BBS,dunno now),which I have never tried,also seems to
use text mode.This is important since modems can only carry so much data
at a time.Sending graphical data would simply be tooo slow.

In case this is confusing,you can alter what "set of characters" the Atari
uses.When you do this,you have the same restrictions as graphics in GR.8.
That how you get colours in GR.0 games.My GTIATEXT programme uses a GR.11
aproach.Might be useful in BBS and BASIC programmes.

There really needs to be a modem protocol that not only lets the BBS
programme define new character sets,but to also set graphic modes.
(and to mix GTIA modes with CTIA modes like GTIATEXT does)
And to control P/M graphics and smooth scrolling and display lists...
--
The Doctor

5043. FS: Atari 8bithard& soft

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: Vincent Magguilli JR <vincejr@frontiernet.net>
Message-ID: <32C5DAF3.38A5@frontiernet.net>
Source record: 77606

To whom It may concern;
I have Atari 8 bit hardware and software that i am willing to part
with(for a Reasonable price Or trade)
list:
HARDWARE

Atari 800 (not XL) Computer
Atari 130 xe computer
XF551 5.25 Disk drive DS
XMM 801 Printer
ST Ver of the XMM 801 (Needs Repair!!!!)
1050 Disk Drive ss (needs Repair!!!!) Not reading Disks
Interface Box

SOFTWARE

MyDos4.50
TextPRo
The list goes on I don't have enough time or space to list all that.
Cartridges, Grafitx Printer(hook up a PC printer to an 8bit)
2600 System W/@30 games?
VIC 20 Computer W/ tape drive

If interested Please Write to me at my Email Address
vincejr@frontiernet.net

5044. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5a47nq$ob5@nnrp1.news.primenet.com>
Source record: 77607

In article <32c3df29@pianosa.demon.co.uk>,
Brad Rogers <brad@pianosa.demon.co.uk> wrote:
>Whilst reading the usual rubbish I find here, Nick S Bensema wrote something
>interesting to All about Coding oddity. HELP!:
>
>Hello Nick,
>
> >> You only have a certain # of cpu cycles you can interupt, then it screws
> >> up system housekeeping (I think it tells you in De Re Atari how much code
> >> you use during a DLI)
> NSB> What does that mean? Does that mean if I interrupt more than X-amount
> NSB> of raster lines, my program will screw up without fail, or can I only
>
>Basically, yes. If DLI's get too big, then system timings start getting thrown
>off. Obviously the Atari (or emulator, for that matter) objects to system
>critical timing being mucked up like this, and wont let it happen.
>
> NSB> use one DLI?
>
>No, you /can/ use more than one, but the overall length of DLI's time-wise
>can't exceed a certain amount. Hence the reference to De Re, above.

Well I don't have De Re.

And the first DLI takes up approximately 70 scanlines. It ends well
before the second one, though.

It has to take up 70 scanlines because it is doing a copper effect.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

5045. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5a47pm$oea@nnrp1.news.primenet.com>
Source record: 77608

In article <5a33t1$ju0@login.freenet.columbus.oh.us>,
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>Brad Rogers (brad@pianosa.demon.co.uk) wrote:
>: No, you /can/ use more than one, but the overall length of DLI's time-wise
>: can't exceed a certain amount. Hence the reference to De Re, above.
>
>I think you can't have your DLI interupt routine running when it comes
>time for the OS's vertical blank routine to run.
>This assumes that all interupts are blocked while any interupt service
>routine is running.

I'm not using the OS's vertical blank routine, and the DLI's happen in the
middle of the screen, where they're useful.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

5046. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5a47tg$okf@nnrp1.news.primenet.com>
Source record: 77609

In article <5a3hhk$162@gandalf.instanet.com>,
Kent Simon <kent@*instanet.com> wrote:
>Nick S Bensema wrote:
>>
>> In article <E323nB.4BG@nonexistent.com>, Yogi <scharles@blast.net> wrote:
>> >
>> >You only have a certain # of cpu cycles you can interupt, then it
>> >screws up system housekeeping (I think it tells you in De Re Atari how
>> >much code you use during a DLI)

>From what I recall you have alot of time, however if you set up a DLI to
>occur before a previous one is finished you could have a problem.
>
>I would be sure to double check the registers you are pushing and
>poping, also be sure you are not changing memory that the mainline code
>is useing.

How exactly would you go about double-checking the registers?

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

5047. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5a48ag$p9f@nnrp1.news.primenet.com>
Source record: 77610

In article <E323nB.4BG@nonexistent.com>, Yogi <scharles@blast.net> wrote:
>On 26 Dec 1996 01:15:05 -0700, nickb@primenet.com (Nick S Bensema)
>wrote:
>
>You only have a certain # of cpu cycles you can interupt, then it
>screws up system housekeeping (I think it tells you in De Re Atari how
>much code you use during a DLI)

I've tried to disable all the system housekeeping.

When I do a DLI, does it put the CPU (AND the emulator) into some "OMIGOD
I'M DOING A DLI AND SCREWING UP TIMING!" state, and the RTI magically puts
it into a "THANK GOD NOW I CAN DO TIMING RIGHT!" state?

I'm thinking of offering my source code and data to anyone who thinks they
can figure out what I'm doing wrong.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

5048. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2812962040120001@port8.bitstream.net>
Source record: 77611

In article <5a3dmp$p0f@ssbunews.ih.lucent.com>, trek@ihgp15.ih.att.com (-Booth,W.A.) wrote:

> In article <5a1p1h$7b3@kirin.wwa.com>, Eric <Eric_Cron@addus.com> wrote:
> >I have been reading this book called Hackers. It really says a lot
> >about the Atari.
> >
> >It says that some dude named John Harris who wrote a "copy" of Pacman way
> >back when was really hassled by Atari. He also said that Atari wouldn't
> >give him any information when he was trying to learn how to program it.
>
> Look at the key word there - Atari wouldn't GIVE him any info. Atari
> sold the documentation for the 8 bit at very reasonable prices. The
> hardware manual (with full register specs contrary to what the Commo
> fan wrote), De Re Atari which was filled with wonderful ideas about
> what the special hardware put into the machine could do (always use

The timing is important here: the Atari 800 and 400 came out in 1979; John Harris bought and started programming an Atari in 1980 and Jaw Breaker in 1981 (according to Hackers); De Re Atari came out some time in 1981; the Hardware Manual wasn't published until 1982(!). Atari was very tight-lipped about releasing the "secrets" of their computers until they had be out several year, apparently realizing the importance of third party developers to their success selling hardware. (They wanted to do all the software themselves.) When they finally released the information, it was almost too late. I sometimes wonder how things might have turned out had they done this from the start...

Mark
marksim@bitstream.net

5049. wanted:atr2dcm !

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6Njt9DPKzHB@peter.soemtron.sb.sub.de>
Source record: 77612

Howdy !

I can't find a atr to dcm converter! I need it to put those atr-images to
an original atari disk through Diskcomm3

where to find it ?

--

6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

5050. Hard Drives on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: phantomm@harold.eastky.com
Message-ID: <5a3to7$skl@netnews.mis.net>
Source record: 77613

I have a couple of old MFM hard drives connected to my 130XE with a MIO and Adaptec 4000A controller card. I am wondering if 3.5 SCSI drives can be used with the MIO? If so, what is the largest partition one can use with the MIO and what type of Controller card is needed?

Net-Tamer V 1.08XB - Test Drive

5051. Atari BBS in South Africa

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: Alistair.Phillips@progtest.alt.za
Message-ID: <133_9612290504@progtest.alt.za>
Source record: 77614

Hi there all you Atari users.

My name is Alistair, and I live in South Africa. I am trying
to keep all of the computer users of non IBM (or compatible)
computer users happy here. I would like to start a BBS for the
Atari computer. There are many Atari users here in SA, but there
is just no support for them at all.

I sent a letter to the Atari FAQ poster, and he said that it sounded
like a good idea. He suggested that I write to the Atari newsgroup
asking if any of you have a older Atari that you would like to donate
to me to start the BBS.

I do not want anything fancy, and any computer would help. I am
able to get a 14.4 external modem, and could use that for the BBS.

I am hoping to offer e-mail, ftp access, newsgroups and basically
anything else that the users would like to have. It would of course
be a free BBS and anyone that helps me will be given due credit.

Please, we really need your help.

Hope to hear from you soon!

Your's Sincerely,
Alistair Phillips
/| Alistair Phillips ** I am looking for **
/--| PO BOX 43933 ** all kinds of emulators **
/ |corn User Fish Hoek ** that will work on an IBM **
Tel:+27 21 785 5265 7975, South Africa

... Computer SEX - where software becomes hardware

--- Blue Wave/DOS v2.30 [NR]
--
|ACiDlink: Alistair Phillips 87:1021/3
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5052. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <5a2f9b$ei@triglav.iwaynet.net>
Source record: 77615

rwoolley@pacbell.net wrote:

>Eric wrote:
>>
>> I have been reading this book called Hackers. It really says a lot about
>> the Atari.

It's been awhile but I have read that book or one that covered a lot
of the same ground. I have also seen much of it had to say covered in
ZAP! The Rise And Fall of Atari (ironically written before the Tramiel
incarnation of the company...dillweed OBVIOUSLY did not learn from
history).

>Companies want to control their markets as best they can and controlling
>Atari programmers was the best way to do it. IBM also wanted to control
They were heavy handed and stupid. More programmers means more
quality software for the platform means increased demand for the
platform means eventually increased profits for the software division
(even with the competition). It is not possible to eat both the
software cake and the hardware pie.

>their market, but tried to do so at a hardware level. Both companies
IBM used a conglomeration of off-the-shelf parts to build the original
PC. The only really unique part of the system was the BIOS which was
soon "clean-room" reverse engineered. Therefore one could easily and
legally clone the system (which led to a proliferation of standards
but it also led to competition at all levels of marketing. This keeps
an IBM at least 300 to 700 dollars cheaper than an equally powerful
MAC. More about the REALLY big dillweeds at Apple in a moment).

>failed miserably..... For Atari, it meant death. For IBM, it spawned a
>huge industry (just not theirs...). No nice guyz ever ran a billion
>dollar company.
Perhaps that is true but heavy handed shitheads can kill a company
even quicker. The MCA architeture for the PS/2 line was IBM's attempt
to kill the clones and monopolize the business PC market.
Technically, MCA was a winner. It ran at the system bus speed and
offered greatly simplified installation of expansion cards. It also
greatly minimized hardware conflicts. Marketing wise it was the flop
it deserved to be. IBM would only let competitors build computers AND
periphreals for the bus after paying a very high licensing fee. The
business world instantly recognized that IBM was trying to put the
same hammerlock on them that Apple did with the highly proprietary
hardware and software in the Macintosh. Sure it was a snap to install
and use but there was next to no competition on hardware expansion for
the unit and it was a long while before Apple even tried to build

decently expandable systems. Only too late has Apple allowed PCI bus Macs and Mac clones. By trying to make all the money, Apple, IBM, to some extent Commodore, and Atari have put damn near all the money into the pockets of the clone manufacturerers and independent software houses. Good capitalists know better than to try to stifle competition. Only the PC clone manufacturers and software houses seem to realize this (with the possible exception of Broderbund...)..

5053. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-28 00:00:00 UTC
From: dmaxwell@iwaynet.net
Message-ID: <5a2fdt$ei@triglav.iwaynet.net>
Source record: 77616

>Whats your take on this? I was very disturbed when I read this. I love
>my Atari, but I really liked thinking it was a cool company. It really
>ruined my evening.

It was....until Nolan Bushnell sold it to those ninnies at Warner
Brothers. If he was a Zappa fan he would have known better.
(Of course, even a well versed Zappa fan may do anything for enough
money........)

5054. Re: Cool Idea for Joystick...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a4chh$5b2@nr1.vancouver.istar.net>
Source record: 77519

Randy Kramer (rhkramer@fast.net) wrote:
: Hi all. I have a cool (at least in my opinion) idea for a joystick.

: It'd sort of be like the SNES controller.

: Instead of the D-pad, we could put a small analog stick. There would
: be the normal two buttons on the opposite side of the analog stick,
: and below them would be the turbo A and turbo B buttons.

: Does such a thing exist? Would someone be willing to make one?

There was a analog joystick for flight simulators for the ST.
Unless there's something really weird about the ST,it should be usable on
all personal computers except the PC and Apple.

A Atari analog joystick would use the pot lines for the joystick itself.
The digital jostick lines and fire button could be used to provide 5 fire
buttons!!!
--
The Doctor

5055. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a4cm9$5b2@nr1.vancouver.istar.net>
Source record: 77520

Brad Rogers (brad@pianosa.demon.co.uk) wrote:
: Whilst reading the usual rubbish I find here, Nick S Bensema wrote something
: interesting to All about Coding oddity. HELP!:

: Hello Nick,

: >> You only have a certain # of cpu cycles you can interupt, then it screws
: >> up system housekeeping (I think it tells you in De Re Atari how much code
: >> you use during a DLI)
: NSB> What does that mean? Does that mean if I interrupt more than X-amount
: NSB> of raster lines, my program will screw up without fail, or can I only

: Basically, yes. If DLI's get too big, then system timings start getting thrown
: off. Obviously the Atari (or emulator, for that matter) objects to system
: critical timing being mucked up like this, and wont let it happen.

: NSB> use one DLI?

: No, you /can/ use more than one, but the overall length of DLI's time-wise
: can't exceed a certain amount. Hence the reference to De Re, above.

I think you can't have your DLI interupt routine running when it comes
time for the OS's vertical blank routine to run.
This assumes that all interupts are blocked while any interupt service
routine is running.
--
The Doctor

5056. Re: Just a thought: old software clearing house?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <5a4eag$5b2@nr1.vancouver.istar.net>
Source record: 77521

The trouble, Ziggy, is that anyone who tried to obtain the rights to do this in the past was greeted by the absence or stone silence of the copyright holders. Many can't or won't be located unless there is a rather significant buck in it for them. Meanwhile, if the "middleman" has announced his intentions to the community involved, be it Atari or Apple or Commodore, he is hounded from that side for progress reports.

It's been a thankless task, so far, by all reports I've heard. As Jon Mordosky pointed out, new legislation may make it even more difficult.

None of that means, "don't try," but be prepared for a frustrating time.

5057. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E35I4D.HLw@nonexistent.com>
Source record: 77522

On 28 Dec 1996 04:27:48 GMT, irata@aztec.asu.edu (JOHN COLLINS) wrote:

-
-Funny how the "archivists" say they don't feel like they are
-committing piracy, but then change the names of the authors
-within the games... like the pirates did in the past.

```````````````````````````````````````````

DUMMY! I am one of the pirates from the past!
Thats the point! If I hadnt kept my knowledge and got the stuff back,
it'd be all gone! If you read all the history of my posts to this
group, you'll see I NEVER apologize for helping ruin the 8 bit atari!
I was just a damn kid with a new toy!
And I dont apologize today, like the grafitti artist that spray paints
his name on the subway cars downtown so did crackers in the old and
the new days.
I NEVER justified any of the copyright violation. Maybe I should have
gone back to the old ways of being a prick and withholding "warez"
from people!
Why do you think most crackers put the date in that they cracked
something? Its not to memorialize the date - its to show all the shit
pirates that they cant get "zero day" warez!

Sorry to spout off, but dont act "holier than tho". What I mearly said
was that if I had the inclination to change all the text back, I
would. I don't see "kilroy" here who was the worst offender, along
with the Nose, in changing text. After I realized I could just put a
loader screen in, I did!
```````````````````````````````````````````

5058. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: trek@ihgp15.ih.att.com
Message-ID: <5a4h73$5b2@nr1.vancouver.istar.net>
Source record: 77523

In article <5a1p1h$7b3@kirin.wwa.com>, Eric <Eric_Cron@addus.com> wrote:
>I have been reading this book called Hackers. It really says a lot
>about the Atari.
>
>It says that some dude named John Harris who wrote a "copy" of Pacman way
>back when was really hassled by Atari. He also said that Atari wouldn't
>give him any information when he was trying to learn how to program it.

Look at the key word there - Atari wouldn't GIVE him any info. Atari sold the documentation for the 8 bit at very reasonable prices. The hardware manual (with full register specs contrary to what the Commo fan wrote), De Re Atari which was filled with wonderful ideas about what the special hardware put into the machine could do (always use this book when looking for a new programming project.), the source for the OS and the basic compiler. These manuals ranged in price from about $15 to $25 (I paid $50 for the hardware manual and the OS source book.)

I chose the Atari 800 for two reasons - the full availability of specs -hardware and software - and the fact that the Atari had a true OS - one where you could change anything you wanted because all OS software was linked through table vectors in ram that you could change. No other OS had these capabilities. The Atari was a software hacker's dream come true. And yes, they did not give the info away but sold it at reasonable prices.

rest of whining deleted. Wayne

5059. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E35I7L.Hxx@nonexistent.com>
Source record: 77524

```
-Yes, quite alot of us DID crack games and mess about with the loaders
-to show our "talent" as a hacker but unless the interest is kept
alive
-by people like Yogi, James King and any one else who still loves the
-old 8 bit it is not going to matter one little bit about names in
-loaders....
-
-BTW Yogi...Do you want Diskey back for the Archive?
-
- Paul `Mclane` Irvine
- ----------------------

Yes, but only the A.I. basic version. I already have Disky2 (The ML
version) It's not as good.
BTW, what the HELL do you do in Tomb Raider? All I can do is run
around and shoot guns!
```

5060. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E35IAM.I7x@nonexistent.com>
Source record: 77525

On 28 Dec 1996 04:30:23 GMT, irata@aztec.asu.edu (JOHN COLLINS) wrote:

-
-Okay, I spoke too soon. One point for Yogi.
-

I guess I should read the whole thread before replying. BUT....
Hindsight!

Was it really worth 2 struts I never got to put on my mustang to lose
all my 8 bit stuff? NNNNNNNNNOOOOOOOOOO!!!!!!!!!

5061. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: scharles@blast.net
Message-ID: <E35IL5.IpF@nonexistent.com>
Source record: 77526

On 28 Dec 1996 05:53:33 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

-I was up on the new site for Yogi's FTP site (www.blast.net).
-It's super hard to connect to with Lynx since it keeps loging in and out
-everytime you do anything.(Yogi's site has a limit of 5 users)
-I saw a new site,but all the boot disks are kept in "ATR" files instead of
-DCM files.

Actually, only the cyberspy archive has the 5 user limit, Hackerz should not. If there is enough demand for it I will throw the DCM files in there. BUT not Arc'd, there are too many versions of ARC. I think Tom Hunt has a program to d/l ATR's directly.?
Tom?

BTW, the easiest way to get an answer about the Atari archive is to ask me directly..... I do read the newsgroup regularly, but sometimes do not feel inclined to answer. Email is much better

scharles@blast.net

5062. 800xl disk printer monitor $25

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: me@usa.com
Message-ID: <5a4ims$5b2@nr1.vancouver.istar.net>
Source record: 77527

```
Atari 800xl
Magnavox color monitor
floppy drive
printer (new)
$25.00

Pickup-only (you may test all) in San Francisco Bay area.
Respond via e-mail for phone and address. dkg@value.net

Peace;
Kimmie
```

5063. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: Kent Simon <kent@*instanet.com>
Message-ID: <5a4iv1$5b2@nr1.vancouver.istar.net>
Source record: 77528

Nick S Bensema wrote:
>
> In article <E323nB.4BG@nonexistent.com>, Yogi <scharles@blast.net> wrote:
> >
> >You only have a certain # of cpu cycles you can interupt, then it
> >screws up system housekeeping (I think it tells you in De Re Atari how
> >much code you use during a DLI)
>
> What does that mean? Does that mean if I interrupt more than X-amount of
> raster lines, my program will screw up without fail, or can I only use
> one DLI?
>

From what I recall you have alot of time, however if you set up a DLI to occur before a previous one is finished you could have a problem.

I would be sure to double check the registers you are pushing and poping, also be sure you are not changing memory that the mainline code is useing.

-kent

5064. Re: Test <<<<

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <5a4gbk$5b2@nr1.vancouver.istar.net>
Source record: 77529

In article <5a27a2$al@news.asu.edu>, irata@aztec.asu.edu (JOHN COLLINS)
writes:

>This is a test.
>This is only a test.

It came through.

Surprised?

5065. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <5a4gbi$5b2@nr1.vancouver.istar.net>
Source record: 77530

In article <19961227071000.CAA10590@ladder01.news.aol.com>,
guy1015@aol.com (GUY1015) writes:

> Atari started to market there home computers to a younger group, Just
>look at there TV commercials, They also knew that the average person
let
>alone a teenager could ever come up with the money to buy all there
>software, a person would have to be a millionair! So they burned
>there stuff in ROM, knowing its a bit harder to copy. Well the PILL and
>other devices make it a snap to copy the rom to a binary file. So there
>it is.. But wait a min - even in the 80's software companys knew thare
>stuff was only good on the market for about 6 months till another program
>or game surpassed it. Where now in the LATE 90's and Atari is gone.
>Jack T. took the money and ran.. Hiding Behind the JTS Logo, Im sure
>theres 300,000 JAG user that would like to get there hands on him, and Im
>one of them. To me he is a lowlife.. Dummping the JAG so soon and
>wrecking the hell out of ATARI.
>
> Long Live Atari user's there machine have stood the test of TIME and
>continue to work. I would still like to see Atari come back with a
new
>owner and re-group . I would love to see this.
>
> Just my 0.2 cents
>
>

Read the history books. Atari was in trouble long before JT. In fact, it
was in trouble in some ways when Warner picked it up from Nolan Bushnell,
and Warner compounded the problem by not knowing anything about computers
and being unwilling to learn. In fact, Nolan advised Warner to stick to
game machines, which they didn't do. JT and his guys merely added to the
problems, but I think they made an honest effort to keep the computer end
afloat. By the time the Jag hit, there was no money to market it
successfully.

5066. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <5a4gco$5b2@nr1.vancouver.istar.net>
Source record: 77531

The book sounds interesting, its called HACKERS??? and who is the publisher and if possible, whats the ISBN???

I think that perhaps since one pogrammer complained that doesn't represent all of them, for example about 10 years ago there was a Compuserve roundtable where they interviewed some of the programmers from Activision and these were all former Atari employees who started Activision, they said they had it great, free food and soda (gotta keep that sugar rush going!!!) coaches to sleep on, arcade machines to play and other assorted perks, they said the only thing that miffed them and made them leave was that Atari would never allow them to place their names or initials in the games and their names were not mentioned anywhere on the boxes or instructions, they just wanted to be acknowledged for their work. Thats why on any Activision product you see all the programmers and names. From all the people in Atari (whether is INC or CORP) they loved it.

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http//:members.aol.com/cvendel/vaporware.html

5067. Re: Test <<<<

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5a4l65$5b2@nr1.vancouver.istar.net>
Source record: 77532

I was starting to wonder. Some of my previous posts I made from
this address never made it. ALL of my posts from my 'pay'
provider never made it. And they supposedly improved it.

--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

5068. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: jcompton@typhoon.xnet.com
Message-ID: <5a4mlo$5b2@nr1.vancouver.istar.net>
Source record: 77533

asharkis@aol.com wrote:
: In article <5a1p1h$7b3@kirin.wwa.com>, Eric_Cron@addus.com (Eric) writes:
:
: >Would love to see some talk about this. Anybody else read this book
:
: I read the book a while ago, so my memory is really foggy. Did the John
: Harris incident and the Sierra thing happen during the Bushnell
: ownership, or was Warner in control? If it was Warner, it would seem to
: make sense. Those guys seemed to know nothing about computers or how to
: market them.

It was Warner-era. The sad truth there is that the chief exec had a
background in textiles and referred to programmers on the same level as
towel designers.

: I also seem to recall a courtroom scene in the book where Ataris lawyers
: were questioning some game programmer about his flowcharts and source
: code, and he just laughed at them and said he wrote the entire program in
: question off the top of his head. The lawyers were dumbfounded. Can
: anyone fill in the details on that one?

Basically, that's what happened. I don't think it was Harris, it was a
different case. The lawyer wanted documented source code and there simply
was none.

--
Jason Compton jcompton@xnet.com
Editor-in-Chief, Amiga Report Magazine (847) 741-0689 FAX
AR on Aminet - docs/mags/ar???.lha WWW - http://www.cucug.org/ar/
'I said, "You wouldn't understand." Take what's yours, be damned.'

5069. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <5a4ra5$5b2@nr1.vancouver.istar.net>
Source record: 77534

scharles@blast.net (Yogi) wrote:

>->Gee Adam, you didnt object when you didnt even have a copy of your
>->software and asked me for it?
>->Maybe I'll just delete the archive and say the hell with it, this is
>->quite a different attitude from your emails of a few months ago.

>-Yeah, how ingracious. But if you deleted his name you should put it
>-back.

>It's unfortunate that this has happened, but you see, in the
>particular game that Mr. Billyard is complaining about (Chop Suey) I
>received a cracked boot disk of it that had ALREADY had the text
>changed to say "from the Cocaine BBS and the NOSE". So changing it to
>something else was no big deal on the file version.

Oh. Then you DIDN'T delete any authors names from their programs.
Maybe Mr. Billyard will come to realize that his game Chop Suey might
be lost forever if not for your efforts. A lot of those old floppies
are probably failing by now.

>What I used to do for my personal archive in the 80's was to keep a
>copy that NOTHING was changed on, and one that got distributed.
>Unfortunately, the person who ended up with the disks bulk erased all
>those versions,

This is what I mean. I bet there are at least a few titles that are
gone forever. I mean where EVERY copy is destroyed, thrown out,
rotted, deleted, or melted. Your volunteer services as archivist stop
this from happening to others.

>so they're gone forever. Besides, after I figured out
>how to make Gr. 7 mode title screens I never changed any more text.

>So there...........

Don't let the bastards grind you down. They need to lighten up.

Daniel Clinton

5070. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: ekl@metronet.com
Message-ID: <32C61367.4FAF@metronet.com>
Source record: 77535
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
> their families. I just received a Toad-M SwitchBox which will let me use
> a MultiSync Monitor on my Atari ST to do Color and MonoChrome on the same
> MultiSync. This will also be the Last one Toad makes as their Technician
> is leaving because not enough people wanting to keep him Employed with a
> DEMAND for work. I know about the Crap that Bonafide Atari dealers put up
> with. And how many don't appreciate them. I blame it all on Atari,
> especially their slogan "Power without the Price!"
>
> ==Thanx==
> ===Ben===

Ben, I used to hate it when people said that Atari was dead. But now
its true.
There is no more Atari computer company. Your 'Multisync Switch Box' is
not
only totally unnecessary on new equipment (the need for such was just a
way to
sell monitors anyway), but you can make one yourself with a small platic
box
and a rotary switch. Total cost about $5-$10 and 30 mins to an hour of
work.
So, forgive me if I'm not floored at the loss of the WonderTech and his
super switch box.

Toad prices suck. All Atari prices such. A Pentium 90 w/512K cache,
dual EIDE
controllers, dual 16550 UART serial ports, parallel, full PCI, etc, is
$250!
Add a case, hard disk, monitor, and keyboard - all of which can be had
at your
local sidewalk sale for pennies, and you have a decent machine. Add
Linux for
an OS and you never have to look at MicroSloth either. I hate Intel,
but the
ST just doesn't have the power, and its WAY too expensive to upgrade.
That's
why I dumped the Atari 8-bit - upgrade was too expensive. Now there
isn't any
cheap Atari to upgrade too. Sure a Hades would be great, but if I was
gonna
buy another unsupported piece of hardware, I'd get a BeBox - at least
that has
some upgradeability and a decent price point.
```

CYA,
Evan

5071. Bob Puff and CSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32C639F5.796C@iag.net>
Source record: 77536

Anyone have an email address or phone number for Bob?

5072. Atarians

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32C63AC4.5199@iag.net>
Source record: 77537

Any Atari people in the Central Florida area out there. I just busted out my old Atari collection and I'm in need of some help. Lost the book to my OmniMon in my 800 and also my software disk for my Axlon board. Does anyone know if the ICD Rambo XL is still for sale. Please don't say FTE has it ... I haven't heard from that guy in about 4 years. I wanted another RTime-8 and never got it. --Bill B. bbragg@iag.net

5073. Welcome to comp.sys.atari.8bit!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/welcome_851849291@rtfm.mit.edu>
Source record: 77538
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/welcome
Posting-Frequency: 10 days
Last-modified: November 23, 1996

Welcome to comp.sys.atari.8bit, the Usenet newsgroup for discussion about the
Atari 8-bit family of computers. These include the 400, 800, 1200XL, 600XL,
800XL, 65XE, 130XE, and the XE Game System.

Users of comp.sys.atari.8bit actively maintain the following Periodic
Informational Postings:

Atari 8-Bit Computers: Frequently Asked Questions / Michael Current
-------------------------------------------------------------------
This posting contains a list of Frequently Asked Questions (and their answers)
about Atari 8-bit computers.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/faq.html
Or request from mailto:mcurrent@carleton.edu

Atari 8-Bit Computers: Vendors and Developers / Michael Current
---------------------------------------------------------------
This posting contains a comprehensive list of vendors, developers, publishers,
and repair shops for Atari 8-bit computers and their users.
Regularly posted to comp.sys.atari.8bit comp.answers and news.answers
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cs.ruu.nl/wais/html/na-dir/atari-8-bit/vendev.html
Or request from mailto:mcurrent@carleton.edu

The Unofficial Atari 8-bit New User, Emulator Help FAQ / Bill Kendrick
----------------------------------------------------------------------
Bill and his FAQ are excellent sources for information on basic usage of the
8-bit Atari, and for information on the 8-bit Atari emulators which run on
other computing platforms.
Posted to comp.sys.atari.8bit irregularly.
http://zippy.sonoma.edu/~kendrick/nbs/new_and_emu.html
Or request from mailto:kendrick@zippy.sonoma.edu

Atari 8bit Support BBS's / Oscar Fowler
---------------------------------------
The list of 8-bit Atari supporting BBS's around the world.
Posted to comp.sys.atari.8bit irregularly.
Request from oscar@primenet.com
```

Atari 8-bit Hardware Upgrade, Modification and Add-On FAQ / David A. Paterson
---
Especially useful for hardware hackers, and interesting for the rest of us!
Posted to comp.sys.atari.8bit irregularly.
Request from davepat@total.net

5074. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: cathryn@junglevision.junglevision.com
Message-ID: <slrn5cbktl.556.cathryn@junglevision.junglevision.com>
Source record: 77539

>Read the history books. Atari was in trouble long before JT. In fact, it
>was in trouble in some ways when Warner picked it up from Nolan Bushnell,
>and Warner compounded the problem by not knowing anything about computers
>and being unwilling to learn. In fact, Nolan advised Warner to stick to

I agree. My understanding is that Tramiel walked into a very difficult
situation. Atari was bleeding cash so badly. And, the Tramiels did step
on a few toes trying to pull the thing back together. They never really
seemed to have the cash behind them. And, they were eaten alive by the
DOS compatible computers. Nobody wanted non-dos machines anymore.

Originally, I think part of the problem was that the '2600' successors never really
were sufficiently cool to keep the interest going. The way Nintendo and Sega
have been able to keep up interest with SNES and Ultra-64 and the like.

And I think the 5200 joystick really sucked. My opinion is that the 5200/7800
systems probably could have kept the lead over the NES if they had better
joysticks. The NES which took over the market later isn't really that far
advanced from the 5200/7800 machines. They just had better games and sticks.

Also, I think after a time, Atari just had too many formats out
on the market. So, there were 2600 carts, and 7800 carts and 5200 carts and
Atari 800 carts. I don't think consumers can get this. All they know is
Atari or Sega or Nintendo. If you have more than two incompatible cartridges
on the shelves at Toys R Us they're just confused all to hell.

I think the person who put a billion dollar business into the toilet was
Ray, I don't really like video games, Kassar. How this pinhead got to the head
of Atari is beyond me. Typical example of an American business run into
the ground. This bozo is why money we spend on home video games today
all ends up in Japan.

5075. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32c86b16.1047683@news.demon.co.uk>
Source record: 77540

On Sun, 29 Dec 1996 01:15:52 GMT, scharles@blast.net (Yogi) wrote:
>-Yes, quite alot of us DID crack games and mess about with the loaders
>-to show our "talent" as a hacker but unless the interest is kept
>alive
>-by people like Yogi, James King and any one else who still loves the
>-old 8 bit it is not going to matter one little bit about names in
>-loaders....
>-
>-BTW Yogi...Do you want Diskey back for the Archive?
>-
>- Paul `Mclane` Irvine
>- ----------------------
>
>Yes, but only the A.I. basic version. I already have Disky2 (The ML
>version) It's not as good.

Sure the version I have is booted with basic...100% sure..

>BTW, what the HELL do you do in Tomb Raider? All I can do is run
>around and shoot guns!
>
Hell, thats what you do :-)

It plays like a 3d Prince of Persia. Puzzles and jumps..
Let me know where you are ands I`ll glady offer some help.

BTW what DON`T you want for the archive..Not seen many SAGA`s. Are
there any proggys that you can`t or don`t want posted?

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

5076. Atari Prototypes Auction #1 (Update #1)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961229153000.KAA09653@ladder01.news.aol.com>
Source record: 77541

ATARI PROTOTYPE AUCTION #1: (UPDATE #1 12/29/96)

The following RARE items are available for auctioning.

RULES: Bids start at specified price and will go up in $10 increments. Updates will be posted daily to all bidders. Auction will go until Jan 10th 1997 and will then enter the GOING, GOING TWICE, GONE stage. All bidders who make it to the GONE section of the bidding are responsible for shipping costs. All items will be shipped PRIORITY ONE MAIL. Please don't bid unless you are serious about buying. All items are sold "as-is" and there will be no returns and/or refunds. No items will be shipped until payments are received and cashed.

Atari SALT Diagnostic Module: Enclosed in an Atari 850 interface, has 1 Serial SIO port, 4 Atari RS232 ports, power input, an RCA plug where the Parallel intreface would normally be, and 2 14 pin chip sockets, an HP seven segment ultra-bright LED display and reset switch. Unit powers on and doesn't cause any Atari that was hooked up to it to freeze. Salt Diagnostic ROM or disk software required to activate and use this unit (NOT INCLUDED), picture available on my web page upon request. (3 Available) Minimum BID: $50.00ea.

BID: $50.00 MKyle

Atari XL Salt Diagnostic Module: Enclosed in an Atari 850 interface, unit has PBI cable comming out of right side SIO connection cut-out of 850 module for testing parallel bus interface.
Salt Diagnostic ROM or disk software required to activate and use this unit (NOT INCLUDED), picture available on my web page upon request. (1 Available) Minimum BID: $75.00

BID: $75.00 MKyle

EXTREMELY RARE: Atari 6402A Prototype Motherboard (only 3 exist!!!) Prototype motherboard, apparently a test bed which has all the same components contained on an Atari 1450XLD "TONG" version motherboard including disk drive controller area, modem area, SC-01 voice synthesiser, Parallel Bus Interface. This unit has ports positioned on all 4 sides and does not appear to be a "commercial" product but appears to be more of a test design to condense the Atari 1450XLD TONG motherboard down to about 1/2 the size, (unit is NOT functional)
Minimum bid $120.00
Image will be posted on my webpage upon request

BID: $120.00 MKyle

Atari XE Game System 8 port multicart prototype board:
A prototype test board which may have been a pre-design idea to allow the XE game system to contain and select up to 8 cartridges (this of course turned out to be built in BASIC and MISSLE COMMAND in the released version) The board is about 8" by 12"
Minimum Bid $50.00
Image will be posted on my webpage upon request
BID: NONE

Atari XEP-80 Prototype:
Atari Corp design prototype of the XEP-80 system. Design consists of a mainboard, daughter card, DB-25 connectors and Atari joystick interface cable, this unit has never been tested and I am not sure if the current commercially released XEP-80 software will work on this pre-design prototype.
Minimum Bid: $75.00
Image will be posted on my webpage upon request

BID: NONE

Make all bids and requests for images to:

Curt Vendel

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http//:members.aol.com/cvendel/vaporware.html

5077. Re: Bob Puff and CSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: cvendel@aol.com
Message-ID: <19961229153600.KAA09824@ladder01.news.aol.com>
Source record: 77542

Computer Software Services (Bob Puff)

Phone: 716-429-5639
Fax: 716-247-7158
BBS: 716-247-7157

Curt

Curt Vendel
Atari Vaporware & Rarities, Androbot TOPO and BOB Robot collector
Email: cvendel@aol.com
Web Site: http//:members.aol.com/cvendel/vaporware.html

5078. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961229164100.LAA11542@ladder01.news.aol.com>
Source record: 77543

In article <32c51d97.723470@news.demon.co.uk>, mclane@dellos.demon.co.uk
(Paul "Mclane" Irvine) writes:

>Any Ideas...It all works if rebooted to MSDOS mode or from the F8
>command line only option but not from a Dos prompt window..
>Running on a P133 with 24megs mem...

Steven Tucker's docs state clearly that the program will not work under
any kind of multitasking environment. That rules out Windows of any
flavor.

However, I seem to recall that A. P. E. will work under Unix with some
adjustments that are also listed in the docs.

5079. What's going on? Messages get deleted

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: Richard.Douwes@hcc-lwd.idn.nl
Message-ID: <2a1_9612291808@idn.nl>
Source record: 77544

What's going on on this NG? A few weeks ago the mailing list "died"
(or fell asleep?) and last week, a message I posted only showed up
briefly, then disappeared. Am I the only one experiencing this?

Did anybody read my messages about Mac/65, Zybex and BBK?

Richard.Douwes@hcc-lwd.idn.nl 'Ni' (Monty Python and the Holy Grail)

--- Blue Wave/Max v2.20 [NR]
--
| Standard disclaimer: The views of this user are strictly his own.

5080. Re: wanted:atr2dcm ! Ok, check it out....

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32c6999d.4366262@news.networx.net.au>
Source record: 77545

peter@soemtron.sb.sub.de (Thomas Havemeister) wrote:

>
>Howdy !
>
>I can't find a atr to dcm converter! I need it to put those atr-images to
>an original atari disk through Diskcomm3
>
>
> where to find it ?

Here ya go,

http://seka.nacs.net/~classics/

Amongst all the other stuff about the APE system, and OS upgrades, you
will find what you seek....

Steve.

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html
ATARI- "Power without the price" (and thats STILL the same)

5081. Re: Atari Binarie Files

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32c79c49.5050188@news.networx.net.au>
Source record: 77546
Cross-posted to: alt.atari,comp.binaries.atari,comp.sys.atari,comp.sys.atari.8bit

"Matthew" <melbert@ivic.net> wrote:

>Is there an program I can find to run my old Atari 8-bit software on my
>pc-compatible?
>
>Do I have to use my atari floppy drive patched into my paralell port or
>something? -or-
>Can I transfer them to my pc-harddrive using a pc-floppy?
>
>Will the sound from the Atari 8-bit games run through a pc-soundcard?
>

Yes, there are quite a few emulators you can run on the PC,
PC Xformer available from http://www.emulators.com/
or there's XLit 0.16, but I'm not sure where it is (I have a copy if
you want me to email it)
BUT, in my experience using emulators you are far better off with the
real ATARI, cause the EMU's just don't seem to handle some software
(eg. SpartaDOS, SuperDOS, and any other DOS or program requiring high
speed disk IO). Also, running XLit, the sound DOES work through a
SBlaster, but you need a faster PC than mine (486 DX2-80) to be able
to play sounds at the correct speed (music is veerryyyyyy slow).
As for transferring your ATARI software, check out my Home Page
(hopefully listed at the bottom). It has info for the SIO2PC cable-
which emulates ATARI disk drives from your PC, and a program which is
called MYUTIL (not that its actually mine, thats just what it's
called), this will read and write an ATARI double density disk on your
PC's 5.25 disk drive.
Drop me an email if you want any more help...

Steve.

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html
ATARI- "Power without the price" (and thats STILL the same)

5082. Atari 800XL is lonely :^(

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: tekman55@aol.com
Message-ID: <19961229192700.OAA15853@ladder01.news.aol.com>
Source record: 77547

I have an Atari 800XL with all the accessories including power packs, Disk drives (2), Joystick, TV adapter, software, etc. I'm looking for a good home for it in the Dayton, Ohio, USA area. Write to me at Tekman55@aol.com

5083. Atari clearance

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: gene.ehrich@compudata.com
Message-ID: <8CF1294.10C1000FA4.uuout@compudata.com>
Source record: 77548

```
Atari Items for Sale plus shipping

Atari 850 Serial Interface..... $39
Atari XMM801 printer..... $29
Atari 1020 Printer..... $19
Atari XM301 Modem..... $19
Atari 410 Program Recorder (tape deck) (2)..... $18
Atari 400 Program Recorder (tape deck)..... $16
Double Atari Cable - two joysticks to one port etc.. $ 9
Cables for Atari etc from Chelco (6) ..... $ 8 each
Paddles (2 sets)..... $12 each
Atari Controllers (2)..... $ 8 each
DVE Printer Power Supply Model DV-2412A..... $10
.....
Wishbringer from Infocom on Disktte w/box & docs.... $20
.....

Diskette Software for Atari Computers $6 each (5 for $25)
Most have box & docs

Advanced Protection Techniques from Alpha Software (no box)
ALA Software - G-Men
ALA Software - Assasins Cove
Animation Station from Designlab (no box)
Atari Program Exchange - Alien Egg (no box)
Atari Program Exchange - Pre-School Games (no box)
Bond Analysis
Castle Wolfenstein (plastic envelope)
Con*Putation
Cranston Manor Adventure (no box)
Cross Fire from OnLine Systems (no Box)
DataPerfect (no box)
Dogfight
Dr Seuss - Fix-Up The Mix-Up Puzzler
Graphic Generator by DataSoft w/box & docs
Leader Board Golf Game (no box)
MatchBoxes
MegaFont II from XLEnt Software
Mission Asteroid from On-Line Systems (no box)
My First Alphebet (no box)
Page Designer from XLEnt Software
Reading Skills
Rubber Stamp - collection XLEnt Creative utilities
Sands of Egypt from DataSoft
Sesame Street Astro-Glover (3-6)
```

Sesame Street Print Kit for Atari & Commodore
Spinnaker Alphabet Zoo (3-8)
Spinnaker Hey Diddle Diddle (3-10)
Spinnakers Kids on Keys (3-9)
Spinnaker Kindercomp (3-8)
Star Voyage Series - Star Voyage 1 & Star Voyage 2
The Big Math Attack
The Jar Game & Chaos
The Halley Project - A Mission in Our Solar System (no box)
Tinks Adventure (4-8)
Tonk in the Land of Buddy-Bots (4-8)
Tuk Goes to Town (4-8)
Upper Reaches of Apshai
Wizzard & The Princess (no box) Hi-Res Adventure #2
.....
Diskette Software for Atari Computers $9 each (4 for $30)
most have box and docs

Age of Adventure from Atlantic Arts
DeBug by Childware
Hard Hat Mack by Electronic Arts
Master Diskette 3 (no box)
Murder on The Zinderneuf
Print Shop w/docs, no box
Software Protections Techniques from Alpha Systems (no box)
Spellakazam - The Magic Spelling Game (shrinkwrapped)
Spellicopter - The Action Spelling Game (shrinkwrapped)
The Seven Cities of Gold by Electronic Arts
Turtle Tracks - learn Programming
Word Flyer by Electronic Arts (2)

.....
Diskette Software for Atari Computers $3.95 each (4 for $13)
diskette only

Adventure 1.2.3 from Adventure International
Adventure 7.8.9 (2)
Analog Disk #57
Analog Disk #73 June 1989
Andromeda Conquest
Cardware High Tech Expressions
Caverns of Mars
Compute Disk October-December 1986
Compute Disk January-March 1987
Computer Crosswords for Atari or Commodore
DISKEY from Adventure International
Jingle Disk High Tech Expressions
PartyWare High Tech Expressions (2)
Print Shop Graphics Library Disk 1
Print Shop Graphics Library Disk 2
Print Shop Graphics Library Disk 3

Printer Driver Construction Set from APX
Walt Disney Picture Show - Cave Lord
Warp Speed Software (2)
XE Term
.....
Antic Diskettes from Atari $3 each (8 for $21)
Titles on Request

Volume 3 - Numbers 9, 11, 11
Volume 4 - Numbers 1, 3, 5, 6, 7, 8, 9, 10
Volume 5 - Numbers 3, 8, 9
Volume 6 - Numbers 1, 3, 5, 6, 7, 8, 9, 12
Volume 7 - Numbers 1, 8, 10, 12
Volume 8 - Numbers 2
Volume 9 - Numbers 2
.....
Cartridges for Atari Computers $7.50 each (4 for $27)

Atari Writer Word Processor Donkey Kong Jungle Hunt Missile Command

Music Composer

Pilot w/Turtle Graphics w/box & docs
.....
Scott Adams Adventures on Tape for Atari $4.50 each (4 for $15)

Adventure's 2 3 4 5 6 7 8 9 10 11 (ten packages)

Book of Hints for Adventures 1 through 12
.....
Tape Software for Atari Computers $3.95 each (4 for $13)

Atari Progr Exch - Counter (3-8)
Atari Program Exchange - Midas Touch
Talk & Teach Business Communications 4 tapes (counts as two)
Talk & Teach Basic Psychology 4 tapes (counts as two)
Talk & Teach Basic Sociology 4 tapes (counts as two)
Figure Fun
Ghost Hunter w/docs
Hickory Dickory Dock/Baa, Baa Black Sheep
Joystick Sketchpad
Jumpman by Epyx 2 tapes w/box & docs
Jungles Rainbow w/docs
List, General List, List Customizer
Original Adventure
States & Capitals
Temple of Apshai from Epyx
The Haley Project from Mindscape w/box & doc
Touch Typing
Walt Disney - Mickey In The Great Outdoors w/box & docs
Zaxxon w/box & docs
.....

Atari Books $6.95 each (4 for $25)

Atari Technical Reference Notes (heavy & counts as two)
An Atari for Kids by Boren, Hovey, Hovey
Atari Basic by Albrecht, Finkel & Brown
Atari Basic Reference Manual
Atari Program Exchange - A guide to Effective Programming
Atari 410 Program Recorder Owners Guide
Atari 440 Programmer Owners Guide
Atari 800 Home Computer Owners Guide
Atari 1020 Color Printer Owners Guide
Atari 1050 Disk Drive Owners Guide
Atari XM301 Modem Owner's Manual
Atari Assebler Editor Users Manual (2)
Atari Joystick Sketchpad Instruction Guide
Basic Conversions Handbook
Captain 80 Book of Basic Adventures
Computes Guide to Adventure Games
Computes First Book of Atari Games
Computes First Book of Atari Graphics
Computes Second Book of Atari Graphics
Computes First Book of Atari
Computes Second Book of Atari
Computes Third Book of Atari
Consumers Guide Users Guide to Atari
Data Perfect Manual from LJK Enterproses (computer printed)
Inside Atari DOS
Machine Language for Beginners by Richard Mansfield
Print Shop
Simply VisiCalc by Barbara s Chirlian
The Atari Assembler by Inman
The Atari Basic Source Book
Users Handbook to the Atari by Weber/Szczecinski
Visicalc Software Manual (minus diskettes) (2)
Your Atari Computer by Poole, McNiff & Cook

.....
Ribbons for Okidata 80, 82A, 83, 92, 93 Color..... $ 4 each
printers. Black and some colors. (8)
16 single sided double density disks..... $ 6
10 Nashua single sided double density disks..... $ 6
19 Single sided single density disks for..... $ 5
14 Double side double density disks for..... $ 5
.....

Pre-paid only
Shipping $3 each, add $1 for each additional.
Except disk drives/computers/monitors $9 each
Diskettes $2 total first 10 diskettes then $1 each 10

Gene Ehrich P.O. Box 209 Marlton NJ 08053-0209

atari@ehrich.com (soon) gene.ehrich@compudata.com

5084. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32d3eca2.20657491@news.demon.co.uk>
Source record: 77549

On 29 Dec 1996 19:59:10 GMT, ai123@FreeNet.Carleton.CA (Steven J.
Tucker) wrote:
>
>Paul "Mclane" Irvine (mclane@dellos.demon.co.uk) writes:
>> Any able to offer some help here please..I hope so :-))

snip....More ramblings by me...

>> So now I think (big mistake) that the long file name support in Ape
>> under win 95 would be ideal as most of Yogi`s atr etc are long names
>> that truncated for win95.
>
>What is the mistake with long filename support? I hope its working
> good for you.

No probs Steven..works fine....more to do with below as you have
seen...

>>
>> Any Ideas...It all works if rebooted to MSDOS mode or from the F8
>> command line only option but not from a Dos prompt window..
>> Running on a P133 with 24megs mem...
>
>Try moving your APE com port to one that does not share an IRQ with
> your mouse. Your windows mouse driver may be causing a
> problem w/ com port contention in w95 which would cause
> the no response problem.
>
>Try your Mouse on com 1 and your APE cable on 2 or 4, or the other
> way around.
>
>When using w95 all your serial in/out requests are trapped in ring 0 and
> have to go through a number of VxD's to reach the hardware. If any
> of these VxD's decide to ignore stuff from your new com port in
> favor of the mouse driver, it will act dead.
>
>Steve
>
Thanks....Will give it a go. Did not want to bother you directly..

>PS. Remeber your not going to get optimal performance under Win95
> unless you have a REALLY fast machine. :)
>
Can`t afford a P200 :-)))

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

5085. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5a6vp2$i2u@news.asu.edu>
Source record: 77550

Is this the most clueless statement we've heard in years, ???

--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

5086. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: gold@shell.aros.net
Message-ID: <5a6vru$q28$1@news.aros.net>
Source record: 77551

While we're on this thread, I might as well ask a question: Has anyone had any success running APE via Dosemu in Linux? I've tried the latest version of Dosemu, and followed Steven's directions in the APE documentation, but it doesn't -quite- work.

I'm able to boot to the selection menu on the Mydos ATR file, but it does so very slowly compared to when I run it from DOS. When it loads further, it just seems to hang at some point.

(I'm running Linux 2.0.27 on a Pentium-133.)

5087. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5a6iie$5a3@freenet-news.carleton.ca>
Source record: 77552

Paul "Mclane" Irvine (mclane@dellos.demon.co.uk) writes:
> Any able to offer some help here please..I hope so :-))
>
> Been using Ape under MsDos mode for a while and it works a dream but I
> only had 1 9pin comm port till today when I went mad and added another
> one....So I saved myself the hassle of unplugging the mouse in comm 1
> so I could put the Ape lead in...
> That was great, no more lead swapping Ape in comm3 and mouse comm1 and
> all working fine...
>
> So now I think (big mistake) that the long file name support in Ape
> under win 95 would be ideal as most of Yogi`s atr etc are long names
> that truncated for win95.

What is the mistake with long filename support? I hope its working
good for you.

> A few mins later the add new hardware proggy
> has found my new comms ports and its looking good...I open a dos
> prompt and do what Steven says in the Doc re the Idle setting for the
> window and make it full screen. Ape runs no probs BUT it will not
> recognise it as having a drive when booting an image..I have checked
> the settings and they are the same as before, I have checked for
> conflicts in the device manager but the Atari just boots like there
> isn`t a drive...
>
> Any Ideas...It all works if rebooted to MSDOS mode or from the F8
> command line only option but not from a Dos prompt window..
> Running on a P133 with 24megs mem...

Try moving your APE com port to one that does not share an IRQ with
your mouse. Your windows mouse driver may be causing a
problem w/ com port contention in w95 which would cause
the no response problem.

Try your Mouse on com 1 and your APE cable on 2 or 4, or the other
way around.

When using w95 all your serial in/out requests are trapped in ring 0 and
have to go through a number of VxD's to reach the hardware. If any
of these VxD's decide to ignore stuff from your new com port in
favor of the mouse driver, it will act dead.

Steve

PS. Remeber your not going to get optimal performance under Win95
unless you have a REALLY fast machine. :)

5088. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32cacb09.12055520@news.demon.co.uk>
Source record: 77553

On Sun, 29 Dec 1996 13:02:44 GMT, mclane@dellos.demon.co.uk (Paul "Mclane" Irvine) wrote:

>>-BTW Yogi...Do you want Diskey back for the Archive?

>>Yes, but only the A.I. basic version. I already have Disky2 (The ML
>>version) It's not as good.
>
>Sure the version I have is booted with basic...100% sure..
>
Grrrr...don`t you just hate it when you ALMOST help someone only to be stiffed at the last min....

Off I went to boot Diskey up and sure enuff it was the one Yogi was after BUT the damn things still protected :-((
Then thought "lets make a PRO version up in case he wants that" and yep, guess which plonker has NOT made the PRO cable up.....

Monday see`s the search for the parts and this time I will make the cable myself...grrrrr....

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

5089. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32c9c96c.11642280@news.demon.co.uk>
Source record: 77554

On 29 Dec 1996 16:42:55 GMT, asharkis@aol.com wrote:
>In article <32c51d97.723470@news.demon.co.uk>, mclane@dellos.demon.co.uk
>(Paul "Mclane" Irvine) writes:
>
>>Any Ideas...It all works if rebooted to MSDOS mode or from the F8
>>command line only option but not from a Dos prompt window..
>>Running on a P133 with 24megs mem...
>
>Steven Tucker's docs state clearly that the program will not work under
>any kind of multitasking environment. That rules out Windows of any
>flavor.
>
Actually the docs say that it is not mean`t for a multi tasking
environment but various people have reported success under win95 on
faster pentiums. He himself suggest ways to try and run it under 95
via a dos prompt.

Hence the enquiry... :-)

All I want is the long file name feature working..I don`t know if
there are ways around that bit ie can dos be forced to read long names
in ape??

Thanks....

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

5090. Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: Eric_Cron@addus.com
Message-ID: <5a6tbr$nnn@kirin.wwa.com>
Source record: 77555

I really don't understand all of this talk about copyrights.

Information should be free

Period

5091. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: landon@netcom.com
Message-ID: <landonE377o0.JC3@netcom.com>
Source record: 77556

Jason Compton (jcompton@typhoon.xnet.com) wrote:
: : I also seem to recall a courtroom scene in the book where Ataris lawyers
: : were questioning some game programmer about his flowcharts and source
: : code, and he just laughed at them and said he wrote the entire program in
: : question off the top of his head. The lawyers were dumbfounded. Can
: : anyone fill in the details on that one?

: Basically, that's what happened. I don't think it was Harris, it was a
: different case. The lawyer wanted documented source code and there simply
: was none.

i believe it. the source for 400/800 pac-man had something like two
comments in it -- one was at the single ROM-stomper (copy protection)
location, which looked something like

STA BLAH ; HEH, HEH

and it was rediculously easy to locate and defeat. the other comment
was probably the copyright statement. :-)

--
Landon Dyer (landon@netcom.com)

5092. Atarii 400/800 Rarity list???????

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: Cstever@on-ramp.ior.com
Message-ID: <Cstever.1819.00D28126@on-ramp.ior.com>
Source record: 77557

Is there an Atari 400/800 Rarity list out
for the Cartridges? I have the FAQ, But it's not in there.
thanks

SteveR

http://www.ior.com/~stever (Classic Video Game Page)
SteveR@on-ramp.ior.com
Atari 2600/5200/7800 Atari 400/800 ColecoVision Intellivision
E-mail for COMPLETE Price/Trade list
Prowler's DOMAIN bbs 509-327-8922 6-lines 20.0-Gigs+30 CD-ROMS

5093. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: jeking@xmission.xmission.com
Message-ID: <5a7ie6$r6k@xmission.xmission.com>
Source record: 77558

Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:

: Try moving your APE com port to one that does not share an IRQ with
: your mouse. Your windows mouse driver may be causing a
: problem w/ com port contention in w95 which would cause
: the no response problem.

: Try your Mouse on com 1 and your APE cable on 2 or 4, or the other
: way around.

So are you saying that Ape now works under Win95? I thought that was
never going to happen?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @
Atari 8bit Hobbyist by choice, IT Professional by Accident!

5094. Re: What's going on? Messages get deleted

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: marksim@bitstream.net
Message-ID: <marksim-2912962308050001@port52.bitstream.net>
Source record: 77559

In article <5a73o6$74m@neptune.worldonline.nl>, Kaj de Vos
<kdevos@worldonline.nl> wrote:

> Richard.Douwes@hcc-lwd.idn.nl (Richard Douwes) schrijfbewerkingen: >
> > What's going on on this NG? A few weeks ago the mailing list "died"
> > (or fell asleep?) and last week, a message I posted only showed up
> > briefly, then disappeared. Am I the only one experiencing this?
>
> I too am experiencing problems. It happens quite often that I read
> replies to posts I have never seen. Also, duplicate messages sometimes
> tend to show up in batches, several weeks after the original posting
> dates. These are the same problems I had several years ago, when I was
> reading the news on my Atari. Now I am using Internet Explorer with a
> different provider. I sometimes gopher to an archive in Germany to find
> posts that must be there.
>
> My guess is that these problems are somehow related to the Netherlands
> and have existed for a long time.

I've had the same problems. I thought it was my ISP (could still be). I
alerted them a few weeks ago and they said they were having some problems
with their news server and reinstalled it a short time later. I haven't
noticed duplicate delayed posts lately, but I still miss some messages
here and there. I check Alta Vista occassionally if I think I missed
something important--everything from the last two months is there. (I use
Newswatcher for NGs and Nav for WWW.)

Mark
marksim@bitstream.net

5095. Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32c67f83@pianosa.demon.co.uk>
Source record: 77560

Whilst reading the usual rubbish I find here, Nick S Bensema wrote something
interesting to All about Coding oddity. HELP!:

Hello Nick,

>> time-wise can't exceed a certain amount. Hence the reference to De Re,
NSB> Well I don't have De Re.

A great shame. Sorry I'm unable to be of more help. :-(

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... You don't tell time, time tells you. - Techno Timebomb; Chumbawamba

5096. Re: Merry Christmas And A Happy New Year

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: beco@worldaccess.nl
Message-ID: <3129.6937T74T1423@worldaccess.nl>
Source record: 77561

Hello Daniel Klugh,

On 28-Dec-96 11:57:00, Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:

DK> Bernard Kok (beco@worldaccess.nl) wrote:
DK>: Hello,

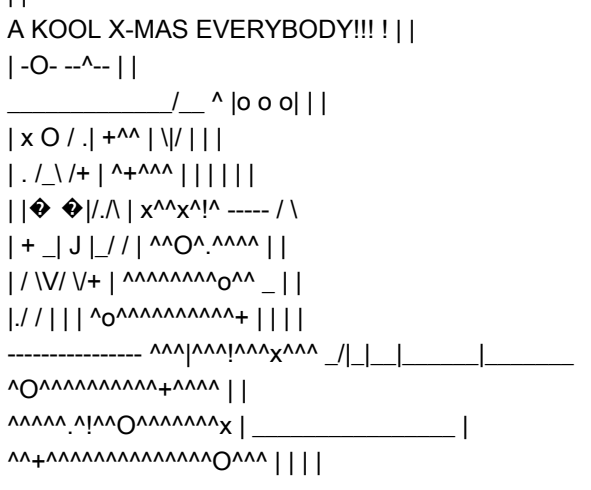
DK>: This message can better be viewed in HIGH ASCII ! ! !

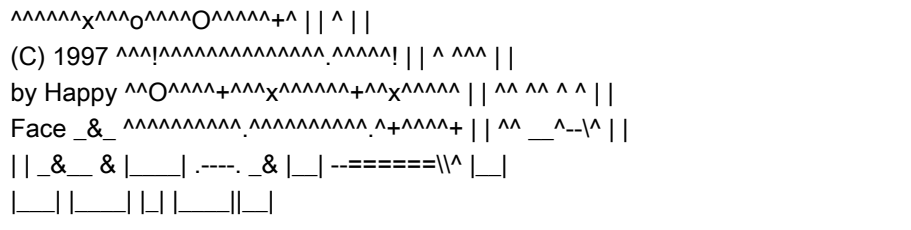
DK> Even if I knew what character set you were talking about,you can't use
DK> 8-bit text in a message.
DK> (at least not at my site)
DK> You should've used ^N/^O (SI and SO) to send it 7-bit.

well I mean HIGH ANSI ofcouse.... Sorry if there where people that can't read
the first part of the Holiday greetinx..... Sorry..... And sorry for
the HIGH ANSI codes... BUt if everything was OKE the last part must come uit
GOOD..

Dutch (Nedeerlands) : Prettige kerstdagen en een gelukkig nieuwjaar
English (Engels) : Merry Christmas And A Happy New Year
Germany (Duits) : Frohe Weinachten Und Ein Gutes Neues Jahr
France (Frans) : Joyeux nol et bonne anne

Christmas Brings Light Light Brings Clarity Clarity Brings Visi
Vision To See The Potential In The Year Ahead
And The Fortitude To Carry On In 1997 !





AND AN EXCELLENT 1997 ! ! !

Greetings to everybody!, may you have an kool holiday-time!!!

Gtx. Bernard Kok (Sysop of BECO TEL bbs)

--

Bernard Kok BECO TEL (XL/XE support)
beco@worldaccess.nl Online : every day from 17-06 GMT
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859
Home Page : http://www.worldaccess.nl/~beco

... No one does as much harm as one going about doing good.

5097. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: peter@soemtron.sb.sub.de
Message-ID: <6NnuNJWKzHB@peter.soemtron.sb.sub.de>
Source record: 77562

Howdy !

Am 29.12.96 , prï¿½zise um 19:39 , schrieb Yogi zu diesem Thema
folgenden "netten Text" , den ich nun im einzelnen zitieren werde .

> Actually, only the cyberspy archive has the 5 user limit, Hackerz
> should not. If there is enough demand for it I will throw the DCM
> files in there.

would be great! i don't use sio2pc or ape so I need a dcm file ..

thx!

--

6502 Rï¿½SC power! ||| ï¿½ntel Outsï¿½de! | ,- _ C64 II - alternate
(MEGA) 8-bï¿½t / | \ 130 XE 256kB | `- ~ * 6510 * 8-bï¿½t power !

5098. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <5a3urg$v5e@nw101.infi.net>
Source record: 77617

scharles@blast.net (Yogi) wrote:

>->Gee Adam, you didnt object when you didnt even have a copy of your
>->software and asked me for it?
>->Maybe I'll just delete the archive and say the hell with it, this is
>->quite a different attitude from your emails of a few months ago.

>-Yeah, how ingracious. But if you deleted his name you should put it
>-back.

>It's unfortunate that this has happened, but you see, in the
>particular game that Mr. Billyard is complaining about (Chop Suey) I
>received a cracked boot disk of it that had ALREADY had the text
>changed to say "from the Cocaine BBS and the NOSE". So changing it to
>something else was no big deal on the file version.

Oh. Then you DIDN'T delete any authors names from their programs.
Maybe Mr. Billyard will come to realize that his game Chop Suey might
be lost forever if not for your efforts. A lot of those old floppies
are probably failing by now.

>What I used to do for my personal archive in the 80's was to keep a
>copy that NOTHING was changed on, and one that got distributed.
>Unfortunately, the person who ended up with the disks bulk erased all
>those versions,

This is what I mean. I bet there are at least a few titles that are
gone forever. I mean where EVERY copy is destroyed, thrown out,
rotted, deleted, or melted. Your volunteer services as archivist stop
this from happening to others.

>so they're gone forever. Besides, after I figured out
>how to make Gr. 7 mode title screens I never changed any more text.

>So there...........

Don't let the bastards grind you down. They need to lighten up.

Daniel Clinton

5099. Re: Saving BASIC FILES

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-29 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a4ca7$5b2@nr1.vancouver.istar.net>
Source record: 77618

Steve (stev@networx.net.au) wrote:
: Mark Zerafa <adrizera@mail.keyworld.net> wrote:

: >Can anyone offer any suggestions? I have recently downloaded an ATARI
: >8-bit emulator. Every time I type the following command:
: >
: >SAVE "D:PROGRAM.BAS", in an attempt to save a basic program,I get an
: >error 130. I would be most obliged if you could enlighten me.
: >

: Ok, to get it working you need to have a DOS virtual disk as D1. This
: means that when you start the emulator, you must add a reference on
: the command line to an ATR image file.

: for example: (this should work with any emu you have)

: ATARI DOSDISK.ATR (this is for XLit)
: XF25 DOSDISK.ATR (PC Xformer)

: Once you have started the emulator, it should be in basic- but there
: will be a slight pause while DOS loads. If you want to check that DOS
: is actually loaded, type DOS at the basic prompt, and that should take
: you to the DOS MENU. You can then press "B" (run cartridge) to return
: to basic. Hope this helps........

But remember:typing "DOS" erases you programme.(except sometimes in MyDOS)
Before you type any programmes in,goto DOS and use the "N" command.
This will activate the MEM.SAV feature which will save part of your BASIC
programme before the DOS menu ("DUP.SYS") loads up,and re-loads that part
when you go back to BASIC.

But if you load a game or something from the menu before you go back this
will probably overwrite your BASIC programme.Some copy operations also
corupt memory.
--
The Doctor

5100. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-2912962217190001@ts11-5.homenet.ohio-state.edu>
Source record: 77419

In article <slrn5cbktl.556.cathryn@junglevision.junglevision.com>,
cathryn@junglevision.junglevision.com (cathryn) wrote:

> And I think the 5200 joystick really sucked. My opinion is that the 5200/7800
> systems probably could have kept the lead over the NES if they had better
> joysticks. The NES which took over the market later isn't really that far
> advanced from the 5200/7800 machines. They just had better games and
sticks.
>
> Also, I think after a time, Atari just had too many formats out
> on the market. So, there were 2600 carts, and 7800 carts and 5200 carts and
> Atari 800 carts. I don't think consumers can get this. All they know is
> Atari or Sega or Nintendo. If you have more than two incompatible cartridges
> on the shelves at Toys R Us they're just confused all to hell.

The 5200 had very poor joysticks; however, its ability to run all the
4oo/8oo software with only slight modifications gave it a great
advantage. What hurt the 5200 most was probably timing -- it was released
right before the crash. And there was a great deal of competition at the
time -- Atari with the 5200, Mattell with the Intellivision, and of course
the Colecovision and minor players like Bally and Magnavox with their
cartridge-based systems.

The 7800 was released at the height of the crash; many units sat in
warehouses for years. The system was poorly marketed and had pathetic
third party support, at least compared to the NES. As for the hardware
itself, aside from sound, it was probably better than the NES; I don't
think it's fair to compare either to the SNES, which was released pretty
late in the game, circa 1991.

The Jaguar was also a fine piece of hardware, but it suffered from the
same problems. Although it wasn't released during the crash, the
marketing was very poor. Not enough money was spent on promotion, and
third party developers were not attracted to the console en masse. And,
there was no blockbuster pack-in like Donkey Kong Country on the SNES.
So, even though Atari was first to market a next generation console, they
captured almost no market share.

You are correct, Atari did fall victim to some extent to having too many
formats, Sega has this problem as well (Sega 16-bit CD, Sega 16-bit
cartridge, Sega 32X, and Sega Saturn).

--
Frank Seipel
fseipel@freenet.columbus.oh.us

5101. Re: What's going on? Messages get deleted

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: Kaj de Vos <kdevos@worldonline.nl>
Message-ID: <5a73o6$74m@neptune.worldonline.nl>
Source record: 77420

Richard.Douwes@hcc-lwd.idn.nl (Richard Douwes) schrijfbewerkingen: >
> What's going on on this NG? A few weeks ago the mailing list "died"
> (or fell asleep?) and last week, a message I posted only showed up
> briefly, then disappeared. Am I the only one experiencing this?
>
> Did anybody read my messages about Mac/65, Zybex and BBK?

I too am experiencing problems. It happens quite often that I read replies to posts I have never seen. Also, duplicate messages sometimes tend to show up in batches, several weeks after the original posting dates. These are the same problems I had several years ago, when I was reading the news on my Atari. Now I am using Internet Explorer with a different provider. I sometimes gopher to an archive in Germany to find posts that must be there.

My guess is that these problems are somehow related to the Netherlands and have existed for a long time.

Kaj

5102. PC Xformer Cable

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dpotelle@msn.com
Message-ID: <00001bd9+00002271@msn.com>
Source record: 77421

I've seen this cable mentioned many places, saying "its easy to build" and "download the plans..."

I've been unable to find them, and Branch Always Software will only say "They'll be on the web site soon".

I 've been sitting on my hands since buying the Xformer 3.5 emulator cause noone can sell me a cable, either!!

Any chance some out there can email me the plans so I can start transfering al my files over?

Thanks in advance!

Dave

pote@mdjassoc.com

5103. Re: The BEST 8-bit Demo?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dpotelle@msn.com
Message-ID: <00001bd9+00002272@msn.com>
Source record: 77422

I have boink, fuji-boink, and swan by Xanth Park.
He sent them to me by request back in '86.

You need a copy?

5104. MAC65 Documentation Wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dpotelle@msn.com
Message-ID: <00001bd9+00002273@msn.com>
Source record: 77423

Please email terms...

pote@mdjassoc.com

5105. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961230043700.XAA29716@ladder01.news.aol.com>
Source record: 77424

In article <59vq3u$krf@nnrp1.news.primenet.com>, nickb@primenet.com (Nick S Bensema) writes:

>In article <E323nB.4BG@nonexistent.com>, Yogi <scharles@blast.net> wrote:
>>
>>You only have a certain # of cpu cycles you can interupt, then it
>>screws up system housekeeping (I think it tells you in De Re Atari how
>>much code you use during a DLI)
>
>What does that mean? Does that mean if I interrupt more than X-amount of
>raster lines, my program will screw up without fail, or can I only use
>one DLI?
>
>I doubt it's some weird quirk, it has to be a relatively normal quirk,
>because the emulator seems to take this quirk into account. Perhaps I'm
>using the wrong emulator and need to go lug out my 800XL.

I'm not sure about the emulator problems, but the DLI limitation is simple. You only have a total of 18 clock cycles to work with before things start hosing up bigtime. This is the time frame from the horizontal sync to the first data on the scan line. Basically all you have time for is to change one or two color values to change screen colors, or one or two values in memory.

Hope this helps.

5106. Dragon's Temple...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dpotelle@msn.com
Message-ID: <00001bd9+00002274@msn.com>
Source record: 77425

```
Anyone heard of or seen this BASIC/ML shareware game?
I saw it once years ago, but never had a copy...
I'll pay a few $$$ for it if you've got a copy.
```

5107. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: bendokus@postoffice.ptd.net
Message-ID: <5a7n72ogi1@news.ptd.net>
Source record: 77426
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

JEDI wrote:

>In article <Pine.SUN.3.92.961224004727.18720C-100000@linda.teleport.com>, Bravo says...
>>
>>On Thu, 19 Dec 1996, Thomas Main wrote:
>>
>>> Toad's prices for used ST equipment are way too high, IMO. Last week, an
>>> Atari dealer offered me a NEW FALCON for $300 (albeit 1MB, no HD).
>>> Compare this with the $299 "special" Toad is offering on USED STe's.
>>> Also, a few days ago on this very group someone was selling a VERY nice TT
>>> for $300. I think people in this group ought to write to Toad and tell
>>> them that we are not willing to pay these prices! I know that Toad has
>>> long supported the Atari platform, but that is not an excuse to excercise
>>> price gouging. If you agree, write to Toad "Toaday" and let them know
>>> their prices are way off. I think the Atari community will be better off
>>> with realistic prices set for equipment.
>>
I personally haven't dealt with Toad since I met the Troy's at an
Atari show several years ago. They had a bin full of 8-bit carts that
were selling for $10 a piece (even though you could find them
elsewhere at the show for a buck or two). Anyway, I found a rare cart
in there and when they saw me looking at it, Mrs. Troy literally
snatched it out of my hands from across the booth and rudely told me
it wasn't supposed to be in the bin! I'd never had someone do this to
me before or since, even with all the hostile people I've dealt with
at flea markets over the years, and I was quite pissed! There could
have been another way to tell me the stupid thing wasn't for
sale...Anyway, I appreciate that they support Atari after all these
years, but get real...they have always charged close to full retail
for EVERYTHING, since the very beginning. How the hell did they
survive this long dealing Atari wares when all the good vendors fell
by the wayside?

Just my 2 cents worth...

Greg

5108. Re: Atarians

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961230082700.DAA04676@ladder01.news.aol.com>
Source record: 77427

In article <32C63AC4.5199@iag.net>, Bill Bragg <bbragg@iag.net> writes:

>
>Any Atari people in the Central Florida area out there. I just busted
>out my old Atari collection and I'm in need of some help. Lost the book
>to my OmniMon in my 800 and also my software disk for my Axlon board.
>Does anyone know if the ICD Rambo XL is still for sale. Please don't
>say FTE has it ... I haven't heard from that guy in about 4 years. I
>wanted another RTime-8 and never got it. --Bill B. bbragg@iag.net

There sure are a few of us left! Guy Ferrante just moved up here to
Orlando from Miami in October, his board is up at (407)281-6132. I'm
still here, even though I pulled the plug on my BBS over a year ago (hope
to have another one up soon, though!).

As for Rambo XL, forget it. There is an old text file on the Claus
Bucholz 256k XL upgrade, which will cost you less than a Rambo anyway.
Believe it or not, the Bucholz upgrade and Rambo are the same circuit!

Hope this helps.

5109. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961230082700.DAA04677@ladder01.news.aol.com>
Source record: 77428

In article <5a6tbr$nnn@kirin.wwa.com>, Eric_Cron@addus.com (Eric) writes:

>
>I really don't understand all of this talk about copyrights.
>
>Information should be free
>
>Period

You really need to get a life. If it weren't for copyright laws, there would have not been any real incentive for the arts and entertainment, and the world would be a very dull place.

5110. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961230082700.DAA04678@ladder01.news.aol.com>
Source record: 77429

In article <5a6vp2$i2u@news.asu.edu>, irata@aztec.asu.edu (JOHN COLLINS)
writes:

>Is this the most clueless statement we've heard in years, ???

He must be a young teenager with a lot to learn yet. Let's not flame him
TOO much....
(yet)

5111. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961230082601.DAA04673@ladder01.news.aol.com>
Source record: 77430

In article <5a4c5d$5b2@nr1.vancouver.istar.net>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>
>There really needs to be a modem protocol that not only lets the BBS
>programme define new character sets,but to also set graphic modes.
>(and to mix GTIA modes with CTIA modes like GTIATEXT does)
>And to control P/M graphics and smooth scrolling and display lists...

There is a program that allows changing character sets, screen colors, and graphics modes. CGS (Color Graphics System), written by Tom Hunt. The original release (0.9x) worked with Bobterm. The only drawback was that you HAD to have either a RAMdisk or hard drive from which to load the fonts. It was a good attempt to get a little variety into Atari BBS'ing. In fact, I designed the chess font for it. Not perfect, but it does the job. dB^)

(Nothing I know of for PMG, though..) dB^(

Hope this helps....

5112. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a877b$26l@login.freenet.columbus.oh.us>
Source record: 77431

Steve (stev@networx.net.au) wrote:
: dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

: >I was up on the new site for Yogi's FTP site (www.blast.net).
: >It's super hard to connect to with Lynx since it keeps loging in and out
: >everytime you do anything.(Yogi's site has a limit of 5 users)
: >I saw a new site,but all the boot disks are kept in "ATR" files instead of
: >DCM files.
: >
: >How can I access the ATR files on a 800?
: >I know of a CTB (compiled TurboBASIC) programme,but that's useless without
: >the TUR (BAS?) files to use with TurboBASIC 3.2q.
: >(TurboBASIC for SpartaDOS.I assume it will also work with MyDOS)
: >
: >Also,the ATR files seem to be as big as the actual disk they contain.So a
: >single density disk ATR is 90k.It seems to me that you could only download
: >these ATR files if you have a better drive than the one they are for.
: >You need a 1050 to download the 90k files and a double density drive (like
: >the XF551) to download the (few) 130k files.Am I right about this.
: >
: >Why not use DCMs in ARC files?
: >Much more compact,and you don't have to worry about garbage at the end of
: >the files.(because of X-modem)
: >
: >And the COM/OBJ files are kept in HUGE ZIPs!
: >Even if these ZIPs used a compression method compatible with Atari's
: >ZIP,they're too huge for anyone to download!
: >
: >Why aren't these being kept in seperate ARC files instead of dozens of COM
: >files being stored in ZIP files?
: >--
: > The Doctor

: Well, for a start an ATR file is actually a full DISK written in a
: format that can be "booted" either using the SIO2PC cable (for which
: you need a PC to connect the ATARI to, and run software on the PC to
: emulate an ATARI disk drive), or any of the current ATARI emulators
: use the ATR on the command line as a virtual DISK.

I still don't understand.Why not put them up as DCM files,and then the PC user
can use DCMTOATR (DCM2ATR?) to convert them to ATR?

: The reason for placing COM and EXE files into a ZIP format, is that
: many ATARI users actually use their PC to download the files, extract
: and then port the COM/EXE files directly to an ATARI disk, or disk

: image. Of course if you only have an ATARI computer, well, methinks
: time to get a PC. It's just so much easier to use the PC as a medium
: for the ATARI. As you have stated- the ATARI computer doesn't have the
: disk space to download HUGE ATR and ZIP files, and work with them very
: easily. The only way to get the ATR files I think would be to get
: someone to convert them to DCM format. Then the ATARI could work with
: it, of course if you have at least a Doubled 1050 drive. As for ZIP

Why would you need a doubled drive?
Any DCM file should fit on a 1050.At least any file that I've ever seen.
(remember that DCM is a much better format than ATR,and doesn't waste space)

: files, Good Luck... I haven't heard of a ZIP utility for the ATARI.

I think it only does Imploded files.
--
The Doctor

5113. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a87rk$2h2@login.freenet.columbus.oh.us>
Source record: 77432

Lawrence Gold (gold@shell.aros.net) wrote:
: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:

: : How can I access the ATR files on a 800?
: : I know of a CTB (compiled TurboBASIC) programme,but that's useless without
: : the TUR (BAS?) files to use with TurboBASIC 3.2q.
: : (TurboBASIC for SpartaDOS.I assume it will also work with MyDOS)

: : Also,the ATR files seem to be as big as the actual disk they contain.So a
: : single density disk ATR is 90k.It seems to me that you could only download
: : these ATR files if you have a better drive than the one they are for.
: : You need a 1050 to download the 90k files and a double density drive (like
: : the XF551) to download the (few) 130k files.Am I right about this.

: ATR files are just raw disk images, with an extra 16-byte header tacked
: on at the front. (XFD files are the same files without the header; in
: other words, pure disk images.)

yeh yeh,I know what they are.I have a ST as well as a Atari.No Xformer
cable,though.

: The 1050 can actually handle both the 90k and 128k disks, but that still
: doesn't make it any easier to download the files.

If a ATR file is a actual sector-by-sector disk image then you cannot.
Even a freshly-formatted disk has sectors in use by the directory and VTOC.
No DOS in existence could ever give you enough room to download the ATR file.
You would have to have a file-transfer protocol that would actually un-ATR
the file as it was being download.

: One solution is to use something like APE, and daisy-chain it with a
: regular 1050. Copying disks or files this way works very nicely.

If I had a PC,that would be a option.As it is,this is really for a friend
and she will NEVER have a PC.Her Atari is loaned from me.

: There's another cable that connects the PC to the Atari's joystick port,
: allowing you to copy disks between the two. The advantage of this one is
: that it requires less hardware than the SIO2PC/APE cable (it's just a
: bundle of five wires). The disadvantage is that it's quite slow (about 6
: minutes to transfer a 90k disk). (As a substitute for the Xformer cable,
: which I could never get working, it was wonderful.)

That sounds pathetic.IT must've only have used one port.I know that the
Corvus hard disk drive use the second two joystick ports and it was
supossed to be fast.

If I had a PC,I'd rather use it's floppy drive to transfer files.I had a programme that would write out Atari double density (256) disks,but it only worked on text files.But it shows that the PC drive will write out Atari disks.
--
The Doctor

5114. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a88q4$3h9@login.freenet.columbus.oh.us>
Source record: 77433

lenspencer@aol.com wrote:
: In article <5a4c5d$5b2@nr1.vancouver.istar.net>,
: dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

: >
: >There really needs to be a modem protocol that not only lets the BBS
: >programme define new character sets,but to also set graphic modes.
: >(and to mix GTIA modes with CTIA modes like GTIATEXT does)
: >And to control P/M graphics and smooth scrolling and display lists...

: There is a program that allows changing character sets, screen colors, and
: graphics modes. CGS (Color Graphics System), written by Tom Hunt. The
: original release (0.9x) worked with Bobterm. The only drawback was that
: you HAD to have either a RAMdisk or hard drive from which to load the
: fonts. It was a good attempt to get a little variety into Atari BBS'ing.
: In fact, I designed the chess font for it. Not perfect, but it does the
: job. dB^)

I mentioned CGS somewhere.I call CTH (Closer to Home) BBS,but it said that
I needed to be validated by voice.I'm still waiting.

(it also said that ATASCII users got auto-validated.Would've beeen nice to
have said that before I loged in)
--
The Doctor

5115. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a88ie$3ae@login.freenet.columbus.oh.us>
Source record: 77434

Fred Thompson (fhthomps@concentric.net) wrote:
: Because most of the world uses computers more powerful than 8-bits to
: access the internet.

So do I,a Amiga.But that's not going to help me,is it?

: Hope you take this comment as helpful, that's the way it is intended:

: If you are using an 8-bit computer and XMODEM to download software from the
: net, considering the cost of computing equipment, you're treating your time
: as if it were worthless.

Personaly,I use Z-modem on my Atari.But many people don't know about the
limitation of X-modem puting garbage at the end of a file.
It also happens with Bobterm and Y-modem when uploading from a Atari/MyDOS
disk,instead of SpartaDOS.Since Bobterm doesn't know how big the file
is,it doesn't send size information which causes garbage at the end of a file.
I don't know if any other term programme uses SpartaDOS's filesize-getting
function with Y-modem,so I'd use BobTerm to upload/download.

(when downloading,of course,the filesize is always corect with BobTerm's
Y-modem)

You can also use Bob Puff's FILEFIXER to cut off the SUBs(^Zs) from a file.
--
The Doctor

5116. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a887t$31n@login.freenet.columbus.oh.us>
Source record: 77435

Yogi (scharles@blast.net) wrote:
: On 28 Dec 1996 05:53:33 -0500, dklugh@freenet.columbus.oh.us (Daniel
: Klugh) wrote:

: -I was up on the new site for Yogi's FTP site (www.blast.net).
: -It's super hard to connect to with Lynx since it keeps loging in and
: out
: -everytime you do anything.(Yogi's site has a limit of 5 users)
: -I saw a new site,but all the boot disks are kept in "ATR" files
: instead of
: -DCM files.

: Actually, only the cyberspy archive has the 5 user limit, Hackerz

That's what I meant.

: should not. If there is enough demand for it I will throw the DCM
: files in there. BUT not Arc'd, there are too many versions of ARC.

The only versions I've seen is Bob Puff's SuperUnArc.
(and I have ICD's ARC in my SpartaDOS X cartridge)

: I think Tom Hunt has a program to d/l ATR's directly.?
: Tom?

Funny,I just mentioned a file-tran protocol to do that.That's what Diskcomm
was going to be,originaly.
At least everyone could use the ATRs then.But there's still the problem of
them being quite big.Bigger than DCM files anyway.I only get two hours a
day to download.

Well,Tom?
--
The Doctor

5117. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: Adam Billyard <ads@csl.com>
Message-ID: <32C79773.2778@csl.com>
Source record: 77436

Daniel Clinton wrote:
>
> scharles@blast.net (Yogi) wrote:
>
> >->Gee Adam, you didnt object when you didnt even have a copy of your
> >->software and asked me for it?
> >->Maybe I'll just delete the archive and say the hell with it, this is
> >->quite a different attitude from your emails of a few months ago.
>
> >-Yeah, how ingracious. But if you deleted his name you should put it
> >-back.
>
> >It's unfortunate that this has happened, but you see, in the
> >particular game that Mr. Billyard is complaining about (Chop Suey) I
> >received a cracked boot disk of it that had ALREADY had the text
> >changed to say "from the Cocaine BBS and the NOSE". So changing it to
> >something else was no big deal on the file version.
>
> Oh. Then you DIDN'T delete any authors names from their programs.
> Maybe Mr. Billyard will come to realize that his game Chop Suey might
> be lost forever if not for your efforts. A lot of those old floppies
> are probably failing by now.
>
> >What I used to do for my personal archive in the 80's was to keep a
> >copy that NOTHING was changed on, and one that got distributed.
> >Unfortunately, the person who ended up with the disks bulk erased all
> >those versions,
>
> This is what I mean. I bet there are at least a few titles that are
> gone forever. I mean where EVERY copy is destroyed, thrown out,
> rotted, deleted, or melted. Your volunteer services as archivist stop
> this from happening to others.
>

I guess I'm being a bit over sensitive. We've all hacked games - many
hours of
challenge there - but it just would seem best to do it with a bit of
style by
frigging the display list to *add* a line that you've cracked it rather
than delete
the authors name. Thats all. I didn't realise that Yogi simply
replaced the name
that was already on the version of Henri. Apologies. And I do
appreciate Yogi's

efforts to maintain this archive - good stuff!

ads

--

Adam Billyard,
Criterion Software Limited,
Westbury Court, Buryfields, Guildford, Surrey, GU25AZ, UK.
Tel: +44 (0) 1483 406203 Fax: +44 (0) 1483 406211

5118. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a89gn$4aa@login.freenet.columbus.oh.us>
Source record: 77437

```
billbnghm@aol.com wrote:
: Whelp, since the subject is C and Atari 8-bit...

: Why not:

: #define REALLY_BIG 6000

: main() $(

: FILE *in, *out;
: int error;
: char buffer[REALLY_BIG]

: in = fopen("filename.one","r");
: out = fopen("filename.two","w");

I don't like using library functions.I tried to programme in C on a PC once.
(using Borland's Turbo C)
Something as simple as file=fopen("\dev\mono","w") failed to work.
(\dev\mono was my MDA monitor)

: error = fread(buffer, REALLY_BIG, 1, in);
: if (error > 0) /* Then it's the actual size */

I never use the library functions,but don't they return NULL (0) when
there's a error?
Doesn't fread() return the number of bytes actually read?
If not,then how do you know when you reach end-of-file?

: $(
: error = fwrite(buffer,error,1,out);
: if (error <= 0) printf("Error %u",error);
: $)
: else printf("Error %u while reading",error);
: fclose(in);
: fclose(out);
: $)

: CC65 is the coolest....

I've only used Borland's Turbo C++ (which sucks,no curses suport.poor
suport for UNIX DOS access) and GCC under Linux.Maybe CC65 works differently.
--
The Doctor
```

5119. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a8b81$6ml@login.freenet.columbus.oh.us>
Source record: 77438

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (There's been some discussion of my 'Why I do PUT and GET
: instead of usr calls.)
: As to 'why close channels twice?'. To novice programmers, I
: suggest this. Close the channels before you use them,
: someone else may have left them open. Close the channels
: when you're done, someone else may not close them before
: they use them. It's that simple, not clutter, and I
: appreciate the person who said it was 'good form'. As for

But ALL channels are closed when you RUN a programme,wtihout exception.
And END,or simply running out of lines of execution also closes all files.

Try this:
```
10 PLOT 10,10
20 GRAPHICS 0:REM the equivilant of OPEN #6,12,0,"S:"
GRAPHICS 0
RUN
PLOT 10,10
```

Neither PLOT statement will work.The first won't work because the RUN
command closes all channels/files.(channel#6 in this case)
The second won't work because after a programme ends (you don't need "END"
at the end of a programme like in other BASICs) all channles are closed.
(but the BREAK key nor the STOP statement will close channels)

So you see,you never have to close channels after you're done because they
get closed automaticly,and all channels are closed upon startup of your
programme.

(of course,channel #0 is un-afected throughout all of this)

The only thing I can think of is if a BATCH file runs a BASIC
programme,and that programme tries to open #4 to a disk file.
(channel #4 is opened to the batch file running)
Also,if the SpartaDOS's PRINT command is in efect,you can't use #5.
(for disk access,that is)
I liked the way DOS XL batch files worked better.Channels weren't left open.

: STATUS, I forgot if it returns a 0 or 1 on success. I think
: it is a 1, so my code had another error. Initing variables

The STATUS command is used to tell if a file was opened corectly,acording to
my DOS manuals.Of course if there was a error,your programme would abort.
(if you used a TRAP statement,your TRAP line would be "GOTOed" and it
could simply PEEK to find the error code)

I've never seen anything in a DOS manual about checking for errors on
reads and writes.
I know that the "Atari XL User's Handbook" says something about STATUS
returning 1 on normal and 3 on "aproaching" end of file,but that must be
for DOS 3.DOS 2.5 doesn't work that way,believe me,I've tried.
(I'll have to boot up DOS 3 one of these days and try it's STATUS command out)

: at crucial times saves a lot of debugging time,
so I init : 'error' before each STATUS. This is not necessary as the
: STATUS will put a new value in there.

(always)

: If you use a different DOS than SpartaDOS, that's fine.
: Personally I like SpartaDOS the best. I suspect it works
: best with my MIO, RT8, US dblr. If I had a black box, ultra
: speed + OS and other CSS products, I'm sure I would prefer
: MyDOS. Some products seem to intentionally not work with
: other companies products.

I only use SpartaDOS X.I've always heard that disk SpartaDOS is buggy.
--
The Doctor

5120. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a8bva$7sh@login.freenet.columbus.oh.us>
Source record: 77439

Craig Lisowski (clisowsk@aegis.mcs.kent.edu) wrote:
: Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: : Karl Heller (kheller2@ix.netcom.com) wrote:
: : : In article <59k0oq$50o@login.freenet.columbus.oh.us>, dklugh@freenet.columbus.oh.us
(Daniel Klugh) wrote:
: : : >: with for configuring stuff. Of course machines like the Mac, Amiga
: : : >: ST/TT/Falcon never did have to deal with that. I don't know about the
: : : >: MAC, but AmigaDOS/Workbench has a CLI and the GUI in a nice
: : : >: combination. The Amiga's interface looks and works very muck like the
: : : >: Unix X-Windows.
: : : >Oh,X,another degradation to computers.I ran a pool game under it once and
: : : >I thought it had crashed,but it was just running extremely slow.
: : : >And X-Tank looks like it was running on a Apple.
: : : >(Ataris are not even THAT slow)
: :
: : Even the author of Xasteroids agrees with me.He gave up on X and now uses
: : the shared VGA libraries of Linux.He said that Xasteroids was so slow
: : because of X it self!
: : There was nothing he could do,most of the user-time of his game was being
: : spent in X!
: :
: : For those of you not UNIX inclined,that means that no matter how fast he
: : made his game,it'd still run slow because X takes so long to do anything!

: If X takes so long to do anything, then how come one can get
: over 20 fps on X-Doom? It doesnt look like X is as slow as the Xasteroids
: author claims it to be. Have you ever checked out X Maelstrom?
: It runs fast as well. Im not sure how XQuake performs.
: X does have a certain amount of overhead, but if you base your
: opinion of X off of XTank or Xasteroids then you're only seeing half the
: picture. Check out X-doom, XMaelstrom, and even X-Quake.

Actually,X-asteroids was one of the playable games.Aparently 40mhz is fast
enough for 2D wire frame graphics.3D is another situation.

Believe it or not,I tried X-DOOM and have totaly forgot the frame rate it
gave me.Not that it matters,it ran in a small window.so it doesn't count.
I'd have to run it full screen,but I think that the X-server doesn't do
320x480 or anything like that.
(I assume DOOM runs at 320x480 or some other vertical resolution.Doesn't
DOOM run on a normal VGA card?(VGA doesn't do 640x480x256))
So if I ran it at full screen,it actually take up half of the monitor
since it's a 320x480 programme.
Of course I have no idea how to make it run with a bigger window.

I remember always using sdoom (non-X) instead of xdoom though.
--
The Doctor

5121. Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: Adam Billyard <ads@csl.com>
Message-ID: <32C7A0F8.18EA@csl.com>
Source record: 77440

I've been trawling thru all the old Atari games trying to get a feel for how "good" they really were. Since I'm still in the (PC) games business, I thought it might be fun to look back at the supposed "golden years". My overall impression is that most games back then (I include my own) were absolutely dire. Its not that the graphics were that much more crude, its more that most of the games had no understanding of gameplay, of closure, of UI issues. There are some notable exceptions but its interesting to realise that just as now, there was such a large proportion of rubbish being passed off as "games". Yet there seems to be a common belief that games in years past were somehow better, purer etc etc. Where does such a view come from?

--

Adam Billyard,
Criterion Software Limited,
Westbury Court, Buryfields, Guildford, Surrey, GU25AZ, UK.
Tel: +44 (0) 1483 406203 Fax: +44 (0) 1483 406211

5122. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5a8cpi$937@login.freenet.columbus.oh.us>
Source record: 77441

cathryn (cathryn@junglevision.junglevision.com) wrote:
: >Read the history books. Atari was in trouble long before JT. In fact, it
: >was in trouble in some ways when Warner picked it up from Nolan Bushnell,
: >and Warner compounded the problem by not knowing anything about computers
: >and being unwilling to learn. In fact, Nolan advised Warner to stick to

: I agree. My understanding is that Tramiel walked into a very difficult
: situation. Atari was bleeding cash so badly. And, the Tramiels did step
: on a few toes trying to pull the thing back together. They never really
: seemed to have the cash behind them. And, they were eaten alive by the
: DOS compatible computers. Nobody wanted non-dos machines anymore.

What do you mean DOS compatible?You mean they have disk drives?
(DOS is a device handler,not a language)

: Originally, I think part of the problem was that the '2600' successors never really
: were sufficiently cool to keep the interest going. The way Nintendo and Sega
: have been able to keep up interest with SNES and Ultra-64 and the like.

: And I think the 5200 joystick really sucked. My opinion is that the 5200/7800
: systems probably could have kept the lead over the NES if they had better
: joysticks. The NES which took over the market later isn't really that far
: advanced from the 5200/7800 machines. They just had better games and sticks.

The 7800 is more advanced that the NES.

As I remember,Nintendo has those weird "pad" controllers.I only ever used
those because I could never find a right-handed joystick!
(is this something like left-handed=more creative and spatialy oriented?)
IT's not really worth teaching myself to be left-handed,like they used to
do to kids in school long ago.(except they tried to teach kids to be right
handed,not left)

: Also, I think after a time, Atari just had too many formats out
: on the market. So, there were 2600 carts, and 7800 carts and 5200 carts and
: Atari 800 carts. I don't think consumers can get this. All they know is
: Atari or Sega or Nintendo. If you have more than two incompatible cartridges
: on the shelves at Toys R Us they're just confused all to hell.

Oh please,I can't believe that someone would buy a 5200 cartridge for
their 2600.Now I could belive 7800 for their 2600 since they look identical.
Of course if they got it in the box,then there's no excuse.
--
The Doctor

5123. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: mjk@arstpa.com
Message-ID: <5a8gntgme1@news.gate.net>
Source record: 77442

In article <19961228150700.KAA11442@ladder01.news.aol.com>, asharkis@aol.com says...

>I also seem to recall a courtroom scene in the book where Ataris lawyers
>were questioning some game programmer about his flowcharts and source
>code, and he just laughed at them and said he wrote the entire program in
>question off the top of his head. The lawyers were dumbfounded. Can
>anyone fill in the details on that one?

This was Harris and the famous PacMan case. But there wasn't any mention of laughing involved. the book stated Ken Williams testified that his programmers were too lazy to create a flowchart, so they create a routine and begin to develop a game from that.

--Mark Kopec

5124. Re: MAC65 Documentation Wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: James Mirous <jim.mirous@mail.prostar.com>
Message-ID: <32C7CCBC.2A19@mail.prostar.com>
Source record: 77443

I have a copy of the MAC65 doc's. All I want is 130XE fixed, the video
seems to be going out after it warms up. :)
voice 206.848.2421 or fax 206.848.2546 or email
jim.mirous@mail.prostar.com

5125. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: Bill Bragg <bbragg@iag.net>
Message-ID: <32C8073C.57@iag.net>
Source record: 77444

```
Daniel Klugh wrote:
>
> billbnghm@aol.com wrote:
> : Whelp, since the subject is C and Atari 8-bit...
>
> : Why not:
>
> : #define REALLY_BIG 6000
>
> : main() $(
>
> : FILE *in, *out;
> : int error;
> : char buffer[REALLY_BIG]
>
> : in = fopen("filename.one","r");
> : out = fopen("filename.two","w");
>
> I don't like using library functions.I tried to programme in C on a PC once.
> (using Borland's Turbo C)
> Something as simple as file=fopen("\dev\mono","w") failed to work.
> (\dev\mono was my MDA monitor)
>
Better make that file=fopen("\\dev\\mono", "w") for obvious reasons.
--Bill
```

5126. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: fseipel@freenet.columbus.oh.us
Message-ID: <fseipel-3012961044090001@ts24-16.homenet.ohio-state.edu>
Source record: 77445

In article <32C7A0F8.18EA@csl.com>, ads@csl.com wrote:

> I've been trawling thru all the old Atari games trying to get a feel for
> how "good" they really were. Since I'm still in the (PC) games
> business, I thought it might be fun to look back at the supposed "golden
> years". My overall impression is that most games back then (I include
> my own) were absolutely dire. Its not that the graphics were that much
> more crude, its more that most of the games had no understanding of
> gameplay, of closure, of UI issues. There are some notable exceptions
> but its interesting to realise that just as now, there was such a large
> proportion of rubbish being passed off as "games". Yet there seems to
> be a common belief that games in years past were somehow better, purer
> etc etc. Where does such a view come from?

One reason that games were better in the early 80's is that programmers were more creative.

When I walk into an arcade now, I see two types of games dominating: fighting games and racing games. These are typically $5,000+ machines and sport excellent, real time 3-d graphics.

But there isn't the variety of the 8o's games. When was the last time you saw a game employing a trak-ball? Or two joysticks, ala Robotron, Battlezone, Smash TV, or assault?

Games that filled the arcades 10 years ago were largely completely different from each other: Centipede, Asteroids, Tempest, Stargate, Ms. Pac Man, Joust, Galaga, and Space Invaders. The control mechanisms were very different, and the titles had to rely on gameplay, since typically, the graphics were mediocre. The reason games were "better, purer, etc" is that the games couldn't hide behind fancy graphics and sound. Pong and breakout weren't great games because their CPU's moved millions of polygons per second; they were great games because of gameplay.

On home computers, I agree, there were many titles which were worthless, but there were also a great number of games that are still worth playing today (try Mule, Archon 1, Archon 2, Necromancer, and Ball Blazer).

--
Frank Seipel
fseipel@freenet.columbus.oh.us

5127. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5cfqqe.ff9.asmolar@nscs.fast.net>
Source record: 77446
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

```
>>Power without the Price was Atari's idea for a slogan. And a load of Crap.
>>It defies logic and goes against All the Laws of the universe. Like "A Man
>
> In 1988, the cheapest PC Clone available in my area was an (PB)
> 8Mhz, 8088, w/ 640k & 10Meg HD, dual 5.25 floppies and a cga card.
>
> It cost $1000.
>
> A 520ST (w/ SS drive) cost $300.
>
> Despite the appearace that that Clone outspecs this ST, the
> ST ran circles around that machine and was quite a bit more
> useable.
>
> Just because you can't manage it now; it doesn't mean that it
> never was.
>
> Power without the Price, existed once.
>
> It is not a far stretch to say that that is why many of us are here.

In the mid-80's when Atari was using the slogan "Power without the Price"
It was true. You couldn't buy a better system for the money. The problem
is that the prices on Atari hardware became stagnant, while hardware prices in
the PC world dropped rapidly. For instance, in 1992 Atari released the Falcon
'030 (1 meg, no HD) for $799. Today toad is still selling the MK-I falcons
with the same specs for... $799. In 1992, $799 might have bought you a 286
or 386 system with 1meg and a small HD if you were lucky. Now you can buy
a low-end Pentium-class machine with 16meg RAM and a 850meg (or better) HD.

Add-ons are similar. For over $150, you can take your 8mhz ST to 16mhz with
an Adspeed. For about $50 you can replace a 66mhz 486DX2 with a 133Mhz 5x86
CPU on a PC.

I would love to have an Atari clone that was as powerful as my PC (like one of those
Medusas or Hades machines) But at $3500 for what is equivalent to a slower
Pentium at best, I just can't afford it. :(
```

5128. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: rfunk@nyssa.acs.ohio-state.edu
Message-ID: <5a8q7b$s6@charm.magnus.acs.ohio-state.edu>
Source record: 77447

As Mark Simonson said, the timing is important. The first few years, Atari would not release any information. That may seem like no time at all looking back 15 years, but remember that, then as now, a year is a lifetime in the computer industry.

Early in "The Creative Atari" (a collection of Atari articles that appeared in Creative Computing in the early 80s), Jon Anderson mentions that Atari has given him lots of info, but he isn't allowed to publish it unless he discovers it on his own -- essentially an NDA.

--
============== R o b F u n k ==============|========> funk+@osu.edu <========
"...his hands were doing what they liked to |rfunk@magnus.acs.ohio-state.edu
do best -- replacing men like himself with |rfunk@peri.acs.ohio-state.edu
machines." -Vonnegut, "Player Piano" |http://er4www.eng.ohio-state.edu/~funkr

5129. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: rfunk@nyssa.acs.ohio-state.edu
Message-ID: <5a8qkt$va@charm.magnus.acs.ohio-state.edu>
Source record: 77448

In article <32C7A0F8.18EA@csl.com>, Adam Billyard <ads@csl.com> wrote:
> its more that most of the games had no understanding of
>gameplay, of closure, of UI issues.

I find that true of as least as many games now as then. Most games today bore me. The UI issues, at least on home machines, were limited by the 8-position 1-button joysticks. And if I understand correctly what you mean by closure, I don't like it -- once you finish a game with "good closure", why bother playing it again?

Didn't Chris Crawford write a book on this stuff during the "golden age"? "The Art of Computer Game Design" or something?

--
============== R o b F u n k ==============|========> funk+@osu.edu <========
"...his hands were doing what they liked to |rfunk@magnus.acs.ohio-state.edu
do best -- replacing men like himself with |rfunk@peri.acs.ohio-state.edu
machines." -Vonnegut, "Player Piano" |http://er4www.eng.ohio-state.edu/~funkr

5130. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: irata@aztec.asu.edu
Message-ID: <5a8sus$ef4@news.asu.edu>
Source record: 77449

Yes, Chris Crawford did write, and even though he knew how to
write games, the book was an incoherent babbling exercise in...
well, I'm still trying to figure out just what the hell he was
talking about. Bizarro!

--
Phoenix Atari Connection - P.O. Box 67511 - Phoenix, AZ 85082
webpage - http://inficad.com/~bosco
Charter Member of: End Hostile Usenet Dolts

5131. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: "Brien K. Meehan" <meehanb@detroitedison.com>
Message-ID: <01bbf67c$27a198a0$14d409a2@brien.fermi.deco.com>
Source record: 77450

Eric <Eric_Cron@addus.com> wrote in article <5a6tbr$nnn@kirin.wwa.com>...
> I really don't understand all of this talk about copyrights.
>
> Information should be free
>
> Period
>

As I was growing up, I discovered I had a choice: a) Become a caveman, and be totally self-sufficient (i.e. build or find my own shelter, make my own clothes, grow or find my own food, etc.), or b) Become good at something, and trade with other people for the things I need. I chose the latter, and became an Information Systems specialist.

I've never been a carpenter, but I live in a house. I'm not a farmer, but I eat food nearly every day! And so on. I've accomplished this by trading (indirectly, via an abstraction called "money") my skills (including programming) for the skills and materials of others. As a result, I'm having a much more rewarding life than I would have if I chose "caveman."

Now, I'm explaining all this because I might not have the same vantage point that you do. Can you explain to me, from this context, why information should be free, "period," as you say?

... and why should it be more free than, for example, housing or food? Or perhaps an example closer to home would be health care services? Should we all just start taking health care services without paying for them?
--
Brien K. Meehan
brien@msn.com
(These opinions are mine.)

5132. RE:Ape and Win 95

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: justin@imperium.net
Message-ID: <32C850B8.727B@imperium.net>
Source record: 77451

It's probably not a problem with APE. Microslop's Winbloze 95 just sucks ass! Even Atari wouldn't release software this shitty - and we all know that they released some trash for the Jag. Sorry to anybody who likes it / still uses it. This is just my opinion and we all know what opinions are like.

5133. A new thread or end of it (C and A8)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5a9ihk$3eh@alexander.INS.CWRU.Edu>
Source record: 77452

```
(My talk was off C and A8, but I gotta redeme myself.)
code directly from A8, just edit it out, asc2atasc it and run it.

10 DIM A$(20000)
12 REM ASSUME FILESIZE<20000
20 CLOSE #1
30 OPEN #1,6,0,"D:SIOP2.COM"
40 INPUT #1,A$
50 ? A$(15,17)
60 SECTS=VAL(A$(15,17))
70 REM ASSUME DBL DENS. 253 BYTES/SECT
80 IOCB1=848:IOCB2=848+16
90 BYTES2GET=(SECTS-1)*253
100 CLOSE #1:CLOSE #2
110 OPEN #1,4,0,"D:SIOP2.COM"
120 OPEN #2,8,0,"D:XXX.COM"
130 HI=INT(BYTES2GET/256):LO=BYTES2GET-(256*HI)
140 POKE IOCB1+8,LO:POKE IOCB1+9,HI:POKE IOCB2+8,LO:POKE IOCB2+9,HI
150 A$(15000)="X":HI=INT(ADR(A$)/256):LO=ADR(A$)-(256*HI)
160 POKE IOCB1+4,LO:POKE IOCB1+5,HI:POKE IOCB2+4,LO:POKE IOCB2+5,HI
170 POKE IOCB1+2,7:POKE IOCB2+2,11
180 X=USR(ADR("hhh*LVd"),16)
190 X=USR(ADR("hhh*LVd"),32)
192 REM NOW YOU KNOW THE * AND d ARE INVERSE
200 REM NOW FOR THE LAST SECTOR
202 TRAP 500
210 GET #1,X
220 IF PEEK(195)<>0 THEN GOTO 500
230 PUT #2,X
240 GOTO 210
500 ? "ERROR #";PEEK(195)
502 TRAP 40000
510 CLOSE #1:CLOSE #2:END
Regards, Russ
```

5134. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32cd2ff2.12331699@news.demon.co.uk>
Source record: 77453

On Mon, 30 Dec 1996 12:01:12 +0100, Adam Billyard <ads@csl.com> wrote:
>I've been trawling thru all the old Atari games trying to get a feel for
>how "good" they really were. Since I'm still in the (PC) games
>business, I thought it might be fun to look back at the supposed "golden
>years". My overall impression is that most games back then (I include
>my own) were absolutely dire. Its not that the graphics were that much
>more crude, its more that most of the games had no understanding of
>gameplay, of closure, of UI issues. There are some notable exceptions
>but its interesting to realise that just as now, there was such a large
>proportion of rubbish being passed off as "games". Yet there seems to
>be a common belief that games in years past were somehow better, purer
>etc etc. Where does such a view come from?
>
Adam, personally I think that "boom" in computing became a slippery
slope for computer playability. I look at Jumpman, yes its a stickman,
yes its appalling to look at but Hell is it playable...Thats it!!!

The one thing that most do is look at the games from then compared to
now with 64bit fog misting their judgemment, you must look with better
eyes (to quote The Abyss). There is so much crap being peddled as next
generation gaming, almost all is pure eye candy....

With the above in mind go back and play Spelunker, jumpman, preppie,
shamus or Race on space...the list is endless. Play them as if you had
not seen a N64 or a PSX or PC...

There is a debate in the PSX NG re Robotron X. Loads of noise re the
lack of ending after the 125 levels...Bloody hell I thought I was just
warming up after that ammount on the Atari...

So yes the 8bit stuff is ugly as hell but it plays a dream. There was
crap on it as well but with such low constraints the programmers (like
you) did marvels...Ie creative....

Ramble Mode OFF....Off to give Whistlers Brother a bash....

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

5135. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32ce33c6.13311965@news.demon.co.uk>
Source record: 77454

On 29 Dec 1996 22:03:02 -0700, jeking@xmission.xmission.com (James King) wrote:
>Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:
>
>: Try moving your APE com port to one that does not share an IRQ with
>: your mouse. Your windows mouse driver may be causing a
>: problem w/ com port contention in w95 which would cause
>: the no response problem.
>
>: Try your Mouse on com 1 and your APE cable on 2 or 4, or the other
>: way around.
>
>So are you saying that Ape now works under Win95? I thought that was
>never going to happen?
>
Sorry Steven, it seems I have started a Win95 war...:-(((

BTW tried the suggestion re the ports swapping and it still won`t have it..

Is there no way to force the long file names in the "Command prompt only" mode???

Otherwise Folks...APE does not like windows 95 that much....well at all on my machine :-(((((

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

5136. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: rwoolley@pacbell.net
Message-ID: <32C83A50.930@pacbell.net>
Source record: 77455

Fred Thompson wrote:
>
> Yup,
>
> Resurecting Atari is one of those things I'd like to do down the road, too.
> If Milton Bradley and Hasbro can make the jump to computer games, surely
> Atari can survive. Wouldn't it be fun to run it?.
.
.
I'll jump on that bandwagon! Somebody get a financial backer!

:>)

5137. Re: Old Atari Games - i.e., Classic Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: Douglas Neal <dugn19@mail.tcd.net>
Message-ID: <32C86413.3AE6@mail.tcd.net>
Source record: 77456

Cheers to Paul --

Until Descent II on the PC, Star Raiders on the Atari 800 had been the very MOST-played game in my life. Everyone's got their faves, but I've gotta say two things: 1) If it weren't for Atari (and the other games of the same era), you wouldn't HAVE the neat games you think so highly of today. Although that in itself is no basis for a euphoric escalation of these 'simple' games to "classic" status, but let's put it this way: after DOOM, X-Wing, and Myst have been played and put by the wayside, when will you find youself picking them back up some Saturday afternoon for just "another spin". Whereas, Star Raiders, Surround, Necromancer and Pac-Man are classics that I can pick up today, next year, ten years from now and still giggle and enjoy as much as the first day I played them. Which brings me to the second point: 2) Raw simplicity. Its those SIMPLE games that usually attain "classic" status. Although Tetris wasn't around back then, consider its simplicity: Anyone can pick it up and enjoy it from the very first time. Pac-Man, Jumpman, Surround, Adventure and so very many games of the 'Atari' era are classic in the very same way.

'nough said -- it's all opinion...yours is bound to be different...

Anyway, I've got a full-size Tempest machine and I think I'll forego Quake, Doom II, and Tie Fighter for the "stick" figures on my ancient X-Y monitor in the living room... See ya!

Douglas Neal

Paul Mclane Irvine wrote:
>
> On Mon, 30 Dec 1996 12:01:12 +0100, Adam Billyard <ads@csl.com> wrote:
> >I've been trawling thru all the old Atari games trying to get a feel for
> >how "good" they really were. Since I'm still in the (PC) games
> >business, I thought it might be fun to look back at the supposed "golden
> >years". My overall impression is that most games back then (I include
> >my own) were absolutely dire. Its not that the graphics were that much
> >more crude, its more that most of the games had no understanding of
> >gameplay, of closure, of UI issues. There are some notable exceptions
> >but its interesting to realise that just as now, there was such a large
> >proportion of rubbish being passed off as "games". Yet there seems to
> >be a common belief that games in years past were somehow better, purer
> >etc etc. Where does such a view come from?
> >
> Adam, personally I think that "boom" in computing became a slippery
> slope for computer playability. I look at Jumpman, yes its a stickman,
> yes its appalling to look at but Hell is it playable...Thats it!!!

>
> The one thing that most do is look at the games from then compared to
> now with 64bit fog misting their judgemment, you must look with better
> eyes (to quote The Abyss). There is so much crap being peddled as next
> generation gaming, almost all is pure eye candy....
>
> With the above in mind go back and play Spelunker, jumpman, preppie,
> shamus or Race on space...the list is endless. Play them as if you had
> not seen a N64 or a PSX or PC...
>
> There is a debate in the PSX NG re Robotron X. Loads of noise re the
> lack of ending after the 125 levels...Bloody hell I thought I was just
> warming up after that ammount on the Atari...
>
> So yes the 8bit stuff is ugly as hell but it plays a dream. There was
> crap on it as well but with such low constraints the programmers (like
> you) did marvels...Ie creative....
>
> Ramble Mode OFF....Off to give Whistlers Brother a bash....
>
> Paul `Mclane` Irvine
> ----------------------
> PC, PSX , Atari8bit & C64
> &Tomb Raider Helpline :-)

5138. Re: Hard Drives on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: rbmier@visi.com
Message-ID: <5a710j$k4j@darla.visi.com>
Source record: 77563

> phantomm@harold.eastky.com writes:
>
>
> I have a couple of old MFM hard drives connected to my 130XE with a MIO and
> Adaptec 4000A controller card. I am wondering if 3.5 SCSI drives can be
> used with the MIO? If so, what is the largest partition one can use with
> the MIO and what type of Controller card is needed?
>
> Net-Tamer V 1.08XB - Test Drive
>
>>>>
A few of the very early ones can be used. The trick is that the drive
must allow being formatted at 256 Bytes per sector.
If you are using a embedded SCSI Hard Drive, no Controller is needed.
If I remember correctly, a Seagate ST157N will work. Largest partition is still only
16 Megs

Rich Mier

5139. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bbf5e7$e299c780$0e8c9bcf@crc3.concentric.net>
Source record: 77564

Yup,

Resurecting Atari is one of those things I'd like to do down the road, too.
If Milton Bradley and Hasbro can make the jump to computer games, surely
Atari can survive. Wouldn't it be fun to run it?

5140. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bbf5e8$ef2f68a0$0e8c9bcf@crc3.concentric.net>
Source record: 77565

I can't say anything about Atari's computer software division, but...

the 2600 shop did want to make it look like everything came from the Atari entity and downplayed authors. They didn't allow names in the products or on the packaging and that's why Easter Eggs were first created, so folks authors could hide their initials, etc. in the games.

Don't see how John Harris (didn't he write the Sierra On-Line version of Frogger, the source for which was stolen at a trade show?.) could have been excluded from knowing how to write software for the 8-bit platforms. Atari published complete technical specs (including circuit diagrams) so any programmer at the time could have found out what they wanted to know.

Maybe the author(s) of that book are talking about when the GTIA chips first came into existance, but that doesn't fit the scenario you described. Atari set up a distribution channel for independently written software. I don't think they were as nasty as the author states.

5141. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: Fred Thompson <fhthomps@concentric.net>
Message-ID: <01bbf5e9$6fcfe020$0e8c9bcf@crc3.concentric.net>
Source record: 77566

Because most of the world uses computers more powerful than 8-bits to
access the internet.

Hope you take this comment as helpful, that's the way it is intended:

If you are using an 8-bit computer and XMODEM to download software from the
net, considering the cost of computing equipment, you're treating your time
as if it were worthless.

5142. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <5a74rh$cah@alexander.INS.CWRU.Edu>
Source record: 77567

(There's been some discussion of my 'Why I do PUT and GET instead of usr calls.)
My usr code had errors in it. I said it probably would. The code made my point why I use PUT and GET instead of usr calls. Why should I spend 30 min. or more coding and debugging a program for one use that I can code, run and erase in 10 minutes?
As to 'why close channels twice?'. To novice programmers, I suggest this. Close the channels before you use them, someone else may have left them open. Close the channels when you're done, someone else may not close them before they use them. It's that simple, not clutter, and I appreciate the person who said it was 'good form'. As for STATUS, I forgot if it returns a 0 or 1 on success. I think it is a 1, so my code had another error. Initing variables at crucial times saves a lot of debugging time, so I init 'error' before each STATUS. This is not necessary as the STATUS will put a new value in there.
If you use a different DOS than SpartaDOS, that's fine. Personally I like SpartaDOS the best. I suspect it works best with my MIO, RT8, US dblr. If I had a black box, ultra speed + OS and other CSS products, I'm sure I would prefer MyDOS. Some products seem to intentionally not work with other companies products.

5143. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-30 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c70ce0.30071204@news.inc.net>
Source record: 77568

On Sat, 28 Dec 1996 17:25:34 GMT, stev@networx.net.au (Steve) wrote:

>The problem is simply WINDOWS 95!! I don't have WIN 95 myself, but
>after repeated attempts to connect the game Command & Conquer with my
>brother (who IS using WIN 95) over a modem, we found that for some
>reason WIN 95 is NOT fully releasing the COM port to the program that
>wants to use it. After booting like you say using the F8 menu, we had
>no trouble whatsoever. I think the only solution is to use the F8 menu
>option whenever you need APE. Unless some WIN95 user/freak/anyone???
>has some info on freeing the COM port fully. Sorry this wasn't much
>help. but just letting you know your not alone in your fight against
>WIN 95!!! :)

Don't be silly. There is NO problem with Win95 releasing the COM
ports. I can use COM ports under Win95 DOS boxes any time. With the
advent of Win95, something new in Win started: TAPI. Telephony API.
It allows different 32-bit TAPI compliant software to share modem or
comport resources on a "as used" basis. DOS boxes and other non TAPI
software need exclusive possesion of a COM port, no matter if the
software is actually doing anything with the port at the moment or
not. So to get to the likely problem you are experiencing... you
probably had some Win95 software running which uses a COM port that
you tried to use in a DOS box. An example would be like MS Exchange
waiting for an incoming fax, or some kind of answering machine
software. Simply close any programs that are wanting that COM port
and it should be available in your DOS box.

Cheers,

Jon

5144. Atari 850 instructions

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: sven@x-press.net
Message-ID: <32c896ce.7975549@news.x-press.net>
Source record: 77319

Does anyone have instructions for the Atari 850 interface or willing
to send me a .txt version of the instruction?

5145. C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: Brad Rogers <brad@pianosa.demon.co.uk>
Message-ID: <32c92385@pianosa.demon.co.uk>
Source record: 77320

Whilst reading the usual rubbish I find here, Daniel Klugh wrote something
interesting to All about C and Atari 8-bit:

Hello Daniel,

DK> But ALL channels are closed when you RUN a programme,wtihout exception.
DK> And END,or simply running out of lines of execution also closes all

Very true, with *Atari* BASIC. Not so with other languages, I gather. The
point James was making (I feel) is that, for the sake of safety in the future,
learn the habit now. If only to avoid the head scratching when things go awry.

_
Regards, /_) 2:251/18.14 39:139/33.14
/ _)rad brad@pianosa.demon.co.uk

... You think you're God's gift, you're a liar. I wouldn't piss on you, if
you were on fire. - Mouthful Of Shit; Chumbawamba

5146. Re: Where to find Atari's in the Lehigh Valley?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5abl9f$g91@netaxs.com>
Source record: 77321

Randy Kramer (rhkramer@fast.net) wrote:
: Hi... I was just wondering if anybody in the Lehigh Valley had an
: Atari (800xl, 130xe) for sale. Please respond...

I'm down in the Lansdale/Hattfield area (South on 309). I have a few 800XL's laying around but I wasn't really going to sell any. I'm trying to get more!

Perhaps we should start some registry so we know who is where and what they collect.

Karl

5147. For Sale 8-bit software

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: gthomas@mail.danville.net
Message-ID: <5a9qcbga1@news.cu-online.com>
Source record: 77322

For Sale: All original disks and boxes with docs. Make Offer!!

SynFile +
SynCalc
Peach Tree Back to Basics Accounting
News Station
50 Mission Crush
Temple of Apshai
Pharoah's Curse
Star Warrior
The Pawn
Sesame Street Print Kit
Silicon Dreams
Print Power
Award Ware
Sesame Street Learning Library
Mail Order Monsters
Racing Destruction Set
Realm of Impossibility
Master of the Lamps
Flight Simulator II
Success with Math
Creature Creator
Playground Software Coloring Book
American Education US Government
" " US Geography
" " Science grades 3/4
" " Science grades 5/6
" " Science grades 7/8
" " US HIstory
" " Spelling
" " World HIstory
" " Biology
" " Spelling Grade 8
Big Bird's Special Delivery
Lepus Revenge
Kampfgruppe
The Bookkeeper
Easy Reader Learn about Sounds
" " Learn about Words
" " World Geography
" " Reading Comprehension
Mickey & the Great Outdoors
Spell Diver

Spinnakers Story Machine
" Snooper Troups Case 1
" Kinder Comp
" Grandma's House
" Aerobics
Microsoft Basic II Cartridge
Light Pen
Atari Touch Tablet
Koala Pad

Email: gthomas@mail.danville.net

5148. Re: Assembler, Action!, and copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: BobKlaas <bobkla19@tcd.net>
Message-ID: <32C917F4.3EBE@tcd.net>
Source record: 77323

CSS, A pirate of anothers software? I seriously doubt it as I happen to know that Mr. Puff has an agreement with FTE to distribute. The items CSS has available are New, not used unless stated so in his advertising.

FTE bought all of ICD's rights to the older 8-bit items software and hardware. Puff, myself and a few others have an agreement with Mike Hohman to distribute specific items of software and or hardware.

5149. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961231070600.CAA03856@ladder01.news.aol.com>
Source record: 77369

I belive the Atari 400-800 where way befor the JT deal. Atari had problems from day 1, Big demands for everything and No place to build them, Open 100 factories and then no demand for goods. I have been in this Atari scene since 1977 and I remember all those days .. dont need to read the Book.

5150. Re: Hard Drives on Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961231071500.CAA04004@ladder01.news.aol.com>
Source record: 77370

The MIO can use drive that can only be formated in 256 byte sectors,
There where only a few SCSII HD made that used this format. MFM drive
are great on the 8bit, I have 4 online now, If you want faster SCSII
drive you need the Black Box from CSS.

5151. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961231072500.CAA04221@ladder01.news.aol.com>
Source record: 77371

What they do is wait for a company to go under and buy them out at DIRT
prices
Bulk and by the pound. Then they sell them for retail prices and SIT
on them forever if they have to to make a profit! {SICK HUH?}
Toad/B&C are like this.
I saw B&C had the Old Old Old game MULE for $39.00 in a recent add...
Thats what I paid for Doom II

5152. Re: Atarians

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961231073100.CAA04404@ladder01.news.aol.com>
Source record: 77372

Where are you in FL? In Orlando we got the MFACC and we meet every
second sunday downtown in the Library, Jeff Potter is the President of
the club and theres a Monthly newletter and Disk Library. Oh and a 8bit
BBS

Star NET Orlando
407-281-6132
24hrs 7days 500 megs QWKnet and more..

5153. Re: Coding oddity. HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: nickb@primenet.com
Message-ID: <5aaeuu$9g@nnrp1.news.primenet.com>
Source record: 77373

In article <19961230043700.XAA29716@ladder01.news.aol.com>,
<lenspencer@aol.com> wrote:
>
>I'm not sure about the emulator problems, but the DLI limitation is
>simple. You only have a total of 18 clock cycles to work with before
>things start hosing up bigtime. This is the time frame from the
>horizontal sync to the first data on the scan line. Basically all you
>have time for is to change one or two color values to change screen
>colors, or one or two values in memory.
>
>Hope this helps.

It doesn't, becauise I know that both of my DLI's use WAY more than that,
and I can use either one of them without screwing up the program. It's
when I try to use them BOTH, is when things go KABOOM! BLAMMO! THPPT! ACK!

Oh well, it doesn't seem to matter much anyway. I put in a few lines at
the end of DLI #1 to put an extra scanline of pitch black in there so I'd
know when it ended. Well wouldn't you know it, it caused the same
problems that happen when I activate the second DLI.

This leads me to the conclusion that the emulator is probably at fault, or
something like that. I'm going to drag out the 800XL and try it after New
Year's.

I need LOTS of changes to the copper list though. My software sprites
make extensive use of them.

--
N i c k B e n s e m a < n i c k b @ p r i m e n e t . c o m >
~ ~

98-KUPD Red Card Holder #710563 WedSpc License #71.0563

5154. SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961231075100.CAA04753@ladder01.news.aol.com>
Source record: 77374

While at the time the SIO2PC sound like a good thing for the 8bit, HD
where to high a price for the average person. But these days its a Poor
Mans hard drive.
Its stupid or even SICK to see my Pentium 120 serving files to my 8bit..
I dont see the Logic here.

Get a MIO/BB or KP interface and let the CLONE ALONE.

5155. Re: MAC65 Documentation Wanted...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: morbid@best.com
Message-ID: <5aai24$9rn@nntp1.best.com>
Source record: 77375

dpotelle@msn.com (David Potelle) wrote:

>Please email terms...

>pote@mdjassoc.com

Someone transcriped the Mac65 manual... it's on my webpage:

http://www.best.com/~morbid/manuals

5156. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: davepat@total.net
Message-ID: <32c8b14c.0@news.total.net>
Source record: 77376

In article <5a1p1h$7b3@kirin.wwa.com>, Eric_Cron@addus.com says...
>
>I have been reading this book called Hackers. It really says a lot about
>the Atari.
>
>It says that some dude named John Harris who wrote a "copy" of Pacman way
>back when was really hassled by Atari. He also said that Atari wouldn't
>give him any information when he was trying to learn how to program it.
>For example, Atari people told him you could only get four colors on a
>screen, and he knew you could get more because Atari was marketing
>products that cleary had 8 or more.

Yeah, I've read Hackers too. And there's no better way to keep John Harris
out of the newsgroup than to mention it.

John still works with the Atari - MAE is the latest from him that I know of.
He's forgotten more about the Atari 8-bit than I'll ever know.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

5157. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: mratari01@aol.com
Message-ID: <19961231101201.FAA06670@ladder01.news.aol.com>
Source record: 77377

I have to agree, being one of the original Atari programmers, I had access to anything and everything I ever wanted, be it either hardware, software, or information of any kind that I needed to write programs with. This was true whether I was writing directly for Atari or for my own company.

I truly beleive that the 8-bit Atari is probably the best documented machine there ever was, and possibly ever will be.

The Shadow

5158. Re: RE:Ape and Win 95

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: Rory McMahon <mcmahon@inil.com>
Message-ID: <01bbf706$fcc73a00$a9ab1fce@mcmahon>
Source record: 77378

APE is designed to be a DOS application... Win95 cannot access the serial port fast enough to work...Atari computers required the peripheral to be instantly accessed, and the timeslice allowed in win95 in not adequate...

5159. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: davepat@total.net
Message-ID: <32c8b29e.0@news.total.net>
Source record: 77379

In article <32C7A0F8.18EA@csl.com>, ads@csl.com says...
>
>I've been trawling thru all the old Atari games trying to get a feel for
>how "good" they really were. Since I'm still in the (PC) games
>business, I thought it might be fun to look back at the supposed "golden
>years". My overall impression is that most games back then (I include
>my own) were absolutely dire. Its not that the graphics were that much
>more crude, its more that most of the games had no understanding of
>gameplay, of closure, of UI issues. There are some notable exceptions
>but its interesting to realise that just as now, there was such a large
>proportion of rubbish being passed off as "games". Yet there seems to
>be a common belief that games in years past were somehow better, purer
>etc etc. Where does such a view come from?

Look no further than a recent gaming mag. Of the top 3 all time games, two were Ultima III and MULE... over 10 years old each. The expansion of hardware capabilities hasn't been met with an expansion of gameplay. Today, games are "Look! a licensed product!" or "Look! a DOOM clone." We've left the era of the small, innovative companies taking a chance on niche markets and gone on to corporate pablum, shipped en masse. New games? MOO II has been much hyped, but with a 500mb CD it's barely better than The Cosmic Balance II, which fit on a SD/SS floppy (90k). We now have the tools to produce truly breathtaking, innovative games and simulations. But classics are tragically few and far between.

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

5160. FONT.BAS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab3n0$et@login.freenet.columbus.oh.us>
Source record: 77380

```
Here's a example of how to load fonts quickly.
Just enter a filespec when you get the ? prompt.

0 REM 10/4/96 14:00
10 FONT=PEEK(106)*256-1024
11 POKE 106,PEEK(106)-16:GRAPHICS 0
20 DIM CIO$(7):CIO$="hhh▯LV▯":CH=1
30 DIM FILE$(256):INPUT FILE$
31 OPEN #CH,4,0,FILE$
40 IOCB=832+CH*16
50 POKE IOCB+2,7
51 POKE IOCB+4,FONT-INT(FONT/256)*256
52 POKE IOCB+5,INT(FONT/256)
53 POKE IOCB+8,0:POKE IOCB+9,4
60 X=USR(ADR(CIO$),CH*16)
70 POKE 756,INT(FONT/256)

Just save the above in a file,and use ENTER to load it.
--
The Doctor
```

5161. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab4bk$1vi@login.freenet.columbus.oh.us>
Source record: 77381

GUY1015 (guy1015@aol.com) wrote:

: The CGS Color system is fast as hell, you probley was using a slow modem
: or somthing, even at 2400 bauds CGS FLEW. Its the Atari 8bit version of
: the RIP Xlation. It dosnt send the Graphics over the phone just small
: pacs of info - and the Magic unfolds -

I didn't say anything about CGS being slow.I've never used it because I
didn't know about a BBS that suported it.

It's not really like RIP.It's just like those ATASCII graphics and movies
you see on BBses except that it uses different character sets,instead of
the one in ROM.I think that it can switch into other text modes but I forget.
Does anyone know where I can FTP to get info about the CGS protocol.
(that is,the development kit)
I'll be running my phone bill up enough calling up CTH to see the CGS games.

--
The Doctor

5162. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab4k2$2pv@login.freenet.columbus.oh.us>
Source record: 77382

```
Bill Bragg (bbragg@iag.net) wrote:
: Daniel Klugh wrote:
: >
: > billbnghm@aol.com wrote:
: > : Whelp, since the subject is C and Atari 8-bit...
: >
: > : Why not:
: >
: > : #define REALLY_BIG 6000
: >
: > : main() $(
: >
: > : FILE *in, *out;
: > : int error;
: > : char buffer[REALLY_BIG]
: >
: > : in = fopen("filename.one","r");
: > : out = fopen("filename.two","w");
: >
: > I don't like using library functions.I tried to programme in C on a PC once.
: > (using Borland's Turbo C)
: > Something as simple as file=fopen("\dev\mono","w") failed to work.
: > (\dev\mono was my MDA monitor)
: >
: Better make that file=fopen("\\dev\\mono", "w") for obvious reasons.

I probably used front slahes instead of blackslahes.MS-DOS doesn't care
which you use.The point was that open() worked with my filename but
fopen() didn't.I just used open() to open the file and fdopen() to get a
stream.
(that is,a FILE structure for the file handle of /dev/mono)
--
The Doctor
```

5163. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab51u$4a2@login.freenet.columbus.oh.us>
Source record: 77383

Kyle R. Hofmann (rhofmann@crl.com) wrote:
: In article <5a8bva$7sh@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: : I'd have to run it full screen,but I think that the X-server doesn't do
: : 320x480 or anything like that.

: I've run XFree86 (3.1.2 & 3.2) in 320x200 and a bunch of extended VGA
: modes (i.e., 320x400, 320x480, etc.).

Mine wouldn't go below 640 by something.

: : (I assume DOOM runs at 320x480 or some other vertical resolution.Doesn't
: : DOOM run on a normal VGA card?(VGA doesn't do 640x480x256))

: Mode X, 320x200.

Why do you call it mode X?

: : Of course I have no idea how to make it run with a bigger window.

: You shrink the resolution. I think that's shift + and shift -, but
: it's been a while since I've run X.

It's control-alt + and -.
But I couldn't get down to 320.

: : I remember always using sdoom (non-X) instead of xdoom though.

: Yeah, it works better. I wish that Linus wasn't such an X bigot,
: though---then we might have an svgalib Quake instead of just an X one
: (And GGI, too).

Do you mean that Linus likes or doesn't like X?
It's up to id whether they'll make a SVGA-library version or not.

I know that when I upgraded Linux,that SVGA and X didn't work anymore.
I thought that I just needed to compile them again.They didn't seem to
recognize the virtual consoles as being such.

Are you saying that Linus is trying to kill SVGAlib?
--
The Doctor

5164. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab5n1$6b5@login.freenet.columbus.oh.us>
Source record: 77384

Steve (stev@networx.net.au) wrote:
: mclane@dellos.demon.co.uk (Paul "Mclane" Irvine) wrote:

: >
: >Any able to offer some help here please..I hope so :-))
: >
: >Been using Ape under MsDos mode for a while and it works a dream but I
: >only had 1 9pin comm port till today when I went mad and added another
: >one....So I saved myself the hassle of unplugging the mouse in comm 1
: >so I could put the Ape lead in...
: >That was great, no more lead swapping Ape in comm3 and mouse comm1 and
: >all working fine...
: >
: >So now I think (big mistake) that the long file name support in Ape
: >under win 95 would be ideal as most of Yogi`s atr etc are long names
: >that truncated for win95. A few mins later the add new hardware proggy
: >has found my new comms ports and its looking good...I open a dos
: >prompt and do what Steven says in the Doc re the Idle setting for the
: >window and make it full screen. Ape runs no probs BUT it will not
: >recognise it as having a drive when booting an image..I have checked
: >the settings and they are the same as before, I have checked for
: >conflicts in the device manager but the Atari just boots like there
: >isn`t a drive...
: >
: >Any Ideas...It all works if rebooted to MSDOS mode or from the F8
: >command line only option but not from a Dos prompt window..
: >Running on a P133 with 24megs mem...

: The problem is simply WINDOWS 95!! I don't have WIN 95 myself, but
: after repeated attempts to connect the game Command & Conquer with my
: brother (who IS using WIN 95) over a modem, we found that for some
: reason WIN 95 is NOT fully releasing the COM port to the program that
: wants to use it. After booting like you say using the F8 menu, we had
: no trouble whatsoever. I think the only solution is to use the F8 menu
: option whenever you need APE. Unless some WIN95 user/freak/anyone???
: has some info on freeing the COM port fully. Sorry this wasn't much
: help. but just letting you know your not alone in your fight against
: WIN 95!!! :)

All term programmes that I've seen always bypass the OS,so MS-DOS and
windows have no clear-cut way to tell who's using what.Same with the mouse
using programmes.
--
The Doctor

5165. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab6a6$8be@login.freenet.columbus.oh.us>
Source record: 77385

Paul "Mclane" Irvine (mclane@dellos.demon.co.uk) wrote:
: On 29 Dec 1996 16:42:55 GMT, asharkis@aol.com wrote:
: >In article <32c51d97.723470@news.demon.co.uk>, mclane@dellos.demon.co.uk
: >(Paul "Mclane" Irvine) writes:
: >
: >>Any Ideas...It all works if rebooted to MSDOS mode or from the F8
: >>command line only option but not from a Dos prompt window..
: >>Running on a P133 with 24megs mem...
: >
: >Steven Tucker's docs state clearly that the program will not work under
: >any kind of multitasking environment. That rules out Windows of any
: >flavor.
: >
: Actually the docs say that it is not mean`t for a multi tasking
: environment but various people have reported success under win95 on
: faster pentiums. He himself suggest ways to try and run it under 95
: via a dos prompt.

: Hence the enquiry... :-)

: All I want is the long file name feature working..I don`t know if
: there are ways around that bit ie can dos be forced to read long names
: in ape??

MS-DOS could always accept long filenames,since it simply reads through
the filename-buffer until it finds a NULL byte.But the directory function
is limited to "8.3" and the GetCurrentDirectory function is limited to
returning 64-character paths.

So rather than simply introducing new GETDIR and PWD functions,MS-DOS just
has a whole new set of basic DOS functions to access long filenames.
This is because Window95 doesn't really suport long filenames,just
"aliases" for file.These "aliases" can be 256 characters long.But any
programme that uses the normal DOS system calls will just see the REAL
filenames,not the aliases.There are seperate functions in MS-DOS 7 to
access files by their "aliases" rather than filenames.

It's kind of like the "comments" in NDOS (and 4DOS).

--
The Doctor

5166. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab5t7$750@login.freenet.columbus.oh.us>
Source record: 77386

Steven J. Tucker (ai123@FreeNet.Carleton.CA) wrote:

: Paul "Mclane" Irvine (mclane@dellos.demon.co.uk) writes:
: > Any able to offer some help here please..I hope so :-))
: >
: > Been using Ape under MsDos mode for a while and it works a dream but I
: > only had 1 9pin comm port till today when I went mad and added another
: > one....So I saved myself the hassle of unplugging the mouse in comm 1
: > so I could put the Ape lead in...
: > That was great, no more lead swapping Ape in comm3 and mouse comm1 and
: > all working fine...
: >
: > So now I think (big mistake) that the long file name support in Ape
: > under win 95 would be ideal as most of Yogi`s atr etc are long names
: > that truncated for win95.

: What is the mistake with long filename support? I hope its working
: good for you.
:
: > A few mins later the add new hardware proggy
: > has found my new comms ports and its looking good...I open a dos
: > prompt and do what Steven says in the Doc re the Idle setting for the
: > window and make it full screen. Ape runs no probs BUT it will not
: > recognise it as having a drive when booting an image..I have checked
: > the settings and they are the same as before, I have checked for
: > conflicts in the device manager but the Atari just boots like there
: > isn`t a drive...
: >
: > Any Ideas...It all works if rebooted to MSDOS mode or from the F8
: > command line only option but not from a Dos prompt window..
: > Running on a P133 with 24megs mem...

: Try moving your APE com port to one that does not share an IRQ with
: your mouse. Your windows mouse driver may be causing a
: problem w/ com port contention in w95 which would cause
: the no response problem.

: Try your Mouse on com 1 and your APE cable on 2 or 4, or the other
: way around.

I never understood why 2 RS232 ports couldn't use the same IRQ.
The BIOS doesn't even use IRQs so it's clear that the BIOS (or whatever)
can detect whether there's data at a port.So when a IRQ sounds,why doesn't
the RS232 handler just look at both ports?

: When using w95 all your serial in/out requests are trapped in ring 0 and
: have to go through a number of VxD's to reach the hardware. If any
: of these VxD's decide to ignore stuff from your new com port in
: favor of the mouse driver, it will act dead.

And people wonder why I don't "upgrade" to Windows.

: PS. Remeber your not going to get optimal performance under Win95
: unless you have a REALLY fast machine. :)

I don't think that they go that fast.
--
The Doctor

5167. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab6n0$9p5@login.freenet.columbus.oh.us>
Source record: 77387

Jon D. Melbo (ssilicon@lax.net) wrote:
: On Sat, 28 Dec 1996 17:25:34 GMT, stev@networx.net.au (Steve) wrote:

: >The problem is simply WINDOWS 95!! I don't have WIN 95 myself, but
: >after repeated attempts to connect the game Command & Conquer with my
: >brother (who IS using WIN 95) over a modem, we found that for some
: >reason WIN 95 is NOT fully releasing the COM port to the program that
: >wants to use it. After booting like you say using the F8 menu, we had
: >no trouble whatsoever. I think the only solution is to use the F8 menu
: >option whenever you need APE. Unless some WIN95 user/freak/anyone???
: >has some info on freeing the COM port fully. Sorry this wasn't much
: >help. but just letting you know your not alone in your fight against
: >WIN 95!!! :)

: Don't be silly. There is NO problem with Win95 releasing the COM
: ports. I can use COM ports under Win95 DOS boxes any time. With the
: advent of Win95, something new in Win started: TAPI. Telephony API.
: It allows different 32-bit TAPI compliant software to share modem or
: comport resources on a "as used" basis. DOS boxes and other non TAPI
: software need exclusive possesion of a COM port, no matter if the
: software is actually doing anything with the port at the moment or
: not. So to get to the likely problem you are experiencing... you
: probably had some Win95 software running which uses a COM port that
: you tried to use in a DOS box. An example would be like MS Exchange
: waiting for an incoming fax, or some kind of answering machine
: software. Simply close any programs that are wanting that COM port
: and it should be available in your DOS box.

See how that rather than fixing the /dev/aux device so that it actually
works so that programmes don't have to access the hardware directly
(something that even the little Atari (usually) doesn't have to resort to)
they instead put in another hack.

They could also implement UNIX ("advisory") file locking,instead of that
SHARE nonsense.
(and replace SHARE with REAL file security permissions)

--
The Doctor

5168. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961231141300.JAA09785@ladder01.news.aol.com>
Source record: 77388

In article <32C83A50.930@pacbell.net>, rwoolley@pacbell.net writes:

>I'll jump on that bandwagon! Somebody get a financial backer!
>
> :>)
>
>

That would be difficult, at best. I doubt that any one individual in the community can swing it.

Could a consortium do it?

Sort of reminds me of the time I had a 12-year old car to sell, back in 1967. I wanted $75 for it -- that's about what it was worth. A group of 10 teenagers were willing to chip in. Could you just see the squabbles over that car, had I sold it to them? At any rate, some of them chickened out.

5169. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: asharkis@aol.com
Message-ID: <19961231141300.JAA09788@ladder01.news.aol.com>
Source record: 77389

In article <19961231075100.CAA04753@ladder01.news.aol.com>,
guy1015@aol.com (GUY1015) writes:

>Subject: SIO2PC/APE
>From: guy1015@aol.com (GUY1015)
>Date: 31 Dec 1996 07:52:49 GMT
>
>
> While at the time the SIO2PC sound like a good thing for the 8bit, HD
>where to high a price for the average person. But these days its a Poor
>Mans hard drive.
>Its stupid or even SICK to see my Pentium 120 serving files to my 8bit..
>I dont see the Logic here.
>
>Get a MIO/BB or KP interface and let the CLONE ALONE.
>
>
>

I don't know.

If I have a clone and an Atari, and the clone isn't loaded to capacity,
why not let it serve the Atari? If, for example, I have to duplicate 35
newsletter disks every two months (two sides), and I can cut the time
somewhat by using the clone, I'll do it. If I want WWW access without
resorting to Lynx through GEnie or some other awkward arrangement, why not
let the clone serve as my slave? And if it finally happens that my Atari
equipment is beyond repair, why not let the clone emulate it?

I won't ever knock guys who use hard drives on their Atari systems. It's
a labor of love, and quite a bit of work. Most of the one's I've met are
sysops, and get an even greater measure of respect from me for that
endeavor. I never expected to need a hard drive for my Atari, but when
the clone came along, the SIO2PC was a natural. Now that I'm editing a
user group newsletter, it's invaluable.

5170. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: asmolar@nscs.fast.net
Message-ID: <slrn5ci8an.noe.asmolar@nscs.fast.net>
Source record: 77390

On 31 Dec 1996 08:39:10 -0500, Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>Kyle R. Hofmann (rhofmann@crl.com) wrote:
>: In article <5a8bva$7sh@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
>: : I'd have to run it full screen,but I think that the X-server doesn't do
>: : 320x480 or anything like that.
>
>: I've run XFree86 (3.1.2 & 3.2) in 320x200 and a bunch of extended VGA
>: modes (i.e., 320x400, 320x480, etc.).
>
>Mine wouldn't go below 640 by something.

You have to put the modes that you want to run in your XF86Config file
(usually in /etc or /etc/X11) By default, it is usually set up to run in
just 640x480, 800x600 and 1024x768.

>
>: : (I assume DOOM runs at 320x480 or some other vertical resolution.Doesn't
>: : DOOM run on a normal VGA card?(VGA doesn't do 640x480x256))
>
>: Mode X, 320x200.
>
>Why do you call it mode X?

Thats just what it's called. It's 256 colors and it uses 1 byte/ pixel so
it's easy to program for.

5171. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab7ur$ebk@login.freenet.columbus.oh.us>
Source record: 77391

rwoolley@pacbell.net wrote:
: Eric wrote:
: >
: > I have been reading this book called Hackers. It really says a lot about
: > the Atari.

: Companies want to control their markets as best they can and controlling
: Atari programmers was the best way to do it. IBM also wanted to control
: their market, but tried to do so at a hardware level. Both companies
: failed miserably..... For Atari, it meant death. For IBM, it spawned a
: huge industry (just not theirs...). No nice guyz ever ran a billion
: dollar company.

The problem with the PC is that the BIOS was a joke.So people just
bypassed it so when new hardware came out,nothing worked with it.
If only graphical drivers came with MS-DOS (which allows you to
send/recieve more than one byte at a time),maybe programmers would've used
them.

Of course the PC wasn't made for games.So no P/M graphics or anything.
--
The Doctor

5172. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab7ln$d6k@login.freenet.columbus.oh.us>
Source record: 77392

Craig Lisowski (clisowsk@aegis.mcs.kent.edu) wrote:
: Paul "Mclane" Irvine (mclane@dellos.demon.co.uk) wrote:
: : Is there no way to force the long file names in the "Command prompt
: : only" mode???

: That is correct. There is no way to get MS-DOS's old command.com
: to support long filenames. Only way to get long file names under dos
: is through a dos-window in win95. Thank MicroSoft for this one.

That's right!
And COMMAND can only access the long filenames because Microsoft modified
it to allow you to refer to a file by it's alias rather than it's filename.

It's as if everyone decided to keep a long descriptive name of a file in a
special file in each directory called DESCRIPT.ION.
Now,these new "long filename" programmes would look in this file to find
the name you specify,and use the REAL filename listed to access the file.

Of course in Windows 95,it's windows that does the alias-to-filename
conversion,and the aliases are stored in unused portions of the directory.
(now directories are even huger! It was bad enough all of them being 32
bytes long)

It goes without saying that Linux's way of storing filenames is much smaller.

Oh yeah,you'd think that a 30-character alias would take up one directory
(32-byte) entry.
(in aditions to the directory entry used to hold the filename)
But NO,only the part of the directory entry that would normally hold the
filename is used.Hence a 30 character alias would take 3 directory
entries,for a total of 4 for the file&alias.
Also,some (all?) aliases also have a dir-entry that holds information
about who created the file and so forth.So that'd bring the grand total up
to 5 dir-entries or 160 bytes.

You won't see the extra entries from normal MS-DOS because they have a
combination of attributes so strange that DOS refuses to believe it!

Why didn't they just implement NTFS?
--
The Doctor

5173. Re: The book "Hackers" and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: dklugh@freenet.columbus.oh.us
Message-ID: <5ab8a9$fe4@login.freenet.columbus.oh.us>
Source record: 77393

Nick S Bensema (nickb@primenet.com) wrote:
: In article <5a1p1h$7b3@kirin.wwa.com>, Eric <Eric_Cron@addus.com> wrote:
: >I have been reading this book called Hackers. It really says a lot about
: >the Atari.
: =snip=
: >Basically, it said that Atari was a really nasty company, even though it
: >had a great machine. It went on to say that they treated their programmers
: >really nasty. Evidentally, they wanted to keep all of the secrets to the
: >Atari to themselves. They didn't want other companies to compete with
: >their software division????
: >
: >I find this very hard to believe, since the users of the Atari seem to be
: >the most friendly of any computer.

: Friendly to the user, yes, but not the programmer.

: Reading the parts of the Reference Manual that are currently on the Web, I
: noticed how incomplete it was when compared to the Commodore manual, which
: gave complete hardware register information.

: The memory map on the Commodore programmer's reference manual was littered
: with things like (Bits 5-7: X offset) and (0=LOAD, 1=VERIFY). It even had
: a reasonably complete description of the 6502 instruction set, and walked
: a user through a few simple machine language concepts like branching and
: indexing. This kind of thing was also seen in the Vic-20 manual.

Well you don't want to explain what every little byte of the OSRAM means
or else programmes will access the OS internals and not work with new OSes.

Aren't you glad that we have access to Black Boxes and MIOs for RS232
ports rather than having to use a 850 interface clone.But if it were like
it is on the PC,you have to use a 850 or something identical since PC'ers
violate the OS constantly.Hence,everyone's stuck with the (relativaly)
slow RS232 port on the PC.And since there's no opening of devices to let
the multi-tasking OS know who's using what,multitasking is out the window,
so to speak.
--
The Doctor

5174. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5abbeq$c7e@usenetp1.news.prodigy.com>
Source record: 77394

guy1015@aol.com (GUY1015) wrote:
>I saw B&C had the Old Old Old game MULE for $39.00 in a recent add...
>Thats what I paid for Doom II

Mule, especially in original packaging, is worth at least 39 bucks, if
not for the quality of the game, but for the packaging itself. It's still
a great game.

- bostone

5175. Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: UASZ40A@prodigy.com
Message-ID: <5abb5q$2jjg@usenetp1.news.prodigy.com>
Source record: 77395

In a free market, we can charge whatever we think is best. The net has increased demand enough for the few Atari dealers remaining in the world that business might be good. If someone thinks the prices are too high, buy from somewhere else. But don't hold a grudge against anyone trying to maximize income. That's the system here. Or maybe we need some kind of government controls on prices for Atari stuff? Give me a break...

- bostone

5176. Re: Netscape Gold?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5abe72$d8u@news1.fast.net>
Source record: 77396

ssilicon@lax.net (Jon D. Melbo) wrote:

>On Fri, 27 Dec 1996 16:59:45 GMT, rhkramer@fast.net (Randy Kramer)
>wrote:

>>ssilicon@lax.net (Jon D. Melbo) wrote:
>>

>>>IE is nice, but buggy. Also, there are still by far more Netscape
>>>enhanced pages than IE enhanced ones (though it is true MS is catching
>>>up at a firey pace). Junk Eudora... use the email in Agent instead.
>>
>>> Cheers,
>>> Jon
>>
>>The only problem using email in Free Agent is that you *CANNOT* (at
>>least to my knowledge) recieve mail. IE, while buggy, can render most
>>Netscape enhanced pages equal or better then Netscape. I just wish IE
>>3.0 for Windows 3.11 had Java support. Currently, it only has
>>JavaScript (just like NN 3.0 for Win 3.1)
>>

>I forget about Free Agent... are you sure it can't do e-mail? If not
Free Agent can send mail, but there isn't a way to recieve it...

>then consider MS Exchange or Windows messaging, or buy Agent, or try
>Pegusus Mail.

>As to IE rendering pages that are enhanced with Netscape SPECIFIC
>extensions equal to or better than Netscape... you are on drugs. :)
>Netscape enhanced pages LOOK BEST WITH NETSCAPE. IE enhanced pages
>LOOK BEST WITH IE. Most pages are not enhanced with browser specific
>extensions at all, but of the ones that are, NETSCAPE enhanced pages
>FAR OUTNUMBER IE ones.

You're wrong. www.next-generation.com is supposedly optimized for
Netscape(ugh!!!!!!!!!!!) 3.0; but IE 3.0 renders it the same (in
fact, a little bit better) as Nets*it...

>Are you still using Win 3.x?

Yes, on this computer. On the other two (both Pentium clones) I'm
running NT 4.0. Do you by any chance know how to let two NT computers
use a modem on a 386 Windows For Worgroups 3.11 machine. Wingate does
the opposite (Modem would have to be on the NT machine, not the WFW
3.11).

> Cheers,

> Jon

5177. Where to find Atari's in the Lehigh Valley?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: rhkramer@fast.net
Message-ID: <5abgag$dd8@news1.fast.net>
Source record: 77397

Hi... I was just wondering if anybody in the Lehigh Valley had an
Atari (800xl, 130xe) for sale. Please respond...

5178. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080003112960931500001@nntp.netgate.net>
Source record: 77398

In article <5abbeq$c7e@usenetp1.news.prodigy.com>, UASZ40A@prodigy.com
(Robert Stone) wrote:

> guy1015@aol.com (GUY1015) wrote:
> >I saw B&C had the Old Old Old game MULE for $39.00 in a recent add...
> >Thats what I paid for Doom II
>
> Mule, especially in original packaging, is worth at least 39 bucks, if
> not for the quality of the game, but for the packaging itself. It's still
> a great game.

$39? Really? A year or two ago, it was $29 there.

I suppose supplies are getting thin.

Maybe a disk drive with an Archiver chip is looking like a better
and better insurance policy...the death of two $39 disks can pay
for it...

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in
1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

5179. Re: Ape and Win 95

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32ca514e.3784607@news.networx.net.au>
Source record: 77399

justin@imperium.net wrote:

>It's probably not a problem with APE. Microslop's Winbloze 95 just
>sucks ass! Even Atari wouldn't release software this shitty - and we
>all know that they released some trash for the Jag. Sorry to anybody
>who likes it / still uses it. This is just my opinion and we all know
>what opinions are like.

I love your desciptiveness :) I just had to laugh when I read it.
and I did at one stage install "WINBLOZE 95", but after about 6 hours
of puddling around MicroSLOP's new 32-bit arena, I found that my games
just didn't want to run quite as efficiently as they did under 6.22

So I used the best function W95 had that I could find - UNINSTALL!!!!
At least they left this one working as it should...

another opinion..
"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html
ATARI- "Power without the price" (and thats STILL the same)

5180. Re: SIO2PC/APE

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32cb5314.4238507@news.networx.net.au>
Source record: 77400

guy1015@aol.com (GUY1015) wrote:

>
> While at the time the SIO2PC sound like a good thing for the 8bit, HD
>where to high a price for the average person. But these days its a Poor
>Mans hard drive.
>Its stupid or even SICK to see my Pentium 120 serving files to my 8bit..
>I dont see the Logic here.
>
>Get a MIO/BB or KP interface and let the CLONE ALONE.
>
>

Hey, I use an old 286 that I got for free!! sure it doesn't have the
largest of hard drives, but were talking ATARI here. And for me to get
and set up a real hard drive on my ATARI would be vitually impossible.
I live in Australia, and there isn't any ATARI vendors/shops that I
know of here, and I sure can't afford to pay for the postage of
whatever the ATARI needs to run one. I'm just saying that you don't
need to tie up your Pentium PC with ATARI gear, as older PC's are just
as good to run the SIO2PC software. A friend of mine just aquired a
386 PC, to which he attached the SIO2PC cable, and he's jumpin for joy
at what he's got...

Steve...
"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html
ATARI- "Power without the price" (and thats STILL the same)

5181. Re: How do I write out image files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: stev@networx.net.au
Message-ID: <32c94bba.2356831@news.networx.net.au>
Source record: 77401

lbarber@sonymusic.com (Leon Barber) wrote:

>In article <32C347FD.7048@dhs.state.nj.us>, rsely@dhs.state.nj.us says...
>
>>look for the file IMU14.ZIP. This program allows you to copy files into
>>and out of .XFD and .ATR files on PCs and Amigas. Then move the file(s)
>>via null modem to your Atari.
>
>I have either this program or one similar to it, but I don't want to pull files
>out. I looking mostly to restore boot disks back to an Atari disk.
>
>
>> Another Way: Usine SIO2PC or APE, simply copy the file from the
>.ATR
>>or .XFD image to the Atari disk. Obviously the better way if both
>>machines are near each other. The former way is a bit more complicated,
>>but works well.
>
>Will these programs write to an Atari floppy on the PC? I looked at them, and
>it
>didn't seem that they did.
>
>Well, thanks again, I hope to get this figured out sooner or later...
>

He means that you will need to build (or beg/buy/borrow/steal....) an
SIO2PC cable, which enables your PC to act as ATARI disk drives. You
need to run either the SIO2PC or APE software on the PC, connect the
cable to the ATARI, and you have all the disk drives you could want
"emulated" from the PC. You then simply use the DOS Duplicate Disk
command to transfer an ATR image to a real disk- and your ATARI
doesn't know the difference from emulated or real drives. I use it
myself, and I would have to say that it's the best cable I've come
across so far for the ATARI- allowing Ultra speed (US doubler), 16mb
MyDOS disk images (GREAT for storing all those binary/basic files),
and also the ATARI can priint straight to the PC printer (I haven't
used this function as yet, no PC printer :( ). I hope this clears it
up a bit....

Steve.

"ATARI.......==>> Where you should have gone yesterday! <<=="
---
http://www.geocities.com/SiliconValley/Heights/9364/index.html
ATARI- "Power without the price" (and thats STILL the same)

5182. HELP! Individual files -> disk images on a PC ???

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: esmurf@ibm.net
Message-ID: <32C958FF.486E@ibm.net>
Source record: 77402

how can i combine/copy individual disk files to a disk image file using only a pc? please point me to a faq or some utilities :)

thanks, es-

5183. Re: Power Without the Price, No more (Re: Toad Christmas SPECIALS -- through 12/23/96!!)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: Raj Rijhwani <raj@courtfld.demon.co.uk>
Message-ID: <852052484snz@courtfld.demon.co.uk>
Source record: 77403
Cross-posted to: comp.sys.atari.st,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.programmer

In article <5a7n72ogi1@news.ptd.net>
bendokus@postoffice.ptd.net "Greg Bendokus" writes:

> sale...Anyway, I appreciate that they support Atari after all these
> years, but get real...they have always charged close to full retail
> for EVERYTHING, since the very beginning. How the hell did they
> survive this long dealing Atari wares when all the good vendors fell
> by the wayside?

I know not the people of which you speak, but as a business man myself,
I would suggest that the answer to your query lies in the question.

They charge what the market will bear, and in so doing maintain the
viability of their endeavour. Or to turn it the other way round, the
ones you like because they charge less disappear because in keeping
you happy they are themselves unviable in the long term.
--
Raj Rijhwani (umtsb5/16) | This is the voice of the Mysterons...
raj@courtfld.demon.co.uk | ... We know that you can hear us Earthmen
scarlet@fido.zetnet.co.uk | "Lieutenant Green: Launch all Angels!"
http://www.courtfld.demon.co.uk/raj/ (demon, and gods, willing...)

5184. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5abmjf$r83@cyber3.servtech.com>
Source record: 77404

In article <Pine.SUN.3.92.961224010256.18720D-100000@linda.teleport.com>,
Bravo Sierra Computers <bensmith@teleport.com> wrote:
>On 19 Dec 1996, Daniel Klugh wrote:
>
>> Bravo Sierra Computers (bensmith@teleport.com) wrote:
>> : On 10 Dec 1996, Daniel Klugh wrote:
>>
>> : Bob Puff of CSS told me that neither the P:R:
>> : Connection nor the 850 Interface can reliably do over 2400 Baud. I have a
>>
>> I think you mean 9600,not 2400.
>
>No, I meant 2400. I called Bob Puff and he said trying to exceed 2400
>would result in dropped characters.

For the record, I have transfered numerous files between my Atari and an
Amiga at 9600 baud using, on the Atari, an 850, a null-modem cable, and
Kermit65 software. I have never experienced dropped characters in this
configuration, and I conclude that the 850 "can" do 9600 when conditions
are "perfect."

On the other hand, I have never been able to get the SAME Atari-with-850-
and-Kermit65 configuration to even so much as establish command-mode
communication, with my ZOOM 14.4K modem -- which I normally use from the
Amiga at 9600.

So: take two computers (Amiga and Atari), set 'em up at 9600 so that
they'll communicate successfully with EACH OTHER, and it turns out that
the Amiga will talk to the ZOOM modem but the Atari will NOT -- WITHOUT
changing the modem settings between Amiga/Atari usages. Graphically:

```
_ MODEM _
doesn't _/ \_ works
work _/ \_
/ \
Atari -'\/\/\/\/\,- Amiga
works
```

This is strange, asymmetric, and as yet unexplained. Anybody care to
offer a theory as to why the third leg of the triangle is a no-go?

Chris Chiesa
lvt-cfc@servtech.com

5185. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5abqt4$16l@cyber3.servtech.com>
Source record: 77405

In article <5a309d$gvi@login.freenet.columbus.oh.us>,
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>Jon D. Melbo (ssilicon@lax.net) wrote:
>: On 22 Dec 1996 13:46:46 -0500, dklugh@freenet.columbus.oh.us (Daniel
>: Klugh) wrote:
>
>: >James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
>: >
>: >: (Doc asks why not use a BASIC usr for disk i/o.)
>: >: 10 close #1:close #2
>: >
>: >Since RUNning a programme closes all channels except #0,line 10 is unneeded.
>: >
>
>: I disagree. It is good form to program this step anyway. While it is
>: technically unnecessary, it IS necessary for good programming habit
>: and code maintenance. Most all people who program a lot for a long
>: time learn the value of that.
>
>IT's useless clutter,if you ask me.

Brr. Speaking as a professional programmer of over ten years' industry experience, and another eight years' Atari fuddling before THAT, it chills me to the bone to hear you, Dan, holding out for "lazy programming." Most, if not all, of the more glaring problems in many, if not most, of today's platforms, OS's, and applications, came about as a result of PRECISELY the sort of "why-bother" attitude you espouse, and the resulting "sloppy programming" it leads to. Let's hope you don't have aspirations of ever releasing shareware, writing commercial software or, God forbid, designing operating systems. The world doesn't NEED another MS-DOS...

PRECISELY the sort of "why bother" attitude you espouse.

That's not to say that I don't UNDERSTAND your attitude! I, too, once felt that closing-channels-before-opening-them, and setting-variables-to-zero-which-are-just-going-to-be-obliterated-in-a-few-jiffies, etc., was a whole lot of unnecessary nitpicking. Then I started working in the Real World of programming, and discovered that if you DON'T get into the habit of doing that stuff, you end up spending 90% of your debugging time tracking down a problem that started life as an "uninitialized variable" somewhere! It CAN and WILL bite you, sooner or later.

The problem is that you CANNOT know, absolutely and precisely, what every statement and every routine is going to do under every condition that can arise in every environment where it might be used. And WITHOUT such

thorough knowledge it is just plain UNSAFE to assume that anyone else -- the long-ago creators of AtariBASIC, library-routine packages, various DOSes, or the Atari OS (to say nothing of MS-DOS, Windows, Windows95, et al!) is going to "catch you when you fall." They very often WON'T, and DON'T -- and then YOU look foolish!

So, go ahead and program without a net if you want to, but please don't inflict any of the resulting programs on ME/US out here!

Chris Chiesa
lvt-cfc@servtech.com

5186. Re: C and Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5abpld$78@cyber3.servtech.com>
Source record: 77406

In article <5a8b81$6ml@login.freenet.columbus.oh.us>,
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
>
>: As to 'why close channels twice?'. To novice programmers, I
>: suggest this. Close the channels before you use them,
>: someone else may have left them open. Close the channels
>: when you're done, someone else may not close them before
>: they use them. It's that simple, not clutter, and I
>: appreciate the person who said it was 'good form'.

I was just going to say the same thing. There's no excuse for poor
cleanup in a piece of software, although most of the people producing OS's
and commercial applications don't seem to know that, judging from the
appalling behavior of certain products which shall remain nameless...

> >But ALL channels are closed when you RUN a programme,wtihout exception.

Interesting; I don't remember knowing this in my Atari-8bit career.

>And END,or simply running out of lines of execution also closes all files.

This either.

Have you read this somewhere, which would make it a "documented, intended
behavior," or is it merely an empirical observation, the result of your
own experience "in the field?" If the former, I'd love a reference as to
the book and page where the statement appears.

>: STATUS, I forgot if it returns a 0 or 1 on success. I think
>: it is a 1, so my code had another error. Initing variables
>
>The STATUS command is used to tell if a file was opened corectly,acording to
>my DOS manuals.

Interesting. Are we talking about the Atari BASIC "STATUS" _statement_,
or the STATUS I/O command supported by e.g. CIO? I've never seen ANY
useful documentation of EITHER of them, in any case; the closest I've ever
come to being able to use either of them, is that I've seen other people's
source code that issues one or the other, then PEEKs at certain memory
locations where "information is returned" from the device handler as a
result of the command. I'd love to know where any further, more useful
information appears: book? chapter? page?

Incidentally, under Atari DOS 2.0, and possibly 2.5, Atari BASIC's
"built-in" OPEN, GET, CLOSE etc. statements operate "exactly identically"
with the XIO equivalents of the corresponding CIO commands. Under

SpartaDOS X this is not true; there are discrepancies which, at the time I discovered them, I considered "bugs." I may have posted here about them; I definitely discussed them with the readership onboard Bob Puff's / CSS' "Computer World Jr." BBS. This was a few years back, though. I could probably find my code examples (BASIC) if anyone is interested, and if I can find the TIME to do so...

>(if you used a TRAP statement,your TRAP line would be "GOTOed" and it
>could simply PEEK to find the error code)

When using CIO you can also look at the first byte of the IOCB for the channel you're interested in; I believe a closed channel has a value of 255 in the first byte of its IOCB, whereas an open channel has the "device unit number" (e.g. a 1 if you opened D1:, 2 if you opened D2:, etc.) in it. (This is also useful in dynamically accessing files on "the same drive the program was loaded from," if you look at the IOCB DOS uses for binary-load operations; I forget what channel that is, but most of YOU probably know it...)

>I only use SpartaDOS X.I've always heard that disk SpartaDOS is buggy.

Half the problem IS that there are so many DOSes around, each of them presenting a just-slightly-different interface to the user / application-program...

Chris Chiesa
lvt-cfc@servtech.com

5187. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: gozar@kenton.com
Message-ID: <C2WyyMezGKBW092yn@kenton.com>
Source record: 77407

In article <fseipel-3012961044090001@ts24-16.homenet.ohio-state.edu>,
fseipel@freenet.columbus.oh.us (Frank Seipel) wrote:
>Games that filled the arcades 10 years ago were largely completely
>different from each other: Centipede, Asteroids, Tempest, Stargate, Ms.
>Pac Man, Joust, Galaga, and Space Invaders. The control mechanisms were
>very different, and the titles had to rely on gameplay, since typically,
>the graphics were mediocre. The reason games were "better, purer, etc" is
>that the games couldn't hide behind fancy graphics and sound. Pong and
>breakout weren't great games because their CPU's moved millions of
>polygons per second; they were great games because of gameplay.
>
>On home computers, I agree, there were many titles which were worthless,
>but there were also a great number of games that are still worth playing
>today (try Mule, Archon 1, Archon 2, Necromancer, and Ball Blazer).

I recently took one of my Atari's out to my parents house because if
you want to stay up all night playing video games, nothing beats the
8-bits. Anyway, I showed my brother Star Raiders. He is a junior in
High school, so at first he wasn't too impressed (too used to splashy
graphics!!) I got him started, and we played together for awhile, one
running the console, the other using the joystick. When I came back the
next day, he was actually playing it without any prodding from me!!
This is when I remarked on how the game was released the year he was
born. Somehow I doubt most of the games released in the last five years
will have the staying ability of a 17 year old game!!!

--

Ryan 'Gozar' Collins gozar@kenton.com
"You can count on others, but its better to use your own fingers and toes"
http://www.kenton.com/users/gozar/index.htm

5188. Re: Yogi's site

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5abtml$316@cyber3.servtech.com>
Source record: 77408

In article <5a87rk$2h2@login.freenet.columbus.oh.us>,
Daniel Klugh <dklugh@freenet.columbus.oh.us> wrote:
>
>: ATR files are just raw disk images, with an extra 16-byte header tacked
>: on at the front. (XFD files are the same files without the header; in
>: other words, pure disk images.)
>
>Even a freshly-formatted disk has sectors in use by the directory and VTOC.
>No DOS in existence could ever give you enough room to download the ATR file.
>You would have to have a file-transfer protocol that would actually un-ATR
>the file as it was being download.

It would be relatively trivial to write an "alternate D: device handler"
which ignored the "filename" portion of the "device/file specification" at
OPEN time, and merely accessed the DEVICE ITSELF at the sector level.
With such a handler in place, you could use any existing binary-file-
transfer program to download XFD files directly -- and you could probably
also pretty easily provide a "XFD/ATR mode" switch command that would also
let you download ATR files directly, though you'd have to modify your
file-transfer programs slightly in order to issue the proper mode-switch
command before performing the download. (For the hacking-challenged, a
separate program could be used: you'd do something like

invoke mode-switch program to select the mode you wanted
invoke file-transfer/terminal program to download in selected mode
exit file-transfer/terminal program
invoke mode-switch program to switch modes
invoke file-transfer/terminal program to download in new mode
.
.
.

It occurs to me that there are some "slight complications" to this scheme.
In order to load-and-run the mode-switch and file-transfer/terminal
programs off a "normal" disk, while retaining the "alternate D device" for
downloading, some finesse would be necessary. One approach would be to
name the "alternate D device" something OTHER than "D". This would make
the alternate device unusable with any existing file-transfer progra that
hard-coded "D" as the destination device, and then you're back to having
to modify (at least one character of) the terminal program. Another
approach would be to provide an alternative version of just the WRITE
portion of the "D" device-handler, so that the modified "D" device could
READ-and-load programs from a "normal" disk, but download-and-WRITE a
"sector-by-sector" disk...

All in all, it _still_ doesn't seem as though it'd be particularly difficult to do; I wish I had time to work on it! Somebody else get on it, will ya? :-)

Chris Chiesa
lvt-cfc@servtech.com

5189. 32meg 70ns 72pin EDO simm for $140

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: root@bytewarecafe.com
Message-ID: <5abtgv$7u5@newman.pcisys.net>
Source record: 77409

We are a new site on the internet and we can supply your
hardware needs. As a promotion to get our name out to you, we are
running a special promotion on 32Meg simms. For a very limited time,
we are selling 32Meg/70ns EDO simms for just 140+shipping and handling,
delivered to your door within 2-3 days.

Just go to our site www.bytewarecafe.com and fill out the necessary
information about yourself and your credit card information. Goto the
products list and choose the memory item. From here, select the memory
you want and click on the invoice button to see your total charges.

If you wish to browse the other hardware categories, feel free to browse for
as long as you wish. If you wish to buy anything else, just select that item
from that category.

If you are satisfied with your selection(s) and your personal information
is correct, click on the submit order button. The bytewarecafe.com
server will respond with an order number and a time stamp. You will
need these two numbers for any future correspondences with bytewarecafe.com

Your order will be prepared and delivered to your door within 2-3 days.

Thank you.

5190. 32meg 70ns 72pin EDO simm for $140

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: root@bytewarecafe.com
Message-ID: <5abth0$7u5@newman.pcisys.net>
Source record: 77410

We are a new site on the internet and we can supply your
hardware needs. As a promotion to get our name out to you, we are
running a special promotion on 32Meg simms. For a very limited time,
we are selling 32Meg/70ns EDO simms for just 140+shipping and handling,
delivered to your door within 2-3 days.

Just go to our site www.bytewarecafe.com and fill out the necessary
information about yourself and your credit card information. Goto the
products list and choose the memory item. From here, select the memory
you want and click on the invoice button to see your total charges.

If you wish to browse the other hardware categories, feel free to browse for
as long as you wish. If you wish to buy anything else, just select that item
from that category.

If you are satisfied with your selection(s) and your personal information
is correct, click on the submit order button. The bytewarecafe.com
server will respond with an order number and a time stamp. You will
need these two numbers for any future correspondences with bytewarecafe.com

Your order will be prepared and delivered to your door within 2-3 days.

Thank you.

5191. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961231192000.OAA17694@ladder01.news.aol.com>
Source record: 77411

In article <5a9v1d$qq8@ns.mcs.kent.edu>, clisowsk@aegis.mcs.kent.edu
(Craig Lisowski) writes:

>
>Paul "Mclane" Irvine (mclane@dellos.demon.co.uk) wrote:
>: Is there no way to force the long file names in the "Command prompt
>: only" mode???
>
> That is correct. There is no way to get MS-DOS's old command.com
>to support long filenames. Only way to get long file names under dos
>is through a dos-window in win95. Thank MicroSoft for this one.

You can't totally blame Micro$lop for this one. The 8.3 filename
limitation goes back before them, to the original CP/M operating system.

5192. Microsoft Joke

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: davepat@total.net
Message-ID: <32c96671.0@news.total.net>
Source record: 77412

Three engineers were riding in a car: a mechanical engineer, a chemical engineer, and a Microsoft software engineer. The car stalled, and they rolled it to the side of the road.
The mechanical engineer popped the hood, looked is and said "Look. The drive belt is loose. All we have to do is tighten it up and the car will work just fine."
The chemical engineer replied "No, that's all wrong. The problem is fuel contamination. We have to drain the fuel, filter it, and then everything will be A-OK."
The Microsoft software engineer told the other two "No, I've seen this problem before. We have to get back in the car, close all the windows, shut down the car, get out, get back in, start up the car, open all the windows, and then it will run."

--
David A. Paterson
http://www.geocities.com/SunsetStrip/Alley/1878
--
Remember when the music
Came from wooden boxes
Strung with silver wire?
- Harry Chapin

5193. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: ai123@FreeNet.Carleton.CA
Message-ID: <5abovp$pet@freenet-news.carleton.ca>
Source record: 77413

James King (jeking@xmission.xmission.com) writes:
> Steven J. Tucker <ai123@FreeNet.Carleton.CA> wrote:
>
> : Try moving your APE com port to one that does not share an IRQ with
> : your mouse. Your windows mouse driver may be causing a
> : problem w/ com port contention in w95 which would cause
> : the no response problem.
>
> : Try your Mouse on com 1 and your APE cable on 2 or 4, or the other
> : way around.
>
> So are you saying that Ape now works under Win95? I thought that was
> never going to happen?

I'm saying if your machine is fast enough, and your willing to put
up with less than perfect performance, it works under Windows 95.

Steve

5194. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: mclane@dellos.demon.co.uk
Message-ID: <32ca80ed.2209244@news.demon.co.uk>
Source record: 77414

On 31 Dec 1996 02:50:20 GMT, clisowsk@aegis.mcs.kent.edu (Craig
Lisowski) wrote:
>Paul "Mclane" Irvine (mclane@dellos.demon.co.uk) wrote:
>: Is there no way to force the long file names in the "Command prompt
>: only" mode???
>
> That is correct. There is no way to get MS-DOS's old command.com
>to support long filenames. Only way to get long file names under dos
>is through a dos-window in win95. Thank MicroSoft for this one.
>
>--Craig

I was afraid of that but I had to ask since Steven put long file name
support in APE and I would love to use that rather than the truncated
names on some of the images...

Win95 1 ---- Me 0 Same old score......

Paul `Mclane` Irvine

PC, PSX , Atari8bit & C64
&Tomb Raider Helpline :-)

5195. What are the difficulties in "ATR to DCM"?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: ziggy29@netgate.net
Message-ID: <ziggy29-ya023080003112961333030001@nntp.netgate.net>
Source record: 77415

I've seen utilities which can take a disk in DCM format and make it into an ATR or XFD for use with emulators.

I have a real 8-bit here, and I'd love to take some of the ATRs I see and turn them into DCMs, with which I can apply Diskcomm 3 to create a disk.

Is the process of changing DCMs into ATRs a one-way street? I'd think that if it were easy to convert in the other direction, it would be done by now, but I haven't seen it.

Preferably, if such an animal exists, there would be a Unix and/or Mac flavor as well as the obligatory Wintel version. (We don't all have Wintel boxes which can run SIO2PC or anything like that, y'know).

Anyone know of such a beast?

--
Tim Irvin, ziggy29@netgate.net ::: http://www.netgate.net/~ziggy29/

Ratio of the amount that the (U.S.) federal government spent (in 1995) on Americans under 18 to those over 65: 1:5. (Harper's Index)

Want to guarantee I'll *never* buy your stuff? Send me e-mail spam.

5196. Re: Bob Puff and CSS

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5abtvs$368@cyber3.servtech.com>
Source record: 77416

In article <32C639F5.796C@iag.net>, Bill Bragg <bbragg@iag.net> wrote:
>Anyone have an email address or phone number for Bob?

E-mail address, no; phone number, yes. (716) 429-5639.

For me that's a local call; would you like me to ask Bob a question for you, or is this a deeper matter?

Chris Chiesa
lvt-cfc@servtech.com

5197. Re: What's going on? Messages get deleted

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5abu7b$3em@cyber3.servtech.com>
Source record: 77417

In article <2a1_9612291808@idn.nl>,
Richard Douwes <Richard.Douwes@hcc-lwd.idn.nl> wrote:
>
>What's going on on this NG? A few weeks ago the mailing list "died"
>(or fell asleep?) and last week, a message I posted only showed up
>briefly, then disappeared. Am I the only one experiencing this?

I have the same problem CONTINUOUSLY at this end: MY particular problem appears to be that my ISP is woefully undersupplied with disk space for the number of newsgroups they try to carry, so they adjust by setting article-retention times REALLY SHORT. Like, a day or less, from what I can tell! If I'm sick, or I go out of town for the weekend, or I just don't get online EVERY STINKIN' DAY :-), I miss entire threads and don't even see my OWN posts coming back.

> >Did anybody read my messages about Mac/65, Zybex and BBK?

_I_ sure didn't, but that's not saying much. I do know some about Mac/65, and I play Zybex now and then, so maybe you should repeat yourself, maybe even via e-mail... :-)

Chris Chiesa
lvt-cfc@servtech.com

5198. Re: Old Atari Games

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lvt-cfc@cyber3.servtech.com
Message-ID: <5ac03t$4ri@cyber3.servtech.com>
Source record: 77418

In article <32C7A0F8.18EA@csl.com>, Adam Billyard <ads@csl.com> wrote:
>I've been trawling thru all the old Atari games trying to get a feel for
>how "good" they really were. Since I'm still in the (PC) games
>business, I thought it might be fun to look back at the supposed "golden
>years". My overall impression is that most games back then (I include
>my own) were absolutely dire. Its not that the graphics were that much
>more crude, its more that most of the games had no understanding of
>gameplay, of closure, of UI issues. There are some notable exceptions
>but its interesting to realise that just as now, there was such a large
>proportion of rubbish being passed off as "games". Yet there seems to
>be a common belief that games in years past were somehow better, purer
>etc etc. Where does such a view come from?

First off, SF writer Theodore Sturgeon long ago put forth "Sturgeon's Law," which, roughly stated, says, "99% of everything is crap." Don't be misled by looking back on old games "en masse;" those of us who were there at the time KNEW that 99% of 'em were crap -- but the 1% that WEREN'T, are what form our fond memories of those days.

Second, at the time, home computers were "new and different," therefore much more exciting, in and of themselves, than home computers today. Today every Tom, Dick, and his mother has a computer at home, and they treat it like an appliance; in the heyday of the Atari 8-bit, only the GODS had computers, and you considered yourself blessed if you, a mere human, ended up with one.

Third, when you DID spend time with one, since you were anything-BUT-blase' about the computer, you were insanely interested in how the damned thing could possibly DO what it did: there was, quite simply, no precedent for a little box that could sit there and in a few keystrokes fill your TV screen with programming -- meaning, "a TV program" -- that YOU could choose at will, and -- oh, my God -- INTERACT with through the medium of the joystick/paddle/keyboard. So when you heard, through the grapevine or wherever, that these things were, in reality, "simple" enough that one lone programmer could sit down and bang out an entire game, you got motivated to do that too, and then you became capable of appreciating the work and artistry that went into the TRULY outstanding efforts. So if you're a non-programmer, or even a non-Atari-8-bit programmer, think twice before you criticize: some of what YOU may think is "dire," may in fact be "pushing the limits" of what the machines can do, and is/was impressive, in its time, on those grounds alone...

Fourth, one chronic complaint, then and now, has been that of imitators vs innovators. A brilliant mind invented Space Invaders; a thousand mediocre minds knocked off cheap imitations with minor variations. Another

brilliant mind invented Pac-Man, and TEN thousand mediocre minds knocked off imitations with even FEWER variations (John Harris is to be excused because his INTENTION was to reproduce the ORIGINAL Pac-Man on the Atari 8-bit). Centipede. BallBlazer. SpinDizzy (well, okay, Marble Madness; by the time MM came out (and I discovered SD), original games from OTHER platforms were in a position to "inspire" imitations, or ports, onto the Atari 8-bit). I know _I_ could never have come up with the ORIGINAL IDEAS of some of the classic or "landmark" games. Could YOU? My point is that we all look at the old games as being "great" and "classic" and all, because that is where the ORIGINAL implementations of many acknowledged classic game-themes first appeared! Maze games. Side-scrolling shooters. First-person-POV split-screen simulators. We had 'em ALL, and we had 'em at a time when NOBODY ELSE HAD EVER SEEN THEM.

Finally, it's interesting that you mention "closure." presume you're speaking of the notion that one can "win" or "finish" a (video/computer) game. Personally, I find that notion to be a relatively latecoming, and not entirely welcome, one. I always took for granted that videogames "went on forever," getting progressively more difficult until the individual player reached the limit of his competence -- so that a player's "all-time high score" was a more-or-less "absolute" measure of his skill at a particular game, relative to all other players of that same game. A high score actually MEANT something. It never even OCCURRED to me that a videogame might have an "end" somewhere! And when the concept started becoming common, between six and eight years ago as I reckon it, I did NOT LIKE it! To this day I consider a "finite," "winnable" videogame a ripoff: I paid (a quarter then; probably fifty cents or more today -- or multi-dollars for a home game) for an INFINITELY playable game, not some knockoff that any ten-year-old can "beat" in a half-hour and have no further interest in. "Finishable," "winnable," "beatable" games, IMHO, have always been nothing more than a gimmick for increasing the income of the videogame manufacturer: "make the game winnable, so they'll get tired of it and buy ANOTHER game!" For shame; videogames were meant to be infinite! As for "gameplay" and "UI issues," would you care to be more specific? I for one would love to know what you consider "dire" examples in those areas. I suspect that YOUR notions of "gameplay" and "UI issues" may turn out to be luxuries affordable in this day of 32- and 64-bit systems, but may have been impossible in the day of the classic game. I certainly never felt that any of the classic games were poorly playable, or had poor UI's, at the time!

Chris Chiesa
lvt-cfc@servtech.com

5199. Re: Copyrights

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: daniel11@appstate.campus.mci.net
Message-ID: <5a9b7f$fat@nw101.infi.net>
Source record: 77457

"Brien K. Meehan" <meehanb@detroitedison.com> wrote:

>Eric <Eric_Cron@addus.com> wrote in article <5a6tbr$nnn@kirin.wwa.com>...
>> I really don't understand all of this talk about copyrights.

>> Information should be free

>As I was growing up, I discovered I had a choice: a) Become a caveman, and
>be totally self-sufficient (i.e. build or find my own shelter, make my own
>clothes, grow or find my own food, etc.), or b) Become good at something,
>and trade with other people for the things I need. I chose the latter, and
>became an Information Systems specialist.

>I've never been a carpenter, but I live in a house. I'm not a farmer, but
>I eat food nearly every day! And so on. I've accomplished this by trading
>(indirectly, via an abstraction called "money") my skills (including
>programming) for the skills and materials of others. As a result, I'm
>having a much more rewarding life than I would have if I chose "caveman."

>Now, I'm explaining all this because I might not have the same vantage
>point that you do. Can you explain to me, from this context, why
>information should be free, "period," as you say?

>... and why should it be more free than, for example, housing or food? Or
>perhaps an example closer to home would be health care services? Should we
>all just start taking health care services without paying for them?

Cool post. I think maybe all information should not be free, but we
would have to come up with a better definition of what 'information'
is.

[DC]

5200. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c86e86.2210133@news.inc.net>
Source record: 77458

On 30 Dec 1996 07:18:50 -0500, dklugh@freenet.columbus.oh.us (Daniel Klugh) wrote:

>(I assume DOOM runs at 320x480 or some other vertical resolution.Doesn't >DOOM run on a normal VGA card?(VGA doesn't do 640x480x256))

DOOM (for MSDOS) runs in 320x200 by 256 colors.

Cheers,

Jon

5201. Re: A new thread or end of it (C and A8)

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: ssilicon@lax.net
Message-ID: <32c8700d.2600795@news.inc.net>
Source record: 77459

On 30 Dec 1996 23:17:08 GMT, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

-code listing deleted-

>Regards, Russ

How come you sign it Russ if your name is James?

5202. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: clisowsk@aegis.mcs.kent.edu
Message-ID: <5a9v1d$qq8@ns.mcs.kent.edu>
Source record: 77460

Paul "Mclane" Irvine (mclane@dellos.demon.co.uk) wrote:
: Is there no way to force the long file names in the "Command prompt
: only" mode???

That is correct. There is no way to get MS-DOS's old command.com
to support long filenames. Only way to get long file names under dos
is through a dos-window in win95. Thank MicroSoft for this one.

--Craig

5203. Re: Ape and Win95..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5aa0st$ntp@nexp.crl.com>
Source record: 77461

In article <5a6vru$q28$1@news.aros.net>, Lawrence Gold wrote:
: While we're on this thread, I might as well ask a question: Has anyone
: had any success running APE via Dosemu in Linux? I've tried the latest
: version of Dosemu, and followed Steven's directions in the APE
: documentation, but it doesn't -quite- work.

: I'm able to boot to the selection menu on the Mydos ATR file, but it does
: so very slowly compared to when I run it from DOS. When it loads
: further, it just seems to hang at some point.

If there's one good thing about DOS, it's that it never interrupts
you. Linux, being a pre-emptive multitasker, will. So dosemu gets
interrupted while the kernel lets other programs do other stuff and APE
is thrown off because of that. The slowness and hangs are symptoms of
this.

There's no way to get around this with a standard kernel, but there's a
real-time version at http://luz.cs.nmt.edu/~rtlinux which treats the kernel
like a process and schedules it like any other; this way, other processes
can be set to a higher priority so that they're not interrupted (unless
they've found a more elegant solution). If you ran that kernel and set
dosemu to the highest priority, it shouldn't have any problems.

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

5204. Re: Ummm, I'm a little confused

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: "Kyle R. Hofmann" <rhofmann@crl.com>
Message-ID: <5aa1j5$ntp@nexp.crl.com>
Source record: 77462

In article <5a8bva$7sh@login.freenet.columbus.oh.us>, Daniel Klugh wrote:
: I'd have to run it full screen,but I think that the X-server doesn't do
: 320x480 or anything like that.

I've run XFree86 (3.1.2 & 3.2) in 320x200 and a bunch of extended VGA
modes (i.e., 320x400, 320x480, etc.).

: (I assume DOOM runs at 320x480 or some other vertical resolution.Doesn't
: DOOM run on a normal VGA card?(VGA doesn't do 640x480x256))

Mode X, 320x200.

: Of course I have no idea how to make it run with a bigger window.

You shrink the resolution. I think that's shift + and shift -, but
it's been a while since I've run X.

: I remember always using sdoom (non-X) instead of xdoom though.

Yeah, it works better. I wish that Linus wasn't such an X bigot,
though---then we might have an svgalib Quake instead of just an X one
(And GGI, too).

--
Kyle R. Hofmann <rhofmann@crl.com>

"There are no significant bugs in our released software that any
significant number of users want fixed." -- Bill Gates

5205. Re: Looking for De Re Atari and Atari Hardware Manual

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5a9son$2jl@netaxs.com>
Source record: 77463

Lawrence Gold (gold@shell.aros.net) wrote:
: I'm looking for a copy of the Atari Hardware Manual (I saw a reference to
: it in a Compute book) and De Re Atari.

: If anybody is willing to make a photocopy or sell an original copy, just
: name your price.

: Thanks very much.

: (If you also know of any other good hardware or low-level references, I'd
: appreciate the information.)

Not sure what "hardware manual" you mean. There is a hardware manual
in the Tech Ref Notes set that you can purchase from best electronics.

5206. Re: Atari knew..

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: heller@socko.cdnow.com
Message-ID: <5a9t5g$2jl@netaxs.com>
Source record: 77464

Daniel Klugh (dklugh@freenet.columbus.oh.us) wrote:
: cathryn (cathryn@junglevision.junglevision.com) wrote:

: The 7800 is more advanced that the NES.

I heard that the guys who designed the NES offered it to Atari before they
went out on there own to release it.

: : Atari 800 carts. I don't think consumers can get this. All they know is
: : Atari or Sega or Nintendo. If you have more than two incompatible cartridges
: : on the shelves at Toys R Us they're just confused all to hell.

: Oh please,I can't believe that someone would buy a 5200 cartridge for
: their 2600.Now I could belive 7800 for their 2600 since they look identical.
: Of course if they got it in the box,then there's no excuse.

Wrong... I see kids and parents all the time trying to buy SNES games
for their "sega" (genesis) system. I even see people purchasing the wrong
cd game for their system because they think a cd is a cd.

Also, we are talking about a rectangle box that says "ATARI" on it.
ATARI=2600. Always has (to most of the public anyways). No parent or kid
really looks at the fine print.

5207. Re: Copyrights and the Atari 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961231061800.BAA02759@ladder01.news.aol.com>
Source record: 77465

I think they should go after all the PORNO stuff first, and we all
should send a letters to our comgressman telling him to do so.

Or yet even better:

** Click here to ENTER Cyber Prono! **
Would send you to Congress!

and:

** Click Here if under 18 years old **

sends you to Jellystone!

Ok get the drift? How can you copywrite SD0001.JPG ?

and somebody is making lots of cash with that file to!

5208. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lenspencer@aol.com
Message-ID: <19961231062600.BAA02946@ladder01.news.aol.com>
Source record: 77466

In article <5a88q4$3h9@login.freenet.columbus.oh.us>,
dklugh@freenet.columbus.oh.us (Daniel Klugh) writes:

>
>I mentioned CGS somewhere.I call CTH (Closer to Home) BBS,but it said
that
>I needed to be validated by voice.I'm still waiting.

If you're long distance to him you should be validated by now.

5209. Re: How do I write out image files?

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: lbarber@sonymusic.com
Message-ID: <5aac73$l83@news1.sjc.in.sel.sony.com>
Source record: 77467

In article <32C347FD.7048@dhs.state.nj.us>, rsely@dhs.state.nj.us says...

>look for the file IMU14.ZIP. This program allows you to copy files into
>and out of .XFD and .ATR files on PCs and Amigas. Then move the file(s)
>via null modem to your Atari.

I have either this program or one similar to it, but I don't want to pull files
out. I looking mostly to restore boot disks back to an Atari disk.

> Another Way: Usine SIO2PC or APE, simply copy the file from the
.ATR
>or .XFD image to the Atari disk. Obviously the better way if both
>machines are near each other. The former way is a bit more complicated,
>but works well.

Will these programs write to an Atari floppy on the PC? I looked at them, and
it
didn't seem that they did.

Well, thanks again, I hope to get this figured out sooner or later...

5210. Re: Null Modem Cable...

Newsgroup: comp.sys.atari.8bit
Date: 1996-12-31 00:00:00 UTC
From: guy1015@aol.com
Message-ID: <19961231065700.BAA03654@ladder01.news.aol.com>
Source record: 77468

The CGS Color system is fast as hell, you probley was using a slow modem or somthing, even at 2400 bauds CGS FLEW. Its the Atari 8bit version of the RIP Xlation. It dosnt send the Graphics over the phone just small pacs of info - and the Magic unfolds -